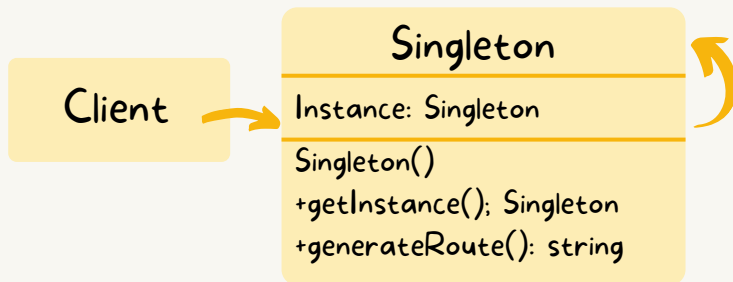


Singleton

Creational Pattern

UML



Explanation

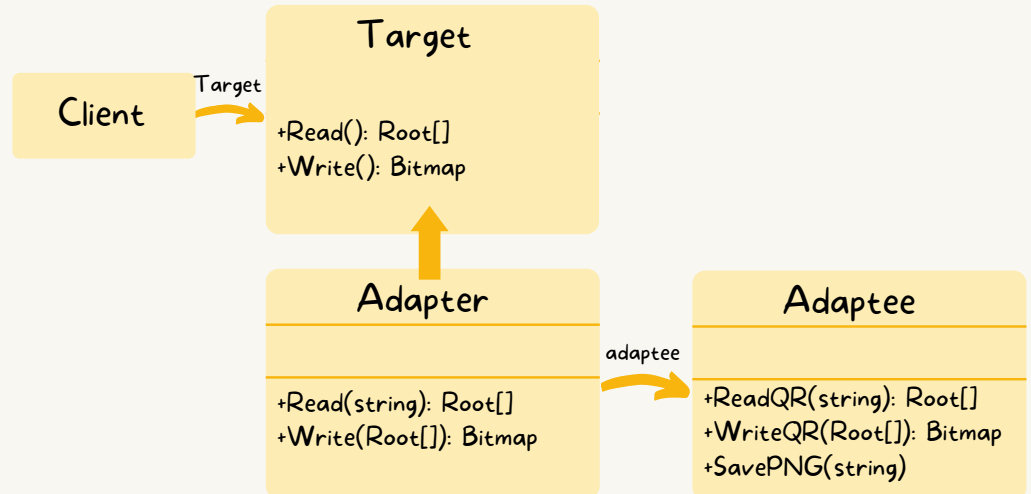
- While programming the project, I ran into the problem of using the same path several times (with only one number varying: 'Store1', 'Store2') to save the QR images. But why is this a problem? Well, maybe we would think of a global variable that always saves this path. However, since there is a per-route variant, we need a route builder that calls itself while stocking in the same store. This is resolved by singleton.



Structural Pattern

Adapter

UML



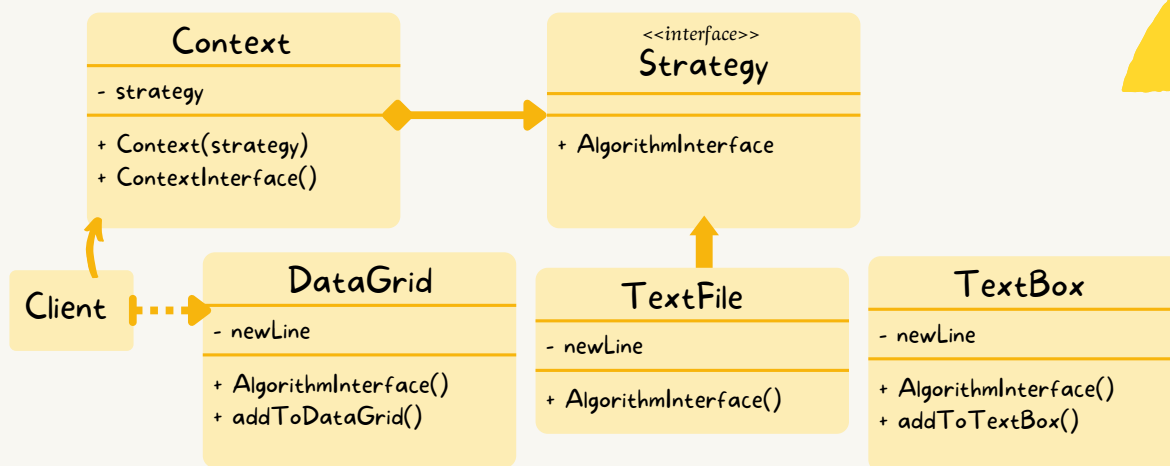
Explanation

- When using a specific library to read QRs, we may encounter the problem that this library may change in the future (either the version or a completely different one)
In case this library change, we just need to change a pair of code lines in adapter, and that's it.

Strategy

Behavioral Pattern

UML



Explanation

- For the report, we have some checkbox. Here, we choose where we want to register everything the user is doing. But since we have 3 different forms that can work together, we use strategy, so if any checkbox changes, we write at runtime inside the corresponding concreteStrategy which is either textbox, datagrid or a text file.

