Abstract

Maintaining MDB application is very dificult. This application development still

uses structural method, so its design is not optimal yet compared to objectoriented method. Designing software in object-oriented is very hard, and designing reusable object-oriented software is even harder. You must find

pertinent objects, factor them into classes at the right granularity, define class

interfaces and inheritance hierarchies, and establish key relationships among

them. The design should be specific to the problem at hand but also general

enough to address future problems and requirements.

This final project will redesign and reimplementation an application which called

MDB using design patterns. The patterns which used are Creational Pattern,

Structural Pattern, and Behavioral Pattern. And the interpreter is PHP 5's

interpreter.

The conclusions expected from the final project are convert MDB's code

maintainable and has high level reusability that easy to change to address future

requirements.

Keywords: Design patterns, reusability, readability

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