



**Daffodil International University**  
**Faculty of Science & Information Technology**  
**Department of Software Engineering**  
**Midterm Examination, Spring 2025**

Course Code: SE 311; Course Title: Design Pattern  
 Sections: All & Teachers: AD(A, B, C, D, I), SD(E, F, G, H)

Time: 1:30 Hrs

Marks: 25

**Answer ALL Questions**

[The figures in the right margin indicate the full marks and corresponding course outcomes. All portions of each question must be answered sequentially.]

|       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |   |                  |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---|------------------|
| 1. a) | <p>The Examination Controller Office of Daffodil International University has introduced a new online portal for faculty members to submit their midterm questions. Each department is required to submit the questions within a given deadline.</p> <p>To ensure smooth coordination, the university has strict rules:</p> <ul style="list-style-type: none"> <li>Each department can only submit its set of questions through a centralized system that verifies and stores the submission.</li> <li>Once a faculty member submits the questions, no one else from the same department can re-submit or make changes.</li> <li>If someone tries to bypass this process and attempt another submission in an incorrect manner, the system will throw them out immediately. So, be cautious and follow the correct approach.</li> </ul> <p><b>Apply</b> your knowledge of design patterns to identify the appropriate pattern for this scenario, explain its intent and implement the code that correctly follows the pattern.</p>                        | 6 | CLO-1<br>Level-3 |
| b)    | <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p><b>Start From Here:</b></p> <pre>public class CoffeeMachine {     public static void main(String[] args) {         System.out.println("Starting coffee machine...");         try {             brew();         } catch (Exception e) {             System.out.println("ERROR! " + e.getMessage());         }         System.out.println("Machine shutting down...");     } }</pre> <p style="text-align: center;">[[NEXT BOX]] →</p> </div> <div style="width: 45%;"> <pre>public static void brew() {     try {         if (Math.random() &gt; 0.5) throw new         ArithmeticException("Overheated!");         System.out.println("Done");     } catch (ArithmeticException e) {         System.out.println("WARNING! " + e.getMessage());         throw new         RuntimeException("System Failure!");     } finally {         System.out.println("Cleaning up");     } }</pre> </div> </div> <p><b>Predict</b> two possible outputs of the program.</p> | 2 |                  |

c) **N.B:** Here, "S.O.PlN" means System.out.println

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**Start From Here:**

```
class StRec {
    public String nm;
    public int s1, s2, s3, s4, s5;
    public int ttl, avrg;

    public StRec(String n, int sub1, int sub2,
        int sub3, int sub4, int sub5) {
        nm = n;
        s1 = sub1;
        s2 = sub2;
        s3 = sub3;
        s4 = sub4;
        s5 = sub5;
    }

    public void clc(int total, int avg) {
        // This method calculates the total and
        // average of student marks.
        total = s1 + s2 + s3 + s4 + s5; //
        Summing up all marks
    }
}
```

[[NEXT BOX]] →

```
avg = total / 5; // Finding the average
if (avg >= 50) {
    S.O.PlN(nm + " Passed");
} else {
    S.O.PlN(nm + " Failed");
}

public void display() {
    S.O.PlN("Student Name: " + nm);
    S.O.PlN("Subject1: " + s1);
    S.O.PlN("Subject2: " + s2);
    S.O.PlN("Subject3: " + s3);
    S.O.PlN("Subject4: " + s4);
    S.O.PlN("Subject5: " + s5);
    S.O.PlN("Total Marks: " + ttl);
    S.O.PlN("Average: " + avrg);
}

public void unusedMethod() {
    S.O.PlN("This method does nothing but
    still exists!");
}
}
```

Identify code smells from the above scenario and **Apply** refactoring techniques to refactor the system and write the refactored code.

2. a)

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CLO-2  
Level-4

At **Daffodil International University**, the classrooms have different types of **projectors** from various brands. Each projector comes with its own **remote control**, which means teachers need to carry multiple remotes to control different projectors.

To solve this issue, the university decided to introduce a **single universal remote** that can operate all projectors, regardless of their brand. However, there's a challenge:

- **Brand A projectors** follow a standard interface with methods:
  - turnOn(), turnOff(), and changeSource().
- **Brand B projectors** use different method names:
  - powerUp(), powerDown(), and switchInput().
- **Brand C projectors** use an entirely different command system:
  - startProjector(), stopProjector(), and setMode().

The university wants to **standardize all projectors** under **Brand A's interface** so that the universal remote can control them easily.

**Figure out** the Interface, Adapter, and Adaptee in this scenario.

b) **Document** the code for the Adapter class that allows **Brand B** projectors to follow the **Brand A** interface.

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c) **Illustrate** a class diagram for the above scenario of a Universal Remote controlling different brands of projectors.

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