

Homework 3 Design Patterns in Mobile Development

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1 Definition

Design pattern are reusable solutions to common problems in software design. Design patterns are great for:

- Creating a common language between developers.
- Fast-tracking developer onboarding.
- Making the development process faster and simpler
- Thinking of something new isnt always necessary.
- Allows a developer to spot similarities between codes.

2 Types of design patterns in mobile development

- Creational.
- Structural.
- Behavioral.

3 Cons of using design patterns

- Overusing design patterns, can become overly complex
- Design patterns can ve redundant because of the modern programming languages
- Design patterns are a lazy substitute for learning object-oriented principles

Source: