



Name of the main class (which contains the main method to run).

App



The names of the design patterns we have used, along with the class names involved.

### Used Design Patterns

Singleton – ImageLoader

Prototype – LiquidCache, Liquid, CLiquid1

Factory – LiquidFactory, ILiquid, Liquid1



The UML diagram of the key classes / interfaces of the application, depicting the relationships (inheritance, association, composition, etc.).

