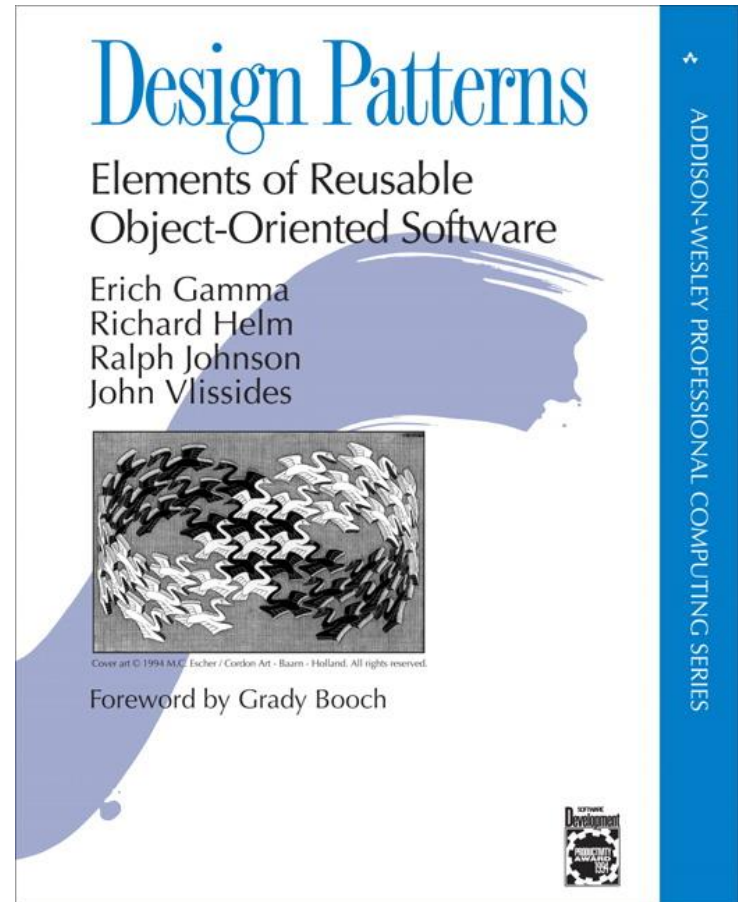


CVDS

PATRONES DE DISEÑO GOF – PRINCIPIOS SOLID

GoF – Gang of Four



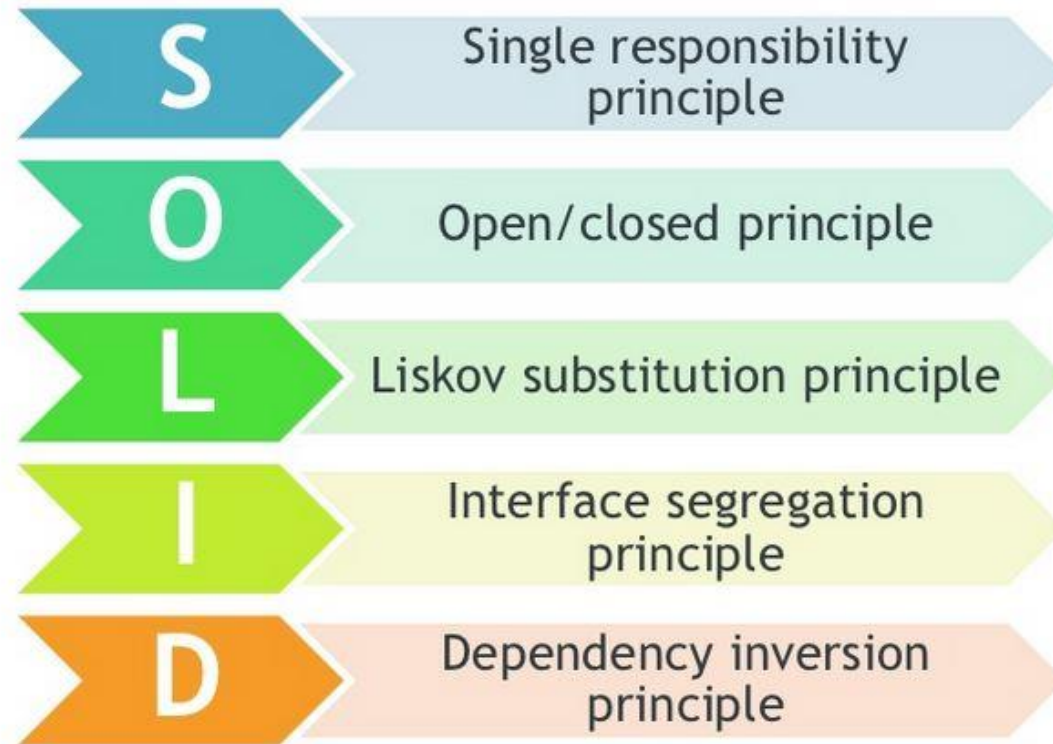
GoF

Patrones Creacionales

Patrones Estructurales

Patrones de Comportamiento

SOLID Principles



Single Responsibility Principle





**KEEP
CALM
IT IS
DEMO
TIME**

Open/Closed principle



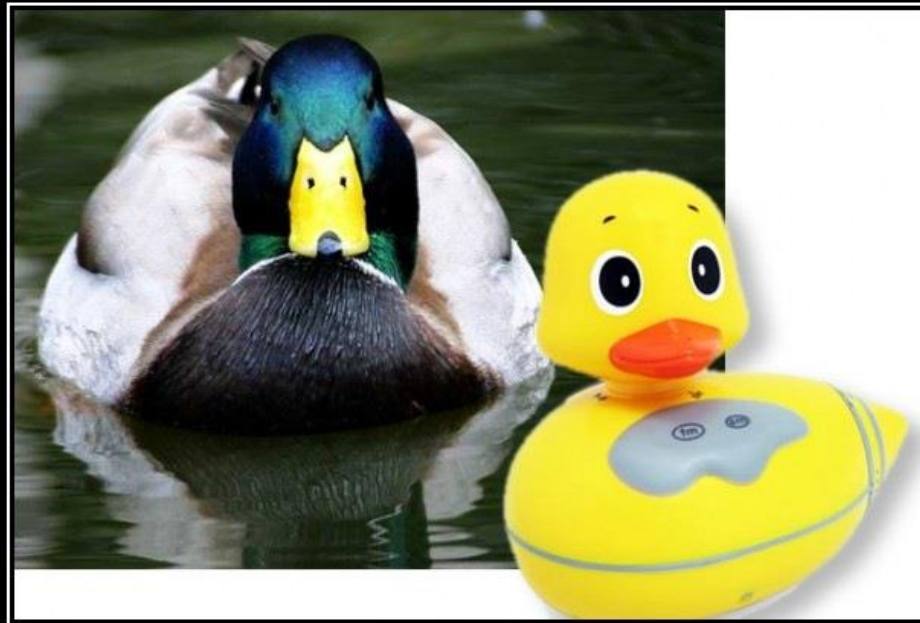


**KEEP
CALM
IT IS
DEMO
TIME**

Open/Closed principle



Liskov Substitution Principle



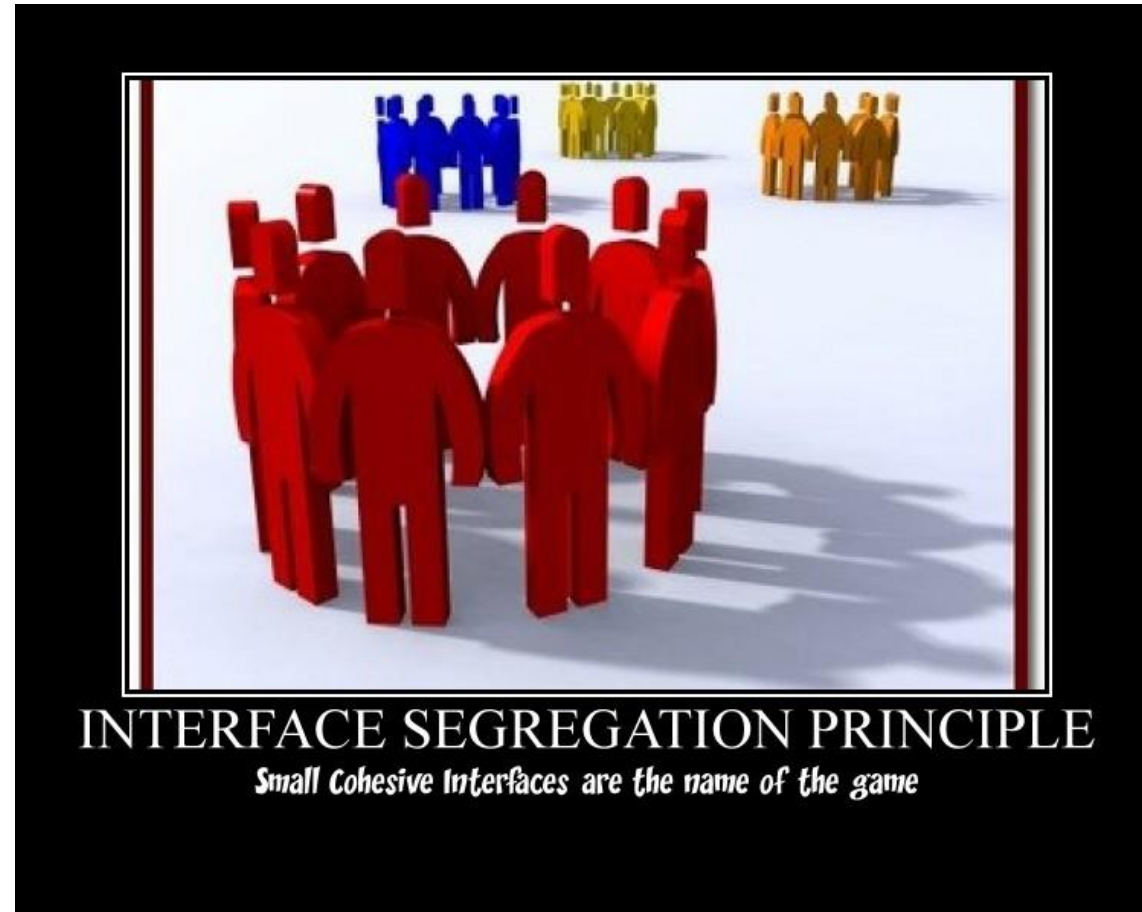
LSKOV SUBSTITUTION PRINCIPLE

If It Looks Like A Duck, Quacks Like A Duck, But Needs Batteries - You
Probably Have The Wrong Abstraction



**KEEP
CALM
IT IS
DEMO
TIME**

Interface Segregation Principle



Interface Segregation Principle

Los clientes de un programa dado sólo deberían conocer de éste aquellos métodos que realmente usan, y no aquellos que no necesitan usar.

En lugar de una interfaz amplia y compleja varias más pequeñas y específicas. A estas se les llama “Interfaces de Rol”

Interface Segregation Principle



INTERFACE SEGREGATION PRINCIPLE

You Want Me To Plug This In, Where?

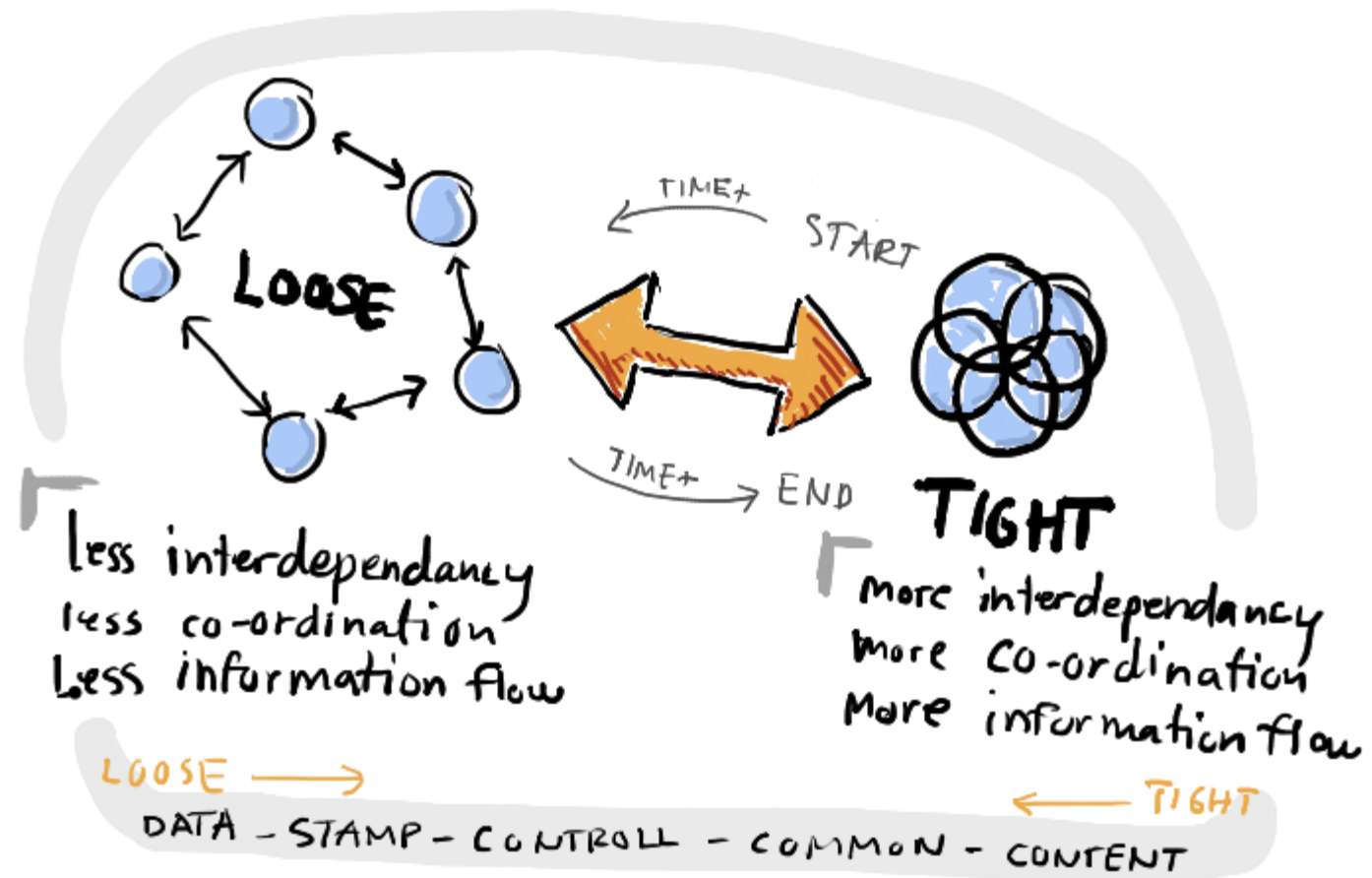


**KEEP
CALM
IT IS
DEMO
TIME**

Dependency Inversion Principle



Tight-Loose coupling





**KEEP
CALM
IT IS
DEMO
TIME**