

Homework 1 (due 2/12/2009)

Find an example application and write skeletal code to demonstrate *one* of the following design patterns:

- Bridge
- Observer
- Visitor

Do a prototype implementation in an OO language that you are not too familiar with (e.g., if you know Java well, pick C++, and vice-versa). You should turn in working code, even if it doesn't do anything interesting. Write a short (max 1 page) report. Your report should address at least the following questions:

- Why was the design pattern you picked appropriate for the application?
- What are the advantages/disadvantages of your implementation?
- Are there language features in the language you picked that helped you do a better implementation job of the pattern? (Typical features that help in pattern implementations include templates in C++, inner classes in Java, etc.) Are there features in other languages that you think would have helped?

Turn in everything before midnight of the due date by email.