Assignment 2

1. In each of the following situations, use combinations of GoF and GoV patterns to achieve the goals stated. In each case, provide a brief discussion on the potential deficiencies of your proposed solution:

- A complex interactive system should provide various views to different clients. Some of these views are combinations of simpler views. The goal is to design the system so that views may be dynamically composed and changed at runtime; i.e., it should be possible to switch a client’s views, change the composition of the views, and even compose new views from existing ones.

- In a distributed system, a number of utility subsystems cooperate with each other to provide services to client subsystems. In order to implement each service, the utility subsystems involved should be linked together in a chain. The goal is to design the system so that the services provided to each client can be configured based on the overall state of the system, and can be reconfigured at runtime.

2. Study Chapter 4 of the POSA book (available on the course webpage), then go to http://en.wikibooks.org/wiki/More_C%2B%2B_Idioms/Print_Version; briefly introduce two C++ idioms that you have used in programming without knowing that they are actually idioms.