

Design Patterns in Swift: Behavioral

INTRODUCTION



Károly Nyisztor

SOFTWARE ENGINEER

@knyisztor www.leakka.com

Course Overview

Behavioral design patterns

- Describe algorithms, interactions and responsibility distribution
- Third course in a series on Design Patterns in Swift

Behavioral Design Patterns



Chain of Responsibility

Command

Memento

Observer

Behavioral Design Patterns



Chain of Responsibility

Command

Interpreter

Iterator

Mediator

Memento

Observer

State

Strategy

Template Method

Visitor

Module Structure



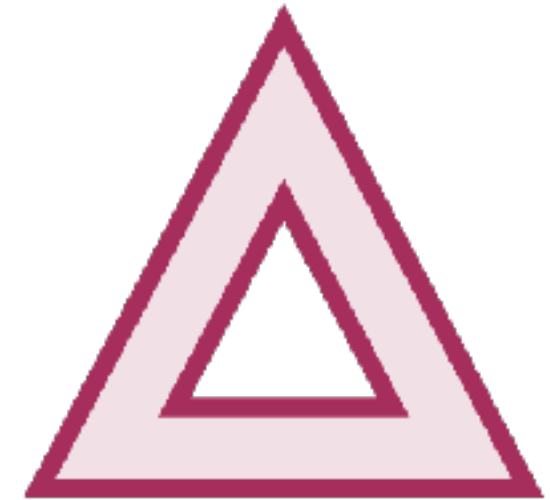
When to use it?



UML



Live coding



**Drawbacks
& pitfalls**

This course explains the
Behavioral Design Patterns
and how to implement them
in Swift

Prerequisites

Required Hardware and Software



**Mac / OS X
El Capitan
or later**



**Xcode 8
or later**



StarUML 2