For the midterm exam you should study the following patterns:

- façade (service class)
- strategy
- template method
- observer
- composite
- iterator
- command
- state
- chain of responsibility

For all patterns you should know (when applicable):

- What problem does this pattern solve?
- Advantages and disadvantages
- What are the issues when you apply this pattern?
- What the different ways you can apply the pattern?

You should be able to apply the pattern to a certain design problem
- With an UML class diagram (like in the homework and labs)
- With a UML sequence diagram (like in the homework and labs)
- In code (like in the labs)

There will also be a SCI question.