

# TDT4240 - Excerise 2

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## 1 Introduction

3.a) For the patterns listing in Step3, which are architectural patterns and which are design patterns? What are the relationships and differences of architectural patterns and design patterns?

Observer	2 Design Pattern
State	Design Pattern
Template Method	Design Pattern
MVC	Architectural pattern
Abstract Factory	Design Pattern
Pipe and Filter	Deisgn Pattern

3.c) Is there any advantages in using this pattern in this program? (What are the advantages/disadvantages?)

An advantage of using the MVC-pattern is that the setLabel-method is only run at changes in the X- and Y-coordinates.