Library Management System

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Software Design Patterns Used

Not taught in class:

- Chain of Responsibilities Pattern
- Repository Pattern

Taught in class:

- Singleton Pattern

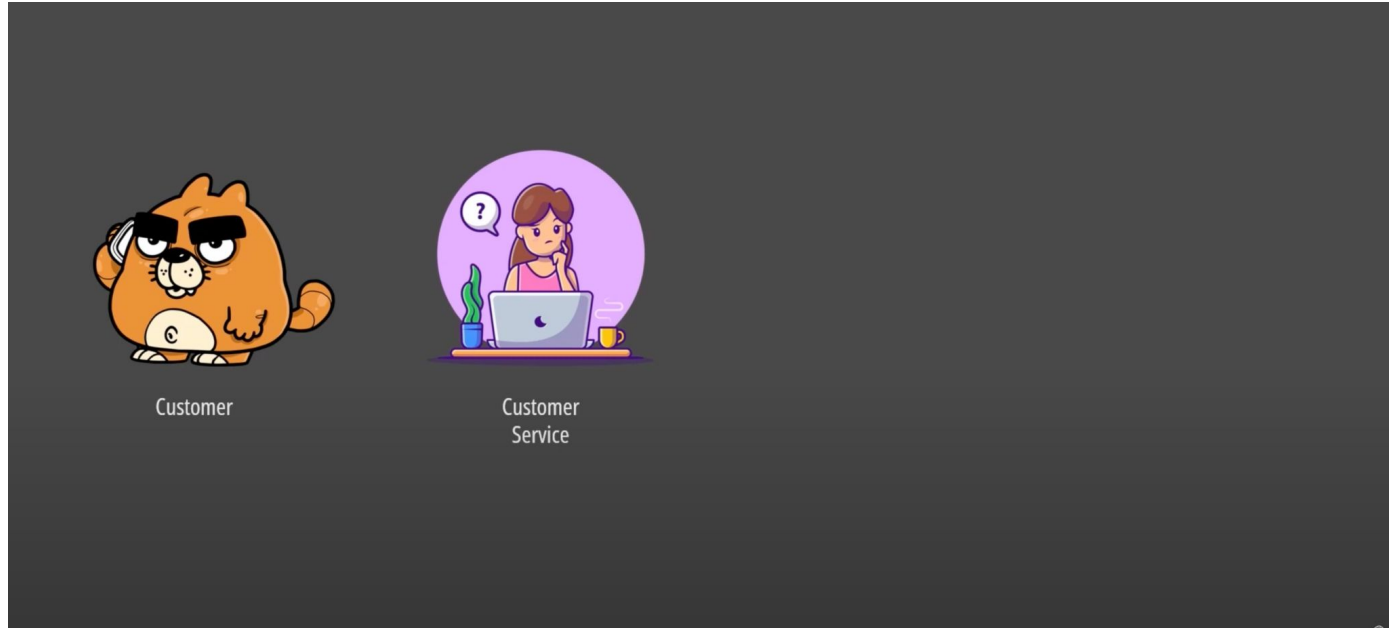# Chain of Responsibilities Pattern (B)

Chain of Responsibility is a design pattern that lets you pass requests along a chain of handlers. Upon receiving a request, each handler decides either to process the request or to pass it to the next handler in the chain.

Chain of Responsibilities Pattern Example

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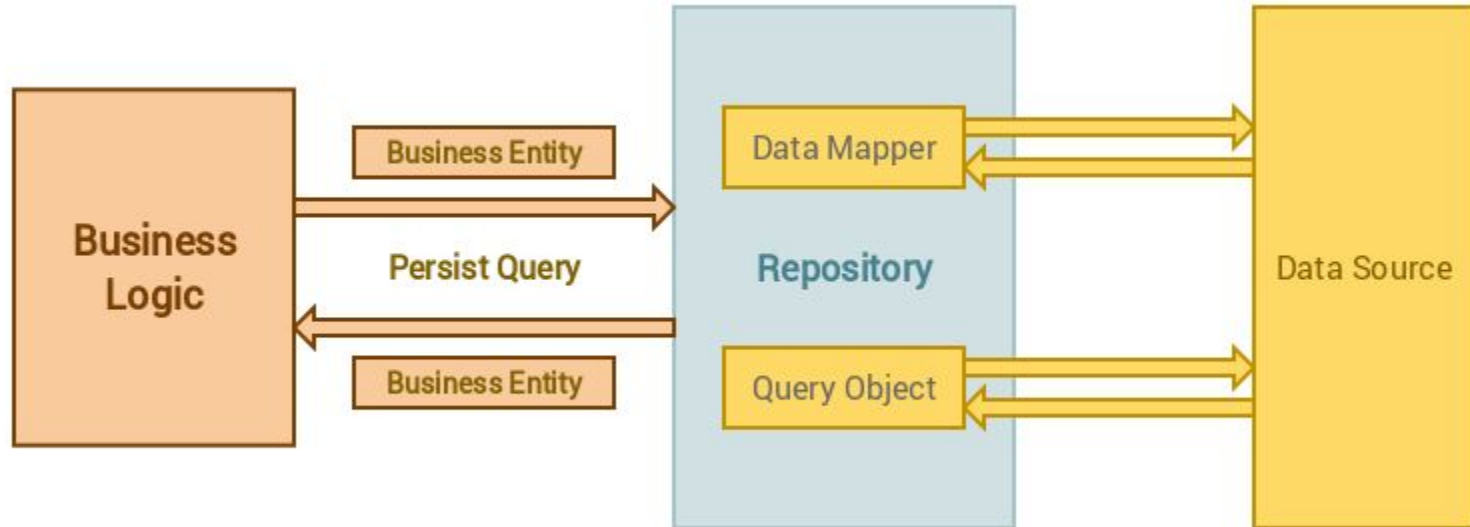
Chain of Responsibilities Pattern Example

Repository Pattern

The Repository pattern is a design pattern commonly used in software development to create a separation between the logic that retrieves data from a persistent storage (such as a database) and the business logic of an application. It provides a centralized interface for accessing data, hiding the details of how the data is stored and retrieved.

Repository Pattern

Code

Any Question?