Computing Framework
SSM Level H

PBL: Simulated Business Task

Administration

Unit: Computing Framework, Level H, Software Systems Modelling

Type: This is a group lab activity

Split into teams of 3-5 people

Description

You work for a software development company, and a software team in another division has failed to deliver a flexible software solution for a client. Their failure may impact the profitability of the business. The management team have decided to use patterns more extensively to avoid a repeat of the event, but want to find out more about patterns so they can make an informed decision.

Your team has been asked to provide an overview to the management team on one of the following design patterns:

1.   Singleton
2.   Façade
3.   Observer

You have 40 minutes to prepare your overview before the board meeting.

You should try to develop a small proof of concept implementation in Java. You should explain what a design pattern is, and clarify to the management team who the "Gang of Four" are.

You can use PowerPoint, paper, whiteboards, or any other presentational method as you wish. You have five minutes to present your overview at the board meeting.

Review

The lecturer will review your efforts at the end of the lab session and decide which team has won.