

# Assignment 11

24.01.2008

**Due date: 31.01.2008, 10:00**

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Use the Prototype design pattern to implement the TeamType command defined in the previous exercise. Compare the solution of the current assignment with the one of assignment 10 and outline the main advantages and disadvantages of using Prototype versus Abstract Factory for this particular application.

The checking interface should be the same as in the previous assignment.

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