

**Please demonstrate use of one or more design patterns and add comments as to why you choose that pattern.**

Under “EmployeeAdministration” project, I decided to use two design patterns:

- Factory Pattern – I decided to use factory pattern to hide the creation logic for the Employees and have a controlled creation of different types of employees. At the moment I only included a “FullTimeEmployee” but we can include in the future different Employee types as “ContractorEmployee”, “PartTimeEmployee”, etc.
- Singleton – I decided to use singleton pattern to control the instance creation of EmployeeManager as it is required only one instance of this class.