Activity 3: Apply a pattern mining tool (50 minutes)

1. Install the Eclipse plugin “Design Pattern Recognizer” using the Update feature (not the Marketplace) and URL http://lubes.yweb.sk/projects/dprecognizer/update/
2. Run the new plug-in by opening its Window and selecting the folder icon
3. Select the Eclipse project folder corresponding to the “trunk” of your class project
   a. Log how many possible instances exist of each of the 5 patterns the tool looks for
   b. Look at the instance details. For each of the pattern types, select one instance of the type from the list and investigate whether, in your opinion, the code is actually an instance of the pattern or not. Explain your answer in your Word doc. Be sure to indicate clearly which instance you selected to investigate (cut and paste the line out of the Possible Instances tab in the tool).

Submission: You will submit your ONE Word document for you and your partner. Please make sure to include your names at the top.