**WEEK 7 Design Pattern Report**

**How the patterns compliment your functional areas**

The following is a description of the implemented patterns as of week 7 and how they compliment the functional areas.

* Obsever design pattern

The observer pattern is a software design pattern in which an object, maintains a list of its dependents, called observers, and notifies them automatically of any state changes, usually by calling one of their methods.

The observer design pattern compliments the project by providing a way to pass communication to the drivers whenever the adminstration need to make communication.

* Template design pattern

The template method is a method in a superclass, usually an abstract superclass, and defines the skeleton of an operation in terms of a number of high-level steps. These steps are themselves implemented by additional helper methods in the same class as the template method. The template design pattern compliments the project by providing a way to create a class that extends a main class that holds the default methods.