Deliverable: #5 - Design Patterns Examples
Title: SE2: Software Design and Architecture (CS 446, ECE 452, CS 646)

Description:

We will cover several design patterns in this course. This assignment is designed to evaluate if you have understood the design patterns. Each team will have to choose three design patterns and come up with a real world non-software example for each. Each of your examples need to be comprehensive, demonstrating how the design pattern could be used and specifically how it is beneficial to the overall system. All design patterns work to address coupling in a specific way; describe how is coupling reduced and what kinds of future changes are enabled by your design pattern. Please explain each example in detail and include a figure for each.

You can use any material you can find from books or online in creating your example but please cite your sources.

Deliverables:

Please submit a document that is at most 3 pages long (1 page per example).

Assessment:

This deliverable accounts for 10% of your final grade.