

Diseño de APPS



Universidad Tecnológica de Tijuana

Desarrollo de software multiplataforma

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Mobile Design Patterns

Design patterns are reusable solutions to common software development problems, essential for building robust and maintainable mobile applications. These patterns fall into three main categories:

1. **Creational Patterns:** Focus on efficient object creation. Examples include Singleton, which ensures a class has only one instance, useful for managing database connections.
2. **Structural Patterns:** Define how objects combine to form larger structures. Patterns like Adapter and Facade integrate incompatible interfaces or simplify subsystem interactions.
3. **Behavioral Patterns:** Manage communication between objects. The Observer pattern, for instance, enables objects to react to state changes, ideal for reactive user interfaces.

Implementing these patterns integrates user interfaces with data models and business logic, improving code quality and maintainability. Additionally, responsive design patterns ensure that applications adapt to multiple devices, providing a consistent user experience. Design patterns are crucial for mobile app development while also improving efficiency and scalability.