Multimedia Technology Programming

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Exercises for lecture 2: Design Patterns

Read through pages 87—95 of Gamma *et al.* (1995) which describe the Abstract Factory pattern. This chapter of the book has been scanned and can be downloaded from the Moodle MTP page. Then explain how this pattern can help with avoiding each of the following causes for redesign.

1. Creating an object by specifying a class explicitly.
2. Dependence on hardware and software platforms.
3. Dependence on object representations or implementations.
4. Tight coupling.

References

Gamma, E., Helm, R., Johnson, R. and Vlissides, J. (1995). *Design Patterns: Elements of Reusable Object-Oriented Software.* Addison-Wesley.