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ONG ZHENG YANG -

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Semester: 1

Session:

August 2022

Lecturer:

③ Nadhrah Abdul Hadi (nadhrah.abdulhadi@newinti.edu.my)

② Module Code and Title:

4067CEM Software Design

Assignment No. / Title:

Continuous Assessment

④ % of Module Mark:

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(2)   Hand out Date:

6th September 2022

Due Date:

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Task 2: 18 November 2022, by 11.59pm

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Class diagram and design pattern selection Assignment 3

3.1 Class Diagram

Figure 3.1 Friendly Buddy System Class Diagram

3.2 Design Pattern – Mediator

Figure 3.2 Friendly Buddy System Design Pattern

A behavioral design pattern called mediator enables you to lessen complicated relationships

between items. The design pattern prevents things from interacting directly and compels them to

work together exclusively through intermediary components. There is a home dialogue on the

Friendly Buddy system. It includes a variety of form controls, including profile, location, chat,

follow, discover, and create post. The Mediator design recommends that Friendly Buddy systems

cease any direct contact between parts, so separating them from one another. Instead, these parts

must work together covertly by calling intermediary objects that reroute calls to the proper parts.

As a result, instead of being dependent on hundreds of coworkers tied to them, these components

simply need one intermediary class. In our example of the Friendly Buddy system, the home page

itself can serve as an intermediary. The Friendly Buddy system doesn't even need to add a new

dependency to this class because it's likely that the main page already knows about all of its group

attached. The Friendly Buddy system may incorporate a complicated network of relationships

between diverse items into a single Mediator object thanks to the Mediator pattern. It is simpler to

change, extend, or reuse a class the less dependencies it has. (Mediator 2022)

3.3 Reference

Mediator (2022) Refactoring.Guru. Available at: https://refactoring.guru/design-atterns/mediator

(Accessed: November 18, 2022).

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