

Lab Report 6 OO Continued

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Reflection:

Design patterns are interchangeable solutions to problems that occur in software engineering. These solutions are some of the best developments employed over the years by experienced code developers. These patterns can speed up implementation by providing established development paradigms into the simplified source code, making it more comprehensive and easier to maintain. This is conceptually known as Clean Code because it is well formatted, organized, and void of unnecessary complexity. The practice of Clean Coding aids in the process of Code Maintenance by keeping software updated and in optimal condition when fixing bugs, adding new features, and accelerating runtime.

A brief description of Observer Patterns is a behavioral design that gives shape to a hierarchical dependency between objects in a framework such that when one object changes state all subordinate classes are notified and instantly modified. Similarly, Template Patterns are formatted design patterns that compose the skeleton of an algorithm into a method by deferring overridable steps to subclasses. Template methods allow subclasses to redefine certain protocols in an algorithm without renewing its overall structure. In contrast to these two logic behaviors, a Singleton Pattern exists as a type of creational design pattern that ensures that a class has only one instance and offers a global point of access when called.