Design Patterns Exercise

1. When would you use the Decorator design pattern?

2. When would you use the Visitor design pattern?

3. When would you use the Marker interface pattern?

4. Define a state diagram (similar to the one we discussed in class) that represents how a basic calculator will operate. A basic calculator performs integer operations (+, -, /, *). Once you have finished the state diagram, implement the calculator using the State Design Pattern.