

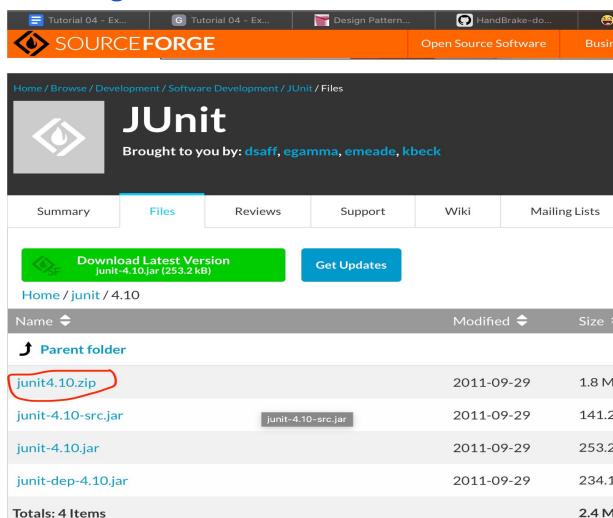
**GINA CODY School of Engineering and Computer Science**  
**Department of Computer Science and Software Engineering**  
**Concordia University**  
**Software Management, Measurement and Quality Control**  
**SOEN 343**  
**Tutorial 04**  
**Design patterns in practice**

## Exercise description:

1. Use the following open-source project (JUnit v4.10). ( Give a brief project introduction)  
<https://sourceforge.net/projects/junit/files/junit/4.10/>  
(In the url click the **download button junit4.10.jar** )

**GDrive Link: use this to download the code from jar file.**

<https://drive.google.com/drive/folders/1IEJzeiUjkz3eoXDJPh1CGKxxVrevJQjZ?usp=sharing>



2. Identify the Behavioral Design Pattern in the given project (*package : junit.framework*).
3. In your words, write a short paragraph explaining the Design Pattern.
4. Write a short paragraph explaining the code and the relationship among the classes in the identified Design Pattern. Show the related code. ( **include the screenshots of the code** )
5. Draw the class diagram for the Design Pattern (JUnit).
6. Submit a report in a well formatted PDF. (should not exceed 5 pages)