



## 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:** Subclasses are not committed to the obligations of their parents (Refused Bequest).  
**Patterns:** 1) Replace Inheritance with Delegation; 2) Extract Interface.
  - **Situation:** A class needs to be constantly changed for various, unrelated reasons.  
**Patterns:** 1) Split Up God Class; 2) Tease Apart Inheritance.
  - **Situation:** There are chains of transitive visibility among objects.  
**Patterns:** 1) Eliminate Navigation Code; 2) Inline Class.