



Assignment 3

- In each of the following cases, a number of patterns have been associated with a specific situation. For each of the situations, compare the associated patterns as to when (in what circumstances) and how (in what way) each pattern can be useful in resolving the situation, and highlight the negative consequences of applying each pattern to its associated situation.
 - **Situation:** Loops have complicated the logic of the program.
Patterns: 1) Split Loop; 2) Replace Loop with Pipeline.
 - **Situation:** An object-oriented program has been written without observing object-oriented principles and rules.
Patterns: 1) Encapsulate Collection; 2) Convert Procedural Design to Objects.
 - **Situation:** Changing (or extending) one part of the code necessitates changing other parts (change propagation).
Patterns: 1) Separate Domain from Presentation; 2) Extract Interface.