Labs Checklist

For the labs, no solutions will be provided. You are expected to implement them based on your understanding. To make sure that your labs are done in compliance with each corresponding design pattern, please use the following checklist before handing in your lab work. (But we will spend a few minutes to go through them during class so you will get an idea whether your solution is in the right direction)

1. Come up with a design diagram based on the problem statement first. Compare your design with the 'structure' described in the textbook. Make sure you have all the corresponding participants in your implementation (can have different names though).
2. Each participant has the expected interface methods or responsibility.
3. You may add necessary references between them without violating the intent (If 2 participants are meant to be decoupled in the pattern, you should not have them reference each other directly. For instance, in the Adapter pattern, the Adaptee has to be invisible to the Client.)
4. Pay attention to details that are important in supporting the intent of the pattern. For example, the 'final' keyword for the Template Method.
5. In many patterns, super types are mostly interfaces. But there are times an abstract class is necessary to have some common code provided for all its sub types.
6. If your implementation does not have a client with a main method, write a test program and run it with some data. See if it produces the expected result.
7. For those labs that need simulation methods, just print a message that indicates execution of it.
8. In all, if your design complies with the 'structure' and implementation level details are taken care of and your program runs with expected result, your work should be fine.
9. Ask questions if you are not sure or having doubt on the lab itself.