**Assignment no 2**

**Q-No-1 Behavioral design patterns**

Explore the functionality of Iterator and flyweight design patterns and prepare a report highlighting their purpose and application. Your report should include their respective intent, applicability, structure, components, consequences and java implementation.

**Submission date: 04-10-2019**

**Submission Time: Start of class**

**Note: The assignment is in groups**

Assignment Instructions:

* Solve the assignment of A4 size white page.
* Attach a proper title page on assignment cover.
* Assignment shall be neat and clean.
* Late submission will not be entertained.
* Solve the assignment yourself as there will be quiz from it.