

Patterns Assignment, Choosing  
ref: Design Patterns by Gamma, Helm, Johnson, Vlissides

Creational patterns

- \_\_\_\_\_ Abstract Factory - Binniker
- \_\_\_\_\_ Builder - Bissada
- \_\_\_\_\_ Factory Method – Burrell and Schirduan
- \_\_\_\_\_ Prototype - Carter
- \_\_\_\_\_ Singleton - Cary

Structural patterns

- \_\_\_\_\_ Adapter – Decker and Sepulveda
- \_\_\_\_\_ Bridge - Dineen
- \_\_\_\_\_ Composite -Fox and Walton
- \_\_\_\_\_ Decorator - Griesemer
- \_\_\_\_\_ Facade - Guzzardo
- \_\_\_\_\_ Flyweight - Hagan
- \_\_\_\_\_ Proxy – Harley

Behavioral patterns

- \_\_\_\_\_ Chain of responsibility - Hegler
- \_\_\_\_\_ Command - Homan
- \_\_\_\_\_ Interpreter - Hunt
- \_\_\_\_\_ Iterator – Kotecha and Weaver
- \_\_\_\_\_ Mediator - Leonard
- \_\_\_\_\_ Memento - Lyons
- \_\_\_\_\_ Observer – Miller and Strickland
- \_\_\_\_\_ State - Moore
- \_\_\_\_\_ Strategy - Nelson
- \_\_\_\_\_ Template -Pharr
- \_\_\_\_\_ Visitor – Rajabi and Vaveris

**DELIVERABLE:** [lastName]\_pattern.pdf, due 18 February: A three to five page Research Paper on the pattern and its evolution, etc. plus an implementation in Java. Include the code in the document. You may present a five minute talk on your pattern that includes your implementation.