SWEN 262 Mediator Refactoring Exercise

**INSTRUCTIONS:** Analyze the Java class provided to you and read the instructions below. Submit a PDF version of this document that includes the required artifacts in the space after each question.

1. Use a drawing tool or sketch out a representation of the current system in a building with 2 elevators and 3 stories. Your diagram should include all the necessary instances of the button and elevator classes as well as the connections/coupling between them. Include a photo/scan of your sketch here.
2. Fill out the **GoF Pattern Card** below to describe the classes that you would use to refactor the Java class into the required design pattern. You should write at least 2-3 sentences per class to describe its role in the pattern in the context of the application.

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| **Gof Pattern Name:** | | |
| **Class** | **GoF Participant Name** | **Participant’s activity within the pattern in the context of the application.** |
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| **Deviations from the standard pattern:** | | |

1. Provide a UML diagram of the classes and interfaces described in your GoF pattern card. While you may submit a photo or scan of a hand drawn diagram, it must be LEGIBLE.
2. Use a drawing tool or sketch out a representation of the refactored system in a building with 2 elevators and 3 stories. Your diagram should include all the necessary instances of the button and elevator classes as well as the connections/coupling between them. Include an image of your sketch here.