

Instructions



How is the beginning of the November?

0 responses



Do you have problems with practice?

Agenda

- Recall what was learned
- Discuss current topic
- Practice

Total Recall



What do you remember most from the previous learning part?



What types of patterns do you know?



creational



common



behavioral



structural

Architectural Patterns are about :

0 ✓

high or module level

0 ✓

solving global concerns

0 ✓

complying with security,
performance, maintainability

0 ✗

guiding implementation

What are we trying to achieve when using immutable objects?

0 ✓

Thread Safety

0 ✓

Predictability and
Debugging

0 ✗

adaptability and
frequent changes

0 ✓

Caching and Optimization



Is shallow copy allowed for immutable object?

0 

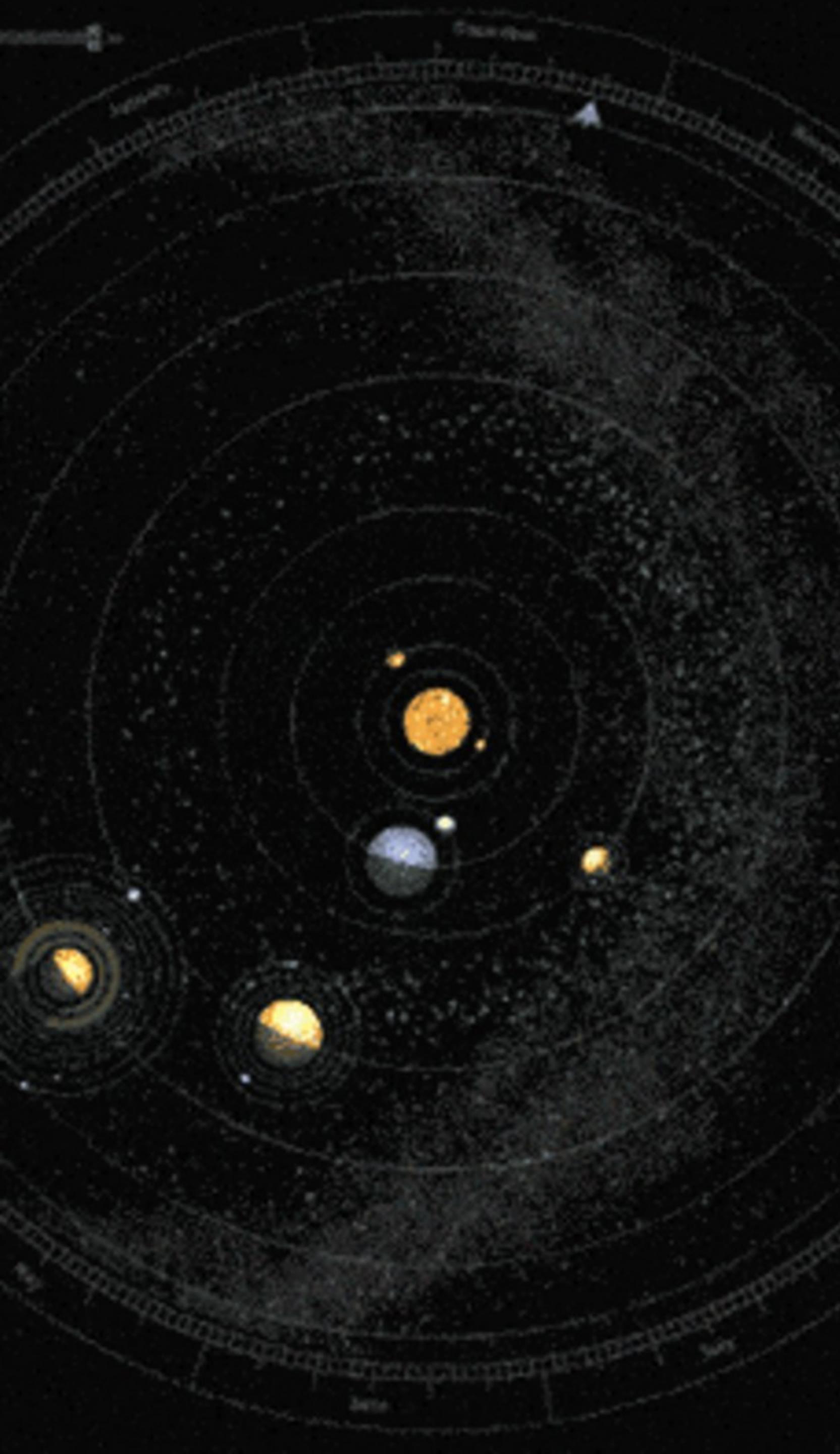
yes

0 

sometimes

0 

no



Discuss current topic



You travel 2.5 million km a day around the Sun without realising.

The Earth's orbit travels around 2.5 million kilometres with respect to the Sun's centre, and around 19 million km with respect to the centre of the Milky Way.

Have you looked at todays' materials?

0



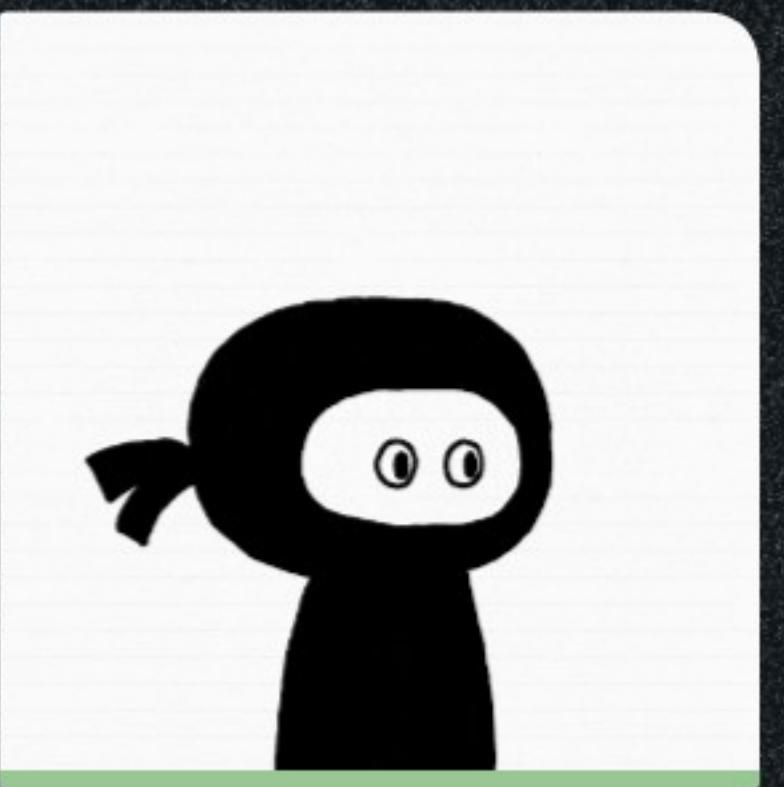
yes

0



no

0



partially

0



i'm the author

Singleton

What is singleton famous for? It's a ...

0 ✓

gof's pattern

0 ✗

structural pattern

0 ✓

antipattern

When we use this pattern?

0

For every service

0

When need only one instance
for the object

0

To reduce boilerplate code

What is a good and a strong side effect of a singleton?

0 

it has 2 responsibilities

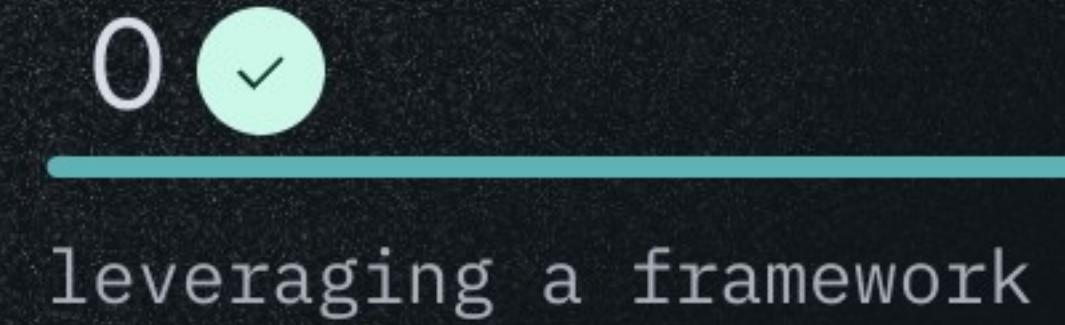
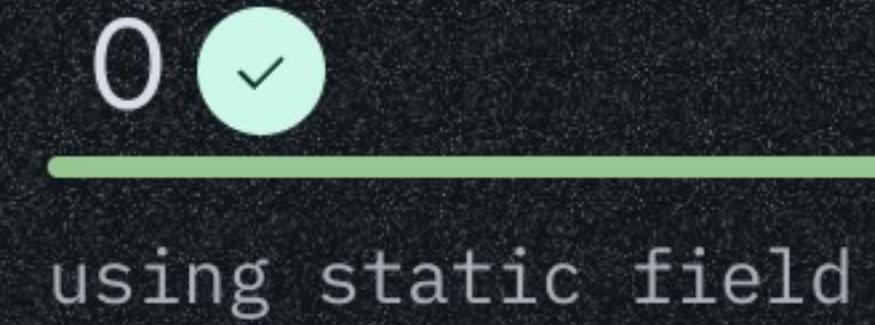
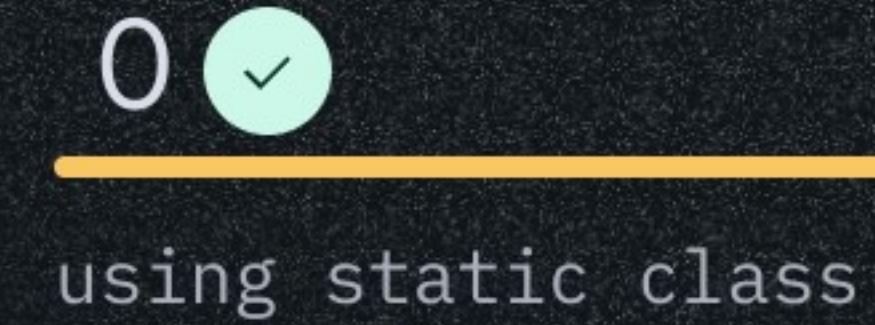
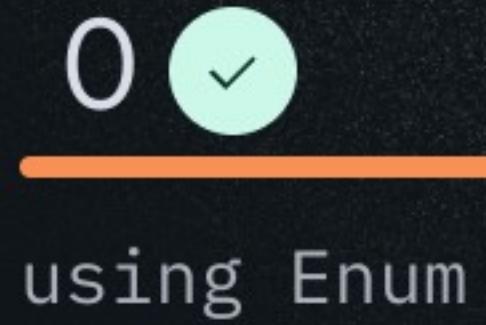
0 

it has only one instance

0 

thread safety

How to create singletons?



10 mins break

Factory Method

Factory method is a ... pattern.



structural



behavioral



creational



architectural

Choose all PROs for Factory Method pattern

0%

Avoid tight coupling between the creator and concrete products



0%

There's creation lots of new subclasses to implement the pattern.



0%

SRP <= allocates creation code into one place DOPtke impl new types of products without program achiving maintainability



0%

DOPtke breaking existing code



In which pattern "Subclasses decide which concrete classes to create"?

0 

Singleton

0 

Factory Method

0 

Abstract Factory

Abstract factory

Which Design Pattern should you use when a system should be configured with one of multiple families of products?

0 

Builder

0 

Abstract Factory

0 

Factory Method

0 

Composite

In which situation is the Abstract Factory pattern particularly useful?

0

When objects need to be created in a specific ~~order~~ there are multiple families of related objects to create



0



0

When the client needs to create objects ~~directly~~ there is only one type of object to create



0



What does the Abstract Factory Pattern say about creating families of related objects?

0

Specify concrete subclasses without an interface.



0

Directly create concrete subclasses for related objects.



0

Use only concrete classes for creating objects.



0

Define an interface or abstract class for creating families of related objects without specifying their concrete subclasses.



Which pattern "Allows a client to create families of objects without specifying their concrete classes"?

0 

Prototype

0 

Factory Method

0 

Abstract Factory

Q&A part

0 questions
0 upvotes