

# Day 30 Lesson Plan

## In class

- Facade and Mediator<sup>1</sup>
- Singleton and Monostate Patterns<sup>2</sup>
- Handout on Singleton Pattern<sup>3</sup>
- Null Object Pattern<sup>4</sup>

## Reading

- Agile Software Development textbook, chapter 15 (p. 173-176)
- Agile Software Development textbook, chapter 16 (p. 177-187)
- Agile Software Development textbook, chapter 17 (p. 189-192)

---

<sup>1</sup> [../activities/activity14-2facadeMediator.html](#)

<sup>2</sup> [../activities/activity15-1singleton.html](#)

<sup>3</sup> [../activities/activity15-1handoutSingleton.html](#)

<sup>4</sup> [../activities/activity15-2nullObject.html](#)