Overview of Week 11

#	Date	Lectures	iPad Notes	Study Materials
11	WED, Nov 25 to TUE, Dec 1	▶ **Playlist for Week 11** (≈ 2 hours) *tutorials. project lectures.* • Lecture 11 - Introduction and Overview of Week 11 • Lecture 11 - Part 1: First Design Attempt for Processing Recursive Systems • Lecture 11 - Part 2: Open-Closed Design Principle • Lecture 11 - Part 3a: Visitor Design Pattern - Architecture • Lecture 11 - Part 3b: Visitor Design Pattern - Runtime (Double Dispatch) • Lecture 11 - Part 3c: Visitor Design Pattern - Single Choice Principle	INTRO PRE POST	• Slides ▪ Lecture 11: Visitor Design Pattern ▪ Lecture 11: Visitor Design Pattern [4up] • Tutorials *(optional)* ○ Tutorial: The Composite and Visitor Design Patterns Tutorial: Using the ANTLR4 Parser Generator to Develop a Compiler (**Practical** Application of the Composite/Visitor Design Patterns in Java) ; iPad notes • Diagrams ▪ Design Diagram: Visitor Design Pattern • Questions? ▪ Post Your Questions in this Document. • Source Code ▪ (**Recommended**) Follow the above Tutorial on Composite/Visitor Patterns. ▪ (**Advanced**) Follow the above Tutorial on Building a Language Compiler.

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