

The University of Melbourne
Department of Computer Science and Software Engineering
433-254 Software Design
Second Semester, 2003
Tutorial 11
Week 12

1. What are design patterns? Develop and discuss a singleton design pattern with a suitable example of your own.
2. Discuss the process of creation of server and client sockets with Exceptions handled explicitly with a suitable example.
3. What are threads? Discuss some new applications of threads (apart from those explained in the lecture).
4. Discuss two methods of creation of Java Threads with suitable examples.