

# Deliverable 5 - Design Patterns Examples

SE2: Software Design and Architecture (CS446, ECE452, CS646)

## 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 from books or online in creating your example but please cite your sources.

## Document

Your submission should be a PDF document in letter size. The page limit is 1 page per example  $\times$  3 examples = **3 pages** (excluding acknowledgements and references). The font size of the main text should be 11pt. The document should be uploaded to Learn; only one team member needs to upload this document. The file name should be

cs446-d5\_<group-number>\_<project-name>.pdf (use - instead of space in project name).

## Assessment

This deliverable accounts for 10% of your final grade.