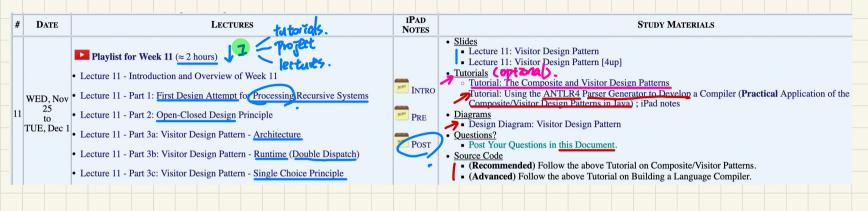
Overview of Week 11



Learning Objectives of Week 11

- Processing Recursive Systems
- Design Attempt 1: Violating Cohesion & Single Choice Principle
- Visitor Design Pattern: Architecture & Implementation
- Visitor Design Pattern: Double Dispatch at Runtime

Milestones of Week 11

- Work on Project
- Complete Quiz10
- Start Lecture Series W11
- Optional Tutorial: Composite & Visitor
- Optional Tutorial: Building a Language Compiler