Patterns Assignment, Choosing
ref: Design Patterns by Gamma, Helm, Johnson, Vlissides

Rank 5 Choices (1,2,3,4,5)

Creational patterns

- Abstract Factory - Brittany
- Builder - Alok
- Factory Method - Cecil
- Prototype - Alex
- Singleton - Myles

Structural patterns

- Adapter - J.R.
- Bridge - William
- Composite - Perry
- Decorator - Francis
- Facade - Kelly
- Flyweight - Patrick
- Proxy - Rees

Behavioral patterns

- Chain of responsibility – Brad M.
- Command - Chris
- Interpreter - Jim
- Iterator - Steven
- Mediator - Mike
- Memento - Tony
- Observer – Brad W.
- State - James
- Strategy - Michelle
- Template -
- Visitor - Jesse

Foundation Classes

- List - Ashley
- Iterator - Brandon
- ListIterator – David
- Point

DELIVERABLE: [name]_pattern_pdf, due 12 April: A three to five page paper on the pattern and its evolution, etc. plus an implementation in Java. Include the code in the document. You will present a five minute talk on your pattern that includes your implementation on either the 12th or the 14th.