

# SWEN30006 Software Modelling and Design

## Workshop 8: GoF Patterns (Part 2)

### Strategy and Composite

School of Computing and Information Systems  
University of Melbourne  
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## Part 1 Designing the System

### Task 1.1 Identifying Necessary Patterns

The strategy pattern should be used to implement the rules and the composite pattern should be used to calculate score when multiple rules are applicable. The main class should use the singleton factory to determine which rules are applicable based on the number of turns.

### Task 1.2 Creating a Design Model

