Assignment 03:
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Here I implemented abstract factory pattern,adapter pattern and singleton Pattern.
To made GUI I needed to have components(Buttons,Frames,TextBox,EditBox) . Here to produce different kind of compoenents more specifically to make components of different style(High definition, simple design and futuristic design) I used factory pattern and combining all of them I made abstract factory pattern.

I have a class configueManager. This class mainly gives me information of the information file which says which component I need to add and where to add and using this class window manager make interfaces.Now this class is mainly abstract class which is implemented by two other classs. One class is for reading configure file type and other class is to be used as a translator for XML type files. Now Basically I work with that class which generally deals with config type files. Now if I need to use xml type files I also use this class object but here I use adapter pattern so that I can translate xml file and pass through this class objects and do my purpose which I generally do with config type files.

Singleton pattern I used here in window manager class. So that This object is never created twice. More importantly in one line "A class object to show all type of interfaces".