

Optional Section 5

Which design pattern(s) have you used?

The patterns used were the **Fluent Design**, as the TriggeredRule inherits from Rule I extended it to this class too.

Most importantly I also used and implementation of the **Observer Pattern**. I created an interface called Observed and made Product to implement it, this was so that the programmer cannot bind a TriggerRule to a Generic Type that cannot be observed.

This interface only consists of one method which is addTrigger (which would be to add an observer). This method adds the Trigger (observer) and when performing an action on the Object that implements the Observed pattern uses the triggers.

In our case it is Product and I modified the setPrice so that it traverses through all the triggers to see if any activates (as specified in Observer Pattern).