



The **Adapter pattern** is used in handling the API requests throughout the program implemented in the APIAdapters and ClientInterfaces package. Here the concrete classes inherited the APIRouter abstract class are the adapters and the APIService class is the adaptee. The interfaces in ClientInterface were introduced adhering to each concrete adapter class to provide a clear protocol for the client to use the adapter. This pattern used is to ensure that the adapters are getting raw data from the client and passing the correct data structure to the adapter. Furthermore, this pattern allows new APIs requests to be added easily by just introducing a new adapter class extending from the APIRouter without changing anything from the APIService which upholds the **Open/Close Principle**. The downside of this pattern is that every new adapter introduced needs to introduce a new interface in order to adhere to the adapter pattern rule.

The **Facade pattern** is used in the API package. This is to provide convenient access for the client to make API calls and also isolates the systems from the complexity of the API package (subsystem). Client classes only have to call the appropriate function in the APIFacade to make an API request. With this pattern, clients do not need to initialize all the APIAdapters, keep track of dependencies and execute methods in the correct order, as all these will be provided in the functions of the Facade class. Therefore, it also greatly increased the readability of the code outside of the API subsystem. ^[1] Moreover, the APIFacade class is also transformed into a **Singleton** since a single APIFacade object is sufficient across the system. However, this violates the Single Responsibility Principle as it contains a large number of function calls which interact with all concrete classes of the APIAdapter package.

The **Factory pattern** is implemented in the UserFactory class and the BidFactory class. These factory classes are used to create variants of User and Bid objects where the client only has to pass in a param and the factory class will return the client the appropriate subclass. This is to ensure that we avoid tight coupling between the UserFactory/BidFactory and the Student/Tutor or OpenBid/CloseBid classes. Hence, these classes also uphold the Single Responsibility Principle as product creation code is extracted into one place in the program which also increases the readability of our code. Moreover, it also provides the convenience of **Open/Close Principle**, where we can easily introduce new variants of the product into the program without breaking the existing code.

Finally, we implemented the **Observer pattern** for the **active MVC architecture** used throughout the program which depends on the classes provided in java.util. We have decided to implement this as the View classes need to handle data changes in the Model class dynamically. Therefore, this pattern is enforced so that whenever a user presses the refresh button, the Controller will listen to it and inform the Model (observable) a change has happened and handle the data update, the Controller observing it will trigger its update() functions and updates the View's content. This pattern solves the problem of hectic and abundance of function calls from Model to Controller and finally to View.

The **Common Closure Principle** is used in the BiddingSystem and API packages, where all the classes related to the bidding functionality and all the classes related to API requests are grouped together accordingly. For instance, when a Bid object is changed, all the affected classes have to be changed and only these classes have to be changed, same applies to the API's classes. This way it helps in increasing maintainability where developers change something in the package, they know which classes have to be changed accordingly that are within the package.

Resources:

[1] Relations with Other Patterns <https://refactoring.guru/design-patterns/facade>