

Software Architectures

Assignment 1: Design Patterns

Kennedy Kambona, Janwillem Swalens
Software Languages Lab
Vrije Universiteit Brussel

Procedure

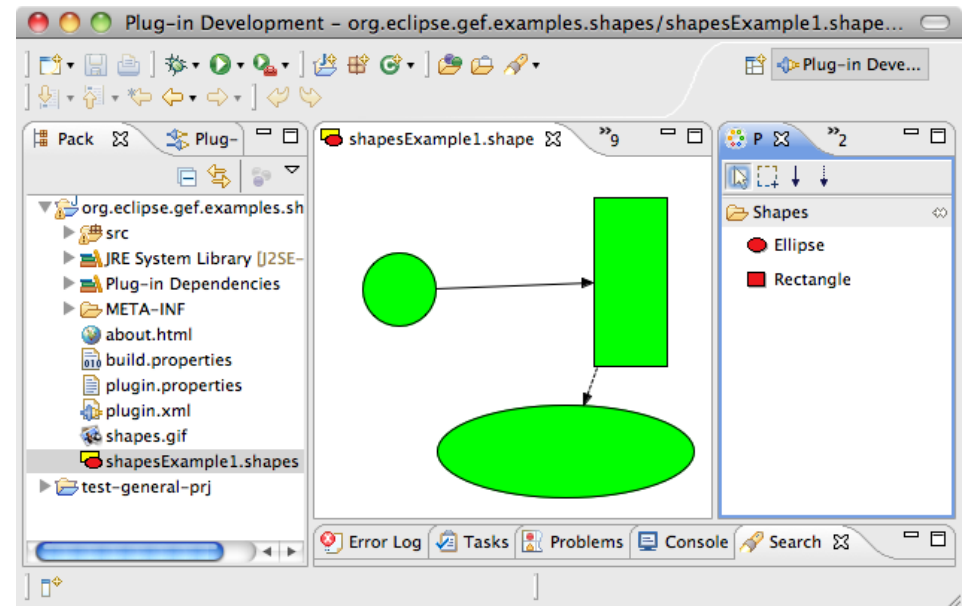
- Assignments are graded
- Deadline fixed, usually 2 weeks
- Report (in English) & possibly code
- Teams allowed, max 2 people
- Submit using PointCarré (follow naming schema!)
- Additional defense possible

Assignment 1: Design patterns

Instructions on PointCarré

Deadline: **Thu, 6th March 2014, 23:59**

Eclipse Graphical Editing Framework:
GEF Shapes example application



Exercise 1: Identify patterns

In example application,
identify:

- Factory Method
- Command
- State
- Composite
- Singleton

For each, give:

- Participants
- Motivation
- Class diagram

Exercise 2: MVC

Find MVC in example application (≠ lecture)

Give:

- Participants
- Differences from normal MVC
- Adapted diagrams