

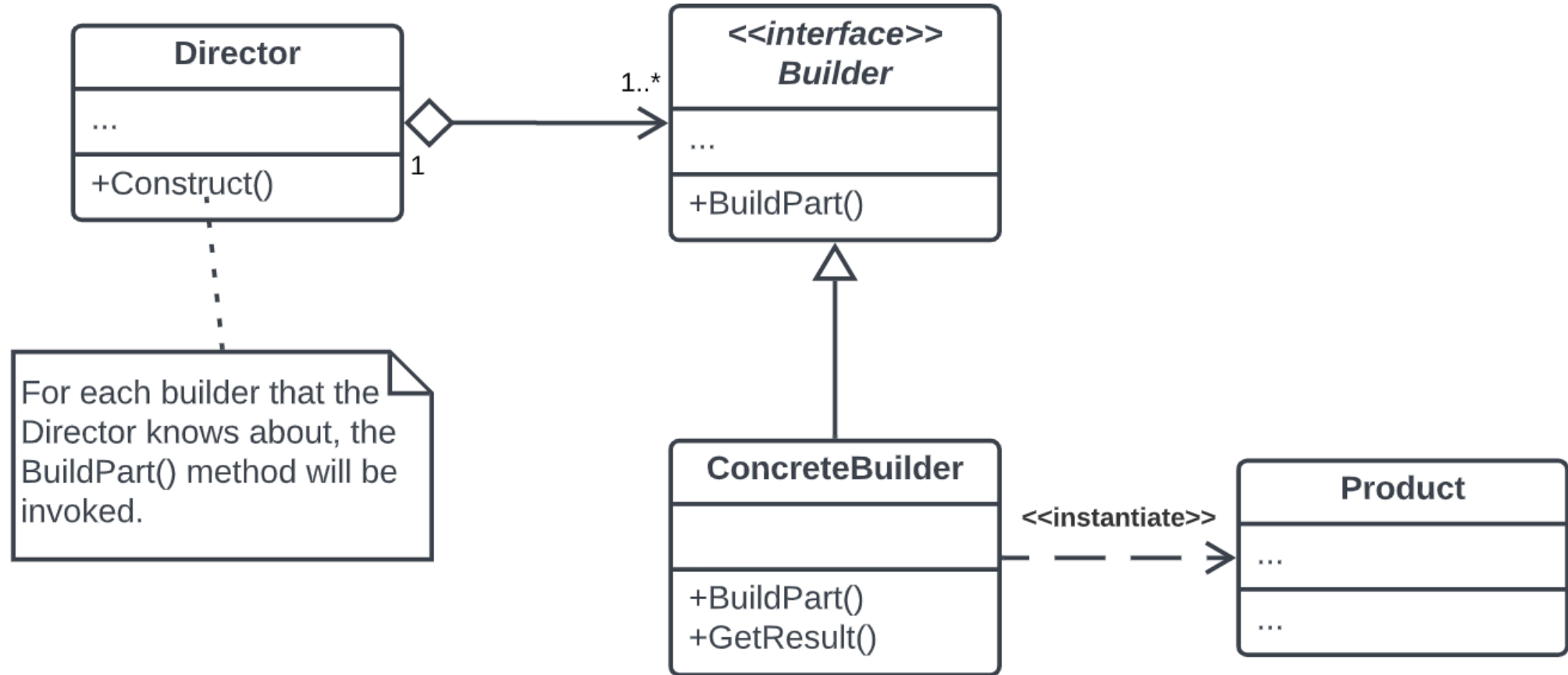
Builder

Builder is a creational design pattern that lets you construct complex objects step by step. The pattern allows you to produce different types and representations of an object using the same construction code.

This pattern is particularly useful when an object requires a lot of configuration before it can be used, and when the construction process is complex or involves multiple steps.



Builder

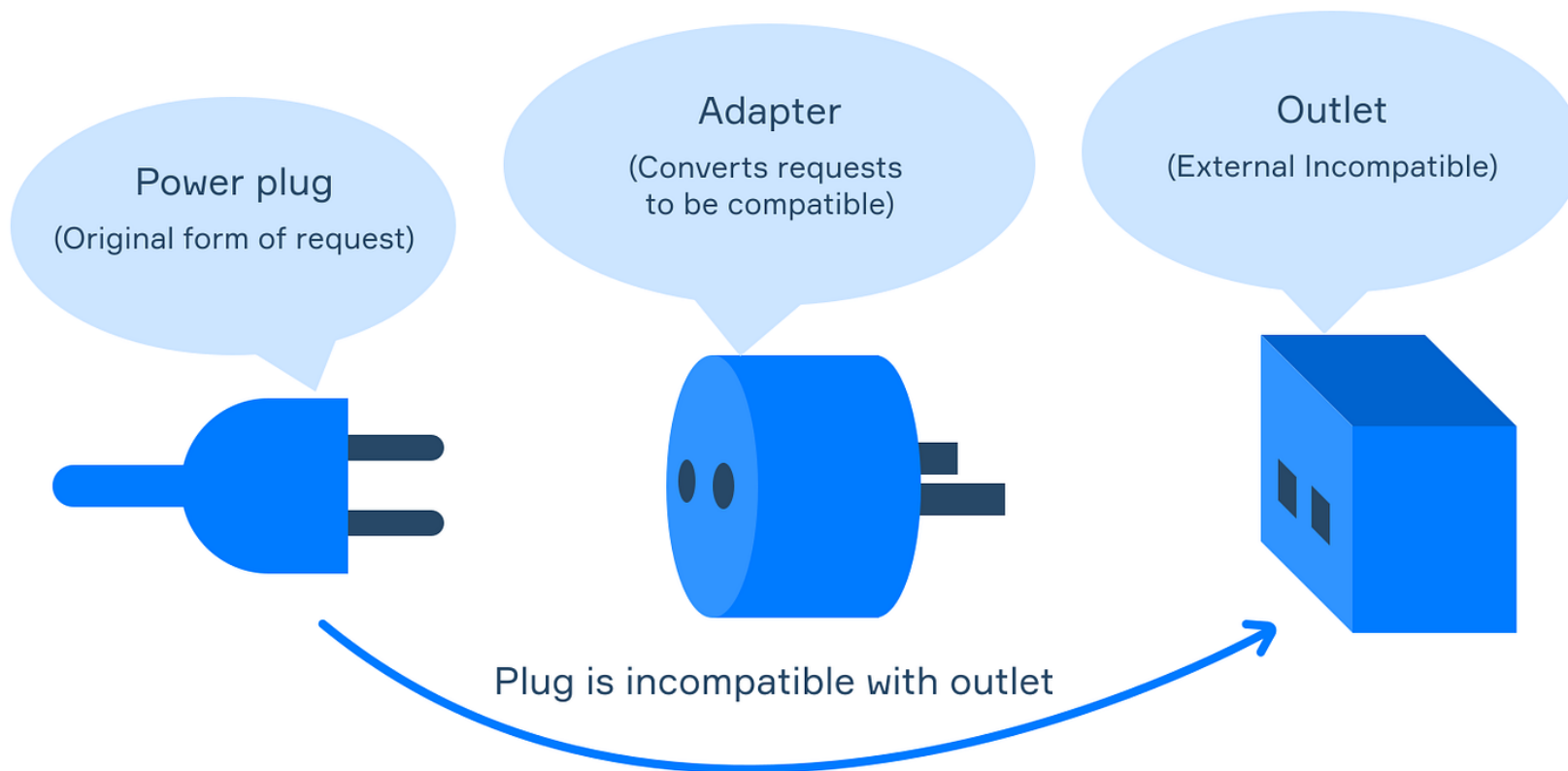


Adapter

Adapter is a structural design pattern that allows objects with incompatible interfaces to collaborate with one another.



Adapter



Adapter

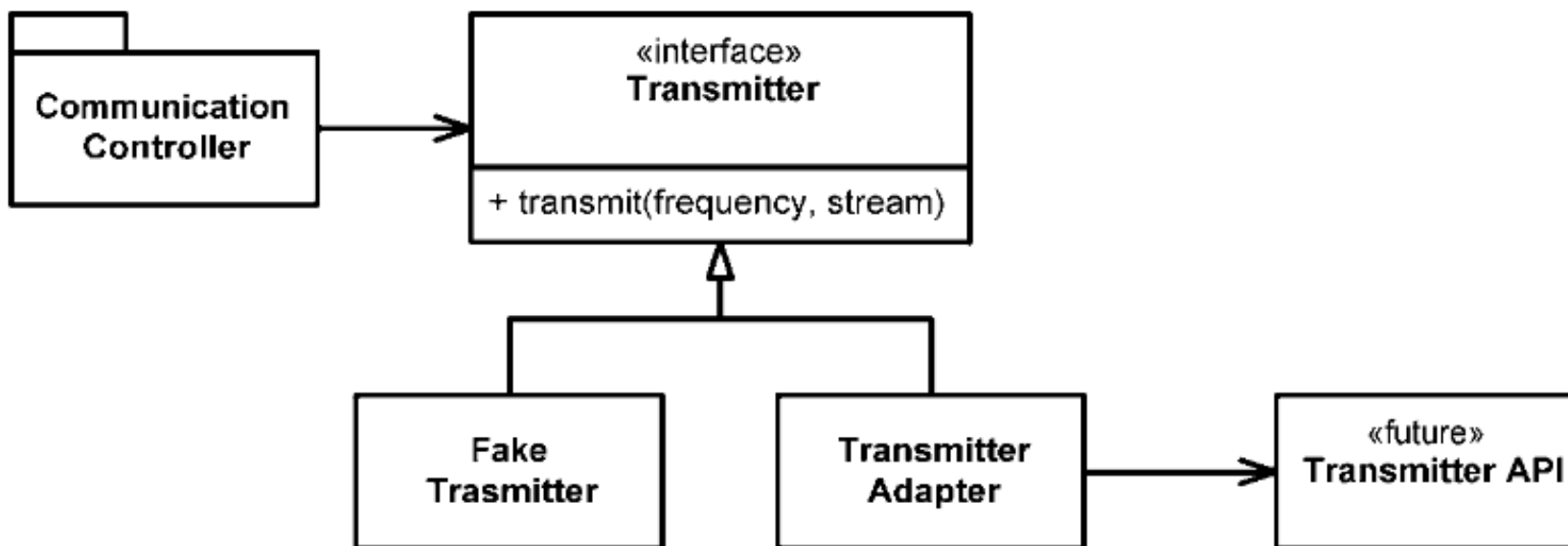
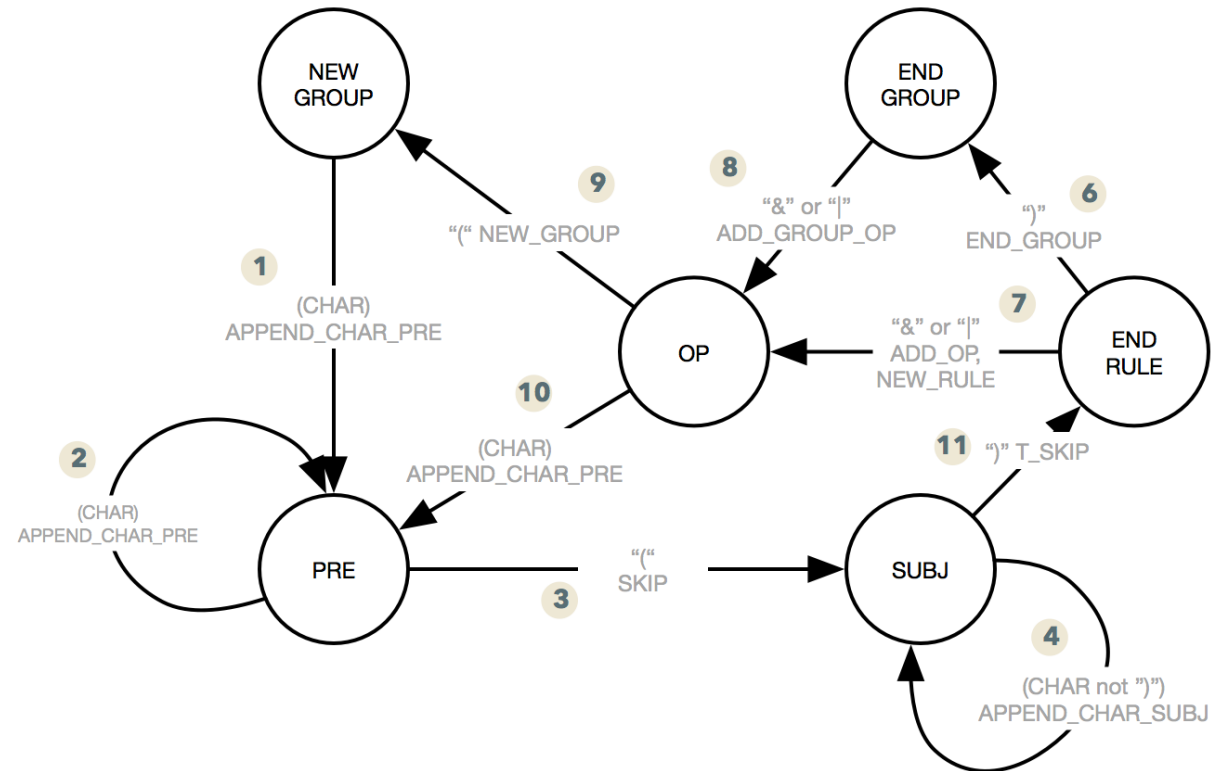


Figure 8-2
Predicting the transmitter

Clean Code

State

State is a behavioral design pattern that lets an object alter its behavior when its internal state changes. It appears as if the object changed its class.



State

