

Homework Assignment 6:

For this homework assignment you can score 200 points.

Assignment: Create an exercise for implementing a particular design pattern similar to the exercises that were handed out in class or to the homework assignments. This assignment is due on December 16th. This is an individual assignment.

Choose one pattern from the following patterns: Command, Proxy, Abstract Factory, Iterator, State, Decorator.

Typically your exercise will be of the following form:

- 1: Context. state the problem statement.
- 2: Assignments:
 - 1) Implement using pattern X
 - 2) Create a class diagram for your solution

You can score up to 20 points extra credit for any extra questions or assignments. e.g. What other pattern should we apply to deal with problem X? How can you implement feature this or that?

For HW6 you must submit:

- 1) Narrative for your exercise
- 2) The solution to your exercise (e.g. Java files & Class diagrams)
- 3) Any answers to the extra credit questions.

Exercises will be graded on originality and correctness of the solution. i.e., I don't want to see any exercises that others have made from the web or that are minor deviations from the exercises we did in class.