

<b>Name:</b> Video Connection		<b>GoF pattern:</b> Template Method
<b>Participants</b>		
<b>Class</b>	<b>Role in GoF pattern</b>	<b>Participant's contribution in the context of the application</b>
VideoConnection	AbstractClass	This class' Setup method is the Template Method defining the sequence of steps needed to initialize a video connection. The method uses abstract and non-abstract methods defined in the class. The AllocateHandle method is common to all initializations and is implemented in this class. Steps that must be implemented by the ConcreteClass'es include: gaining access to the video stream, setting the alert callback, and initializing the connection's thread.
FirewireConnection	ConcreteClass	This class defines the steps specific to initializing a firewire video connection.
IPStream	ConcreteClass	This class defines the steps specific to initializing an IPStream video connection.
<b>Deviations from the standard pattern:</b> None		
<b>Requirements being covered:</b> <ul style="list-style-type: none"> <li>• The application must setup several different types of video connections.</li> <li>• All network connections follow the same sequence of steps. The implementation of some steps are common to all connections (allocate a handle), and some specific to the individual connection (access video, set alert, initialize thread).</li> </ul>		