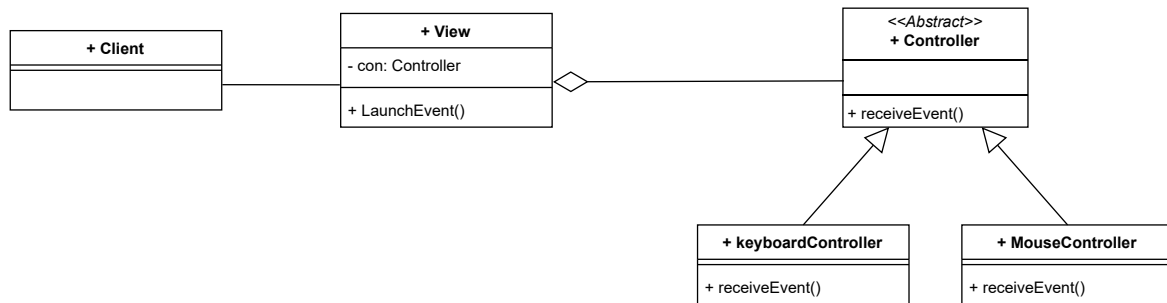


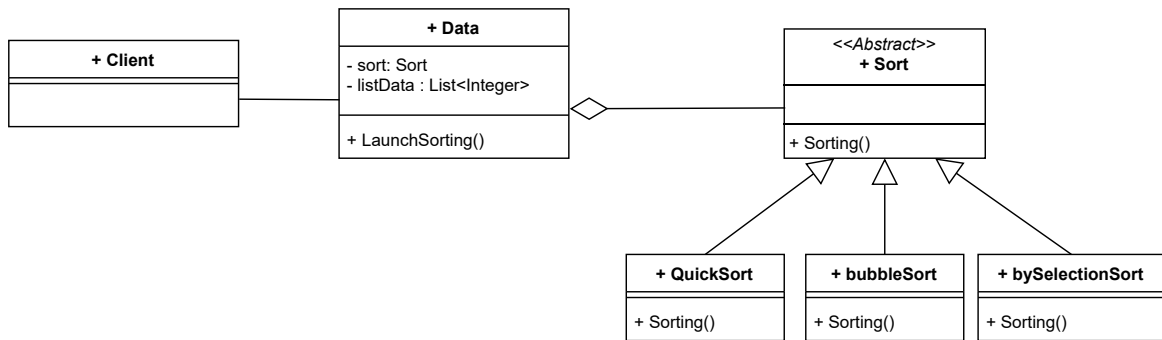
I.Exercise 1



Explication

The context here is the **View** class, since that's what the user interacts with. From there, the user can trigger different interchangeable events that will be handled accordingly by the controller. Therefore, the controller is the **Strategy** class, and in general we can have an event triggered from the mouse or from the keyboard.

II.Exercise 3



Explication

The context here is the **Data** class, which holds the list of integers to be sorted. At runtime, the user can choose between different sorting methods interchangeably. Therefore, the **Sort** class is the abstract strategy, and the different sorting methods inherit from it.