

CS2OSD Tutorial 7: Design Patterns

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Why would the Template Method pattern be relevant to the following problem? Apply the pattern, showing the new code of the system.

The existing code is:

```
public abstract class C
{ A a;
  B b;

  public abstract void op(int x, int y);
}

class C1 extends C
{ public void op(int x, int y)
  { a.m1(x);
    if (x < y) { a.m2(x,y); } else { b.m3(y); }
    b.m4(x);
    a.m5(x,y);
  }
}

class C2 extends C
{ public void op(int x, int y)
  { a.m1(x);
    if (x < y) { a.m2(x,y); } else { b.m3(y); }
    b.m4(x);
    b.m6(y);
  }
}
```