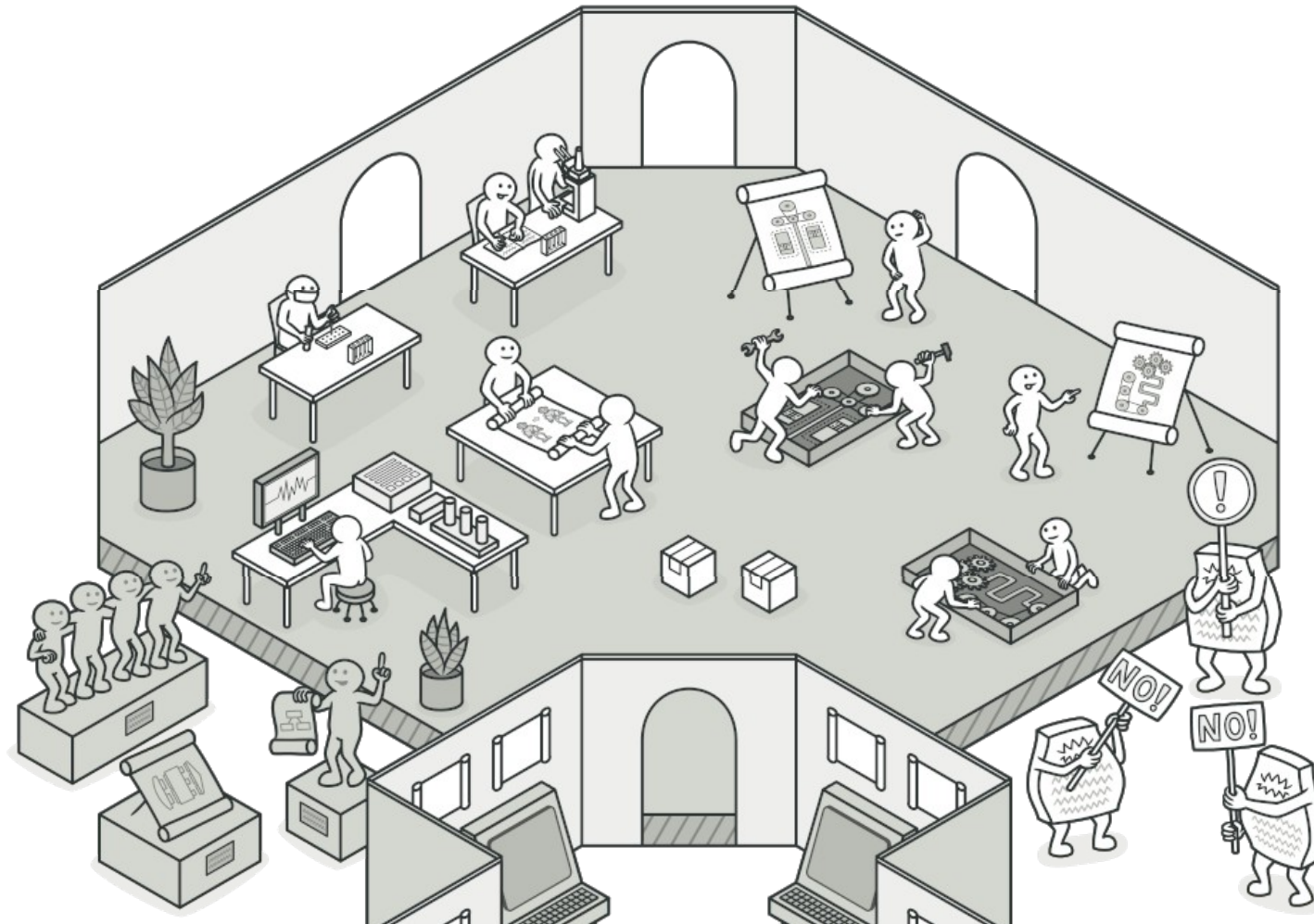


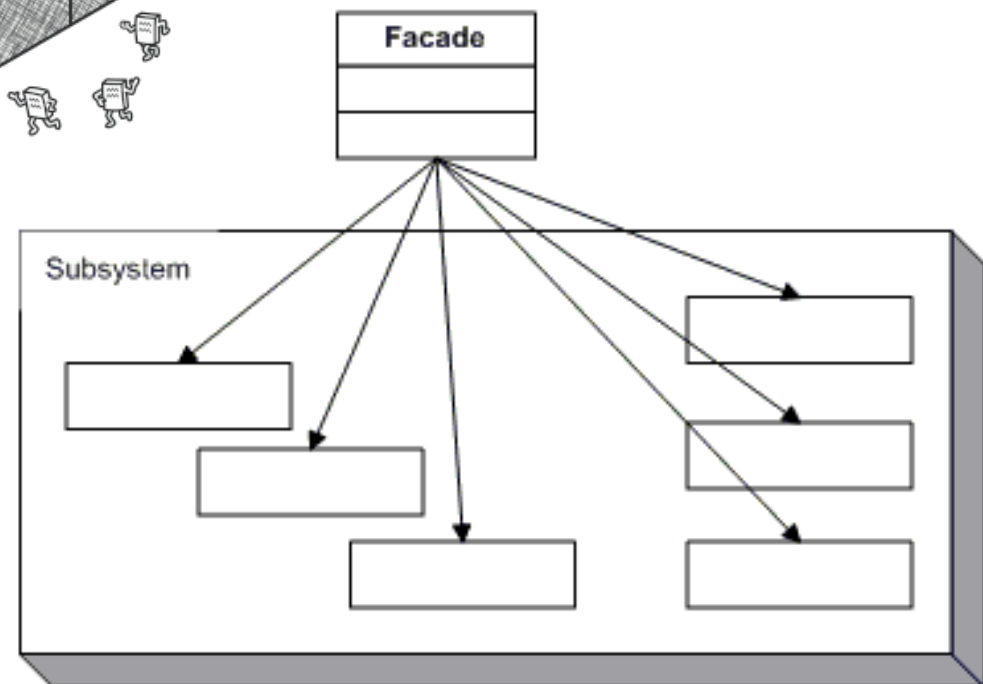
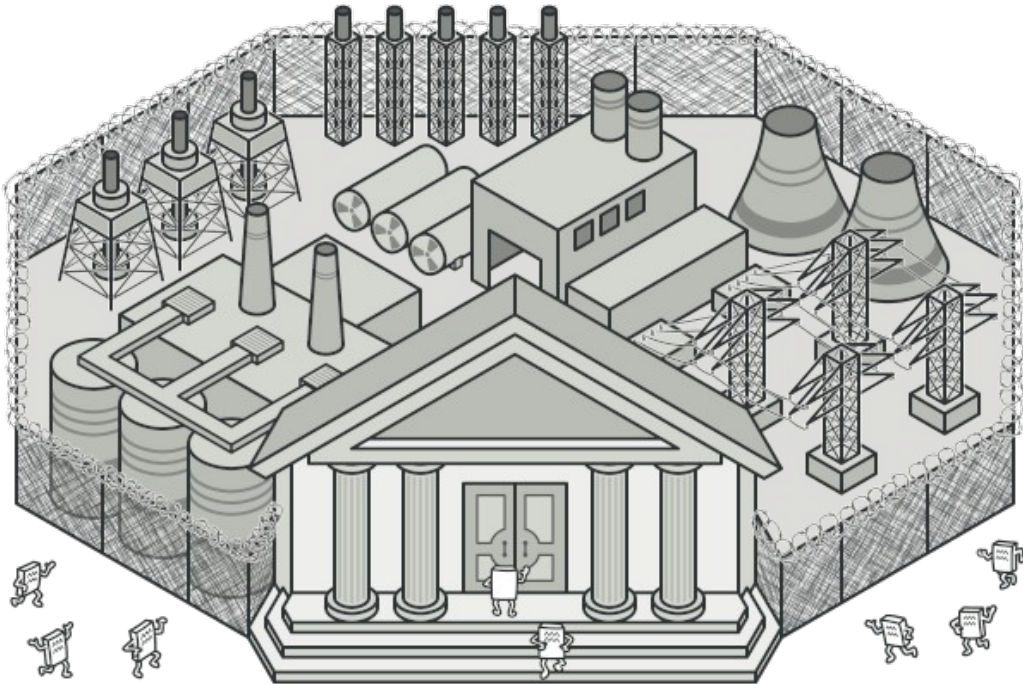
# Design Patterns – Synthèse

## 2019-2020

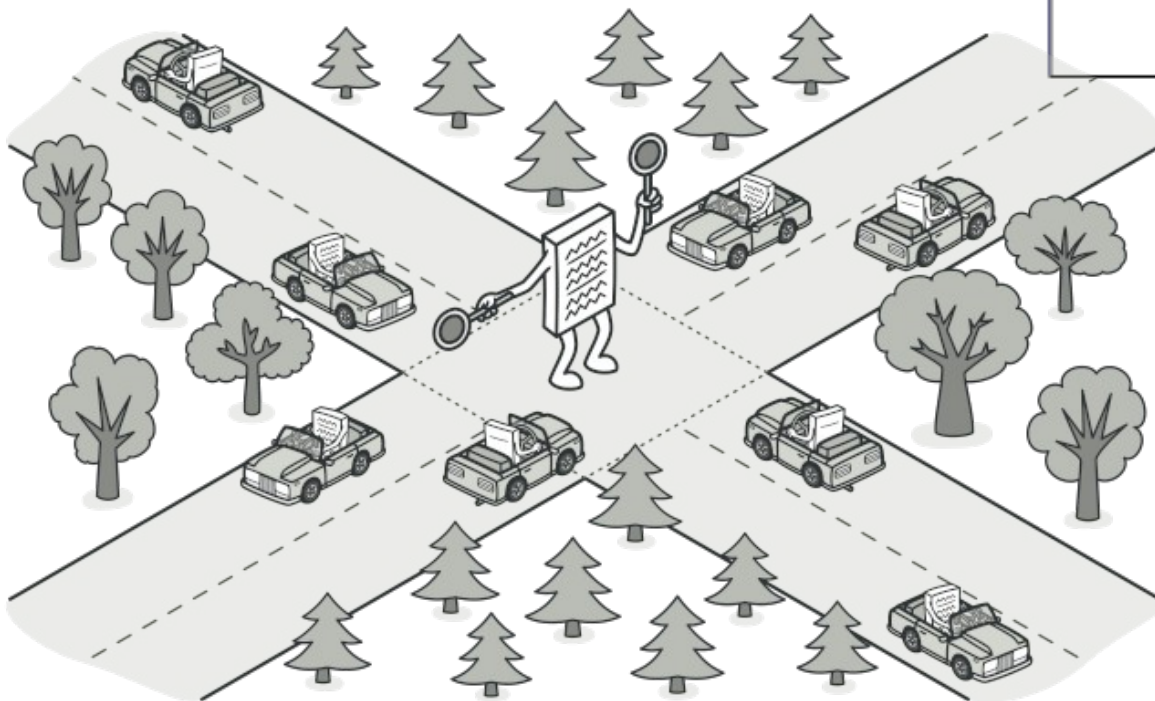
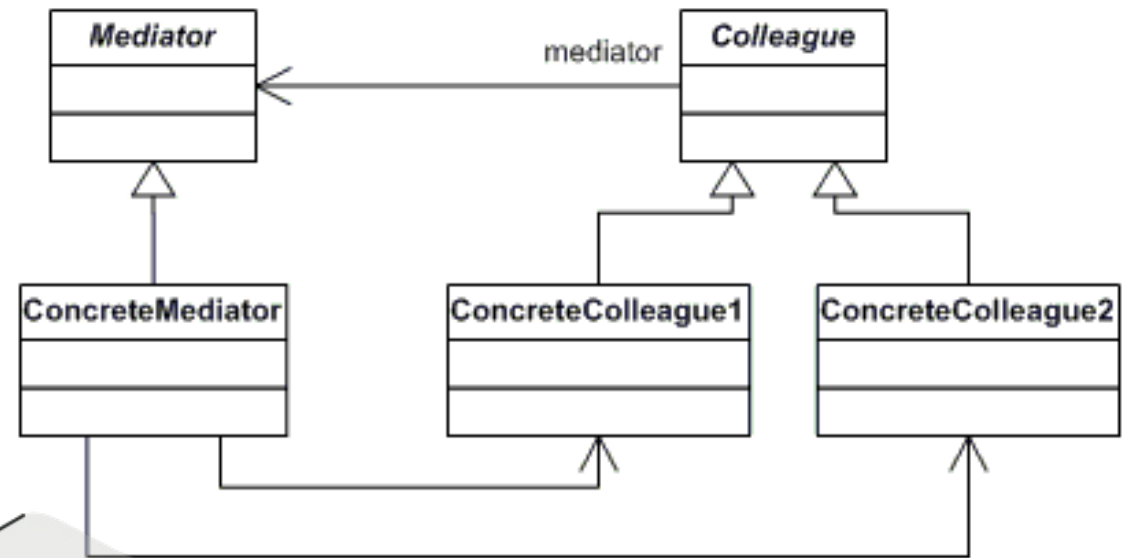
### 4IRC



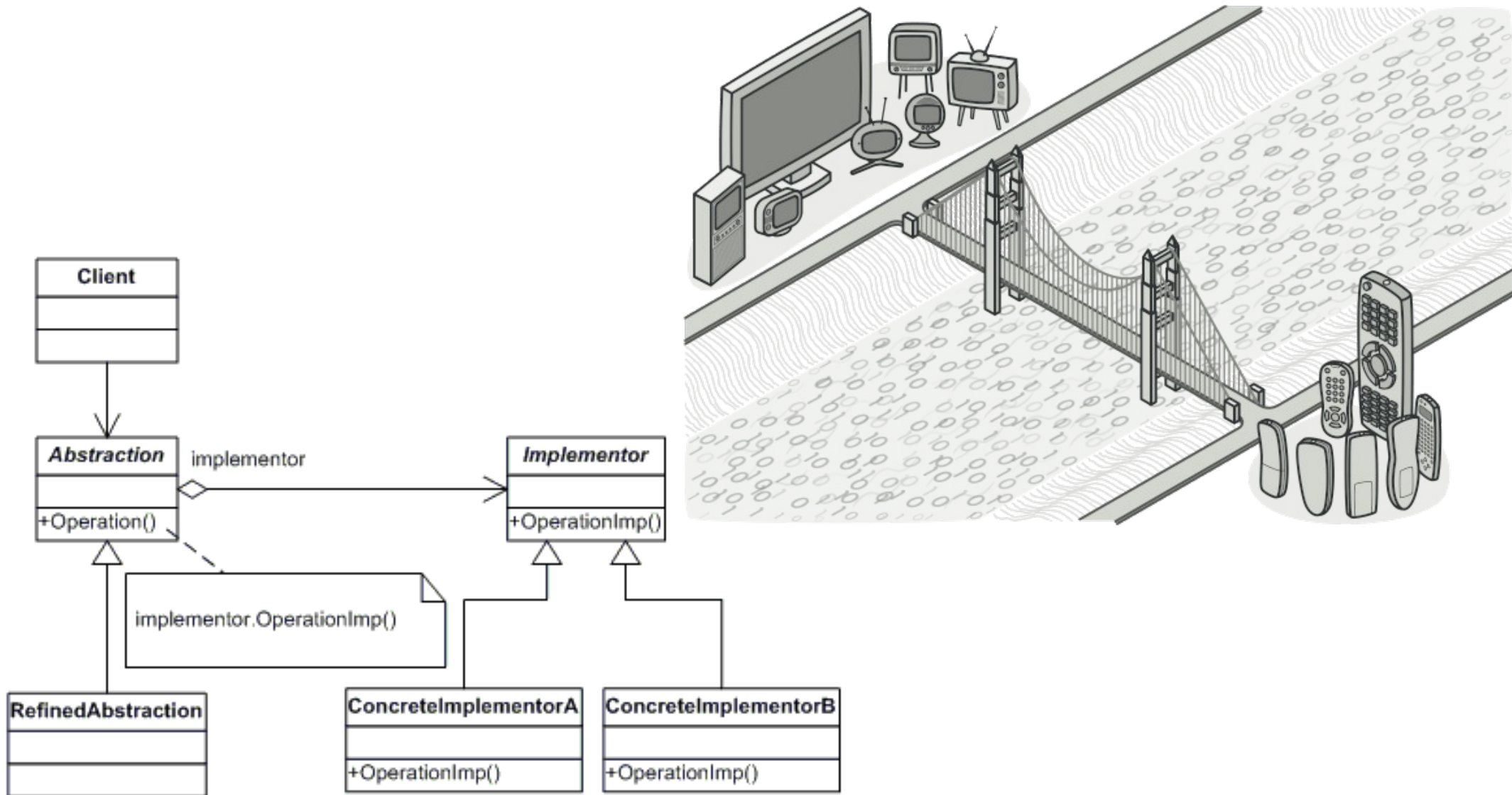
# FACADE (+MVC)



# MEDIATOR

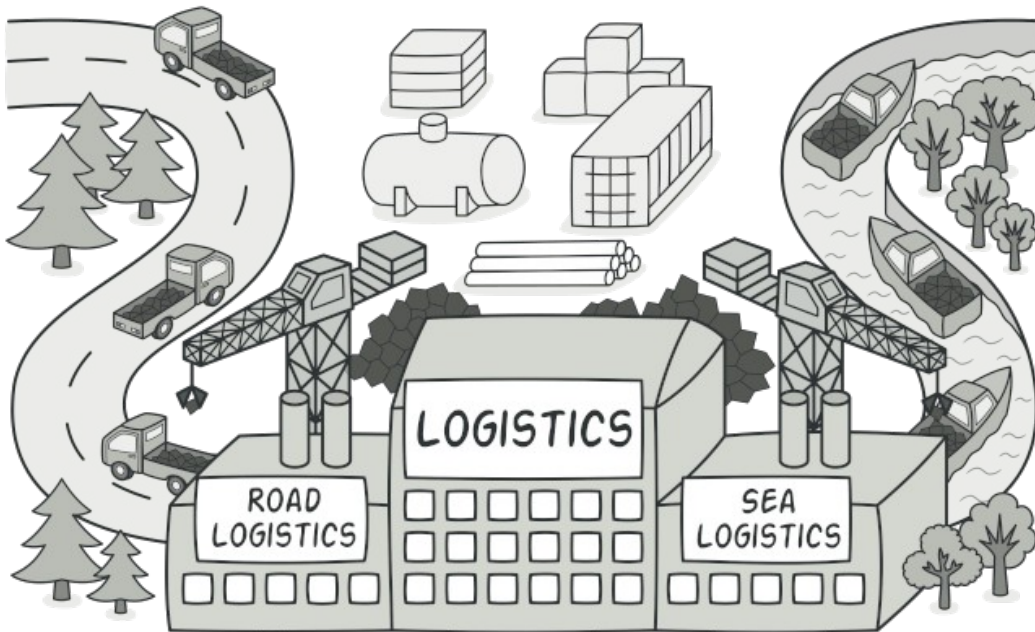
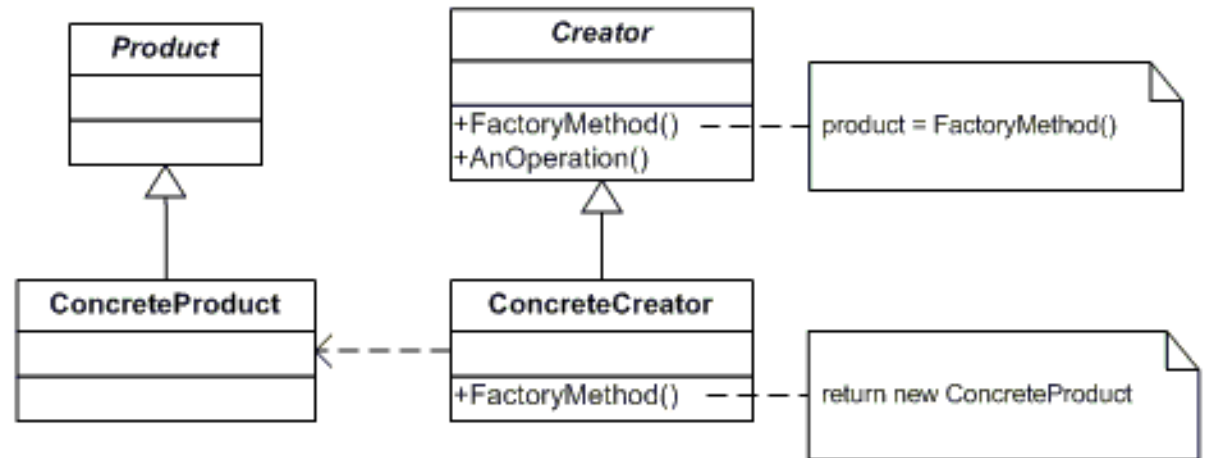


# BRIDGE

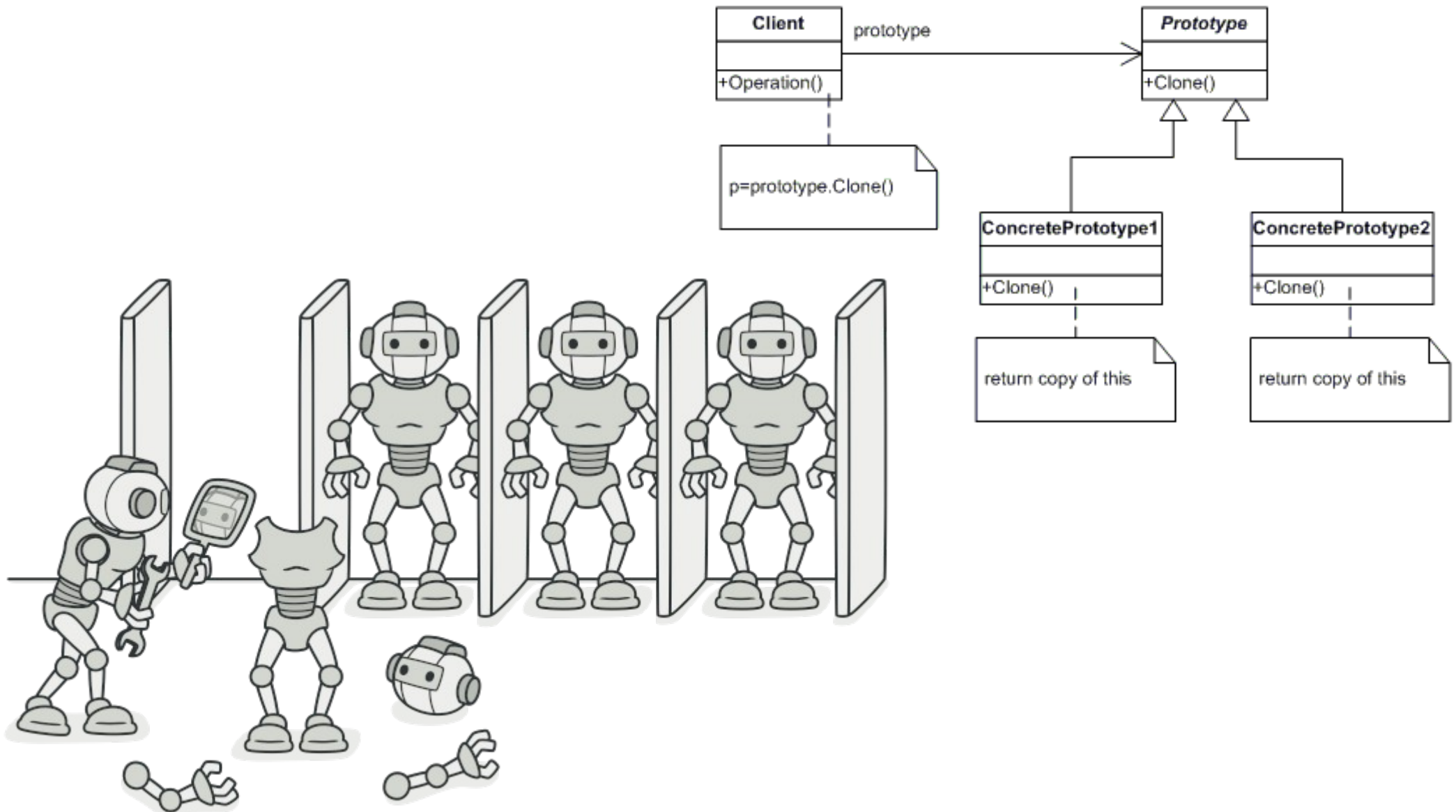




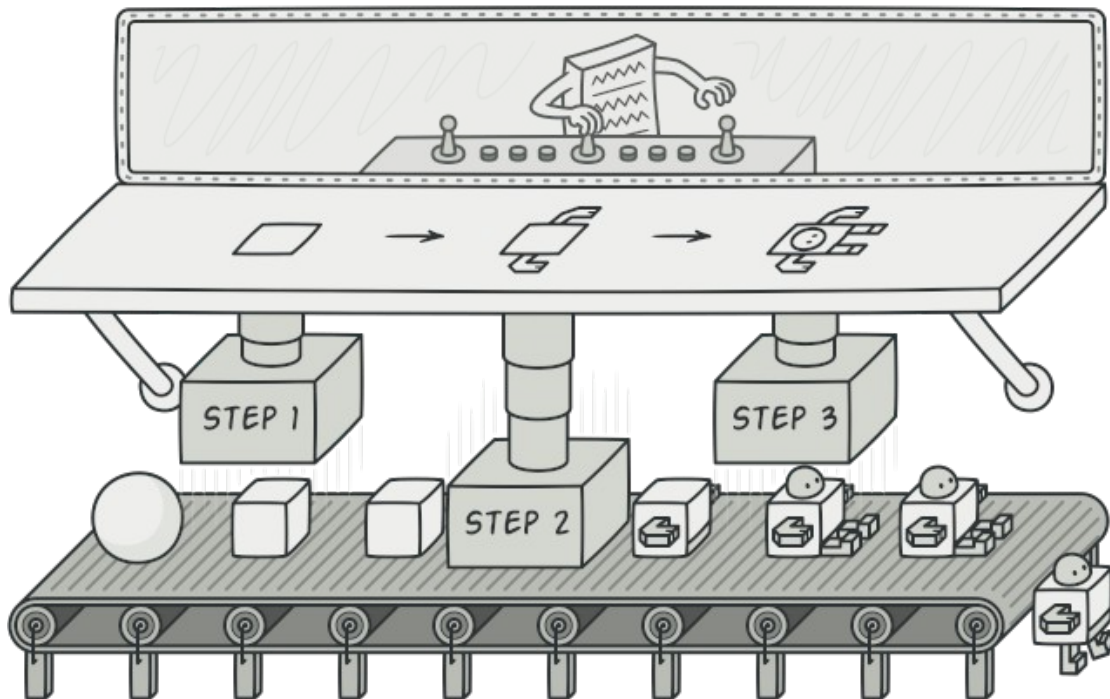
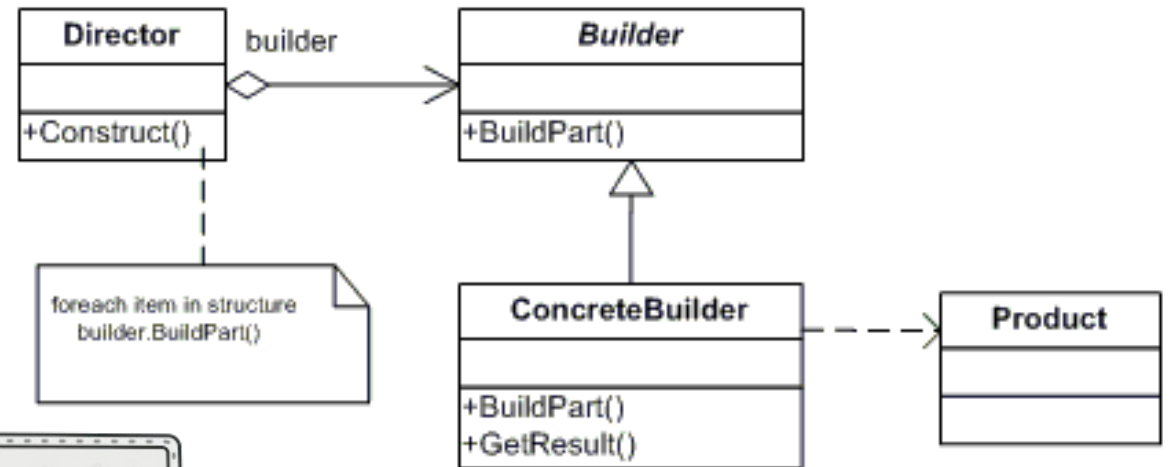
# FACTORY METHOD



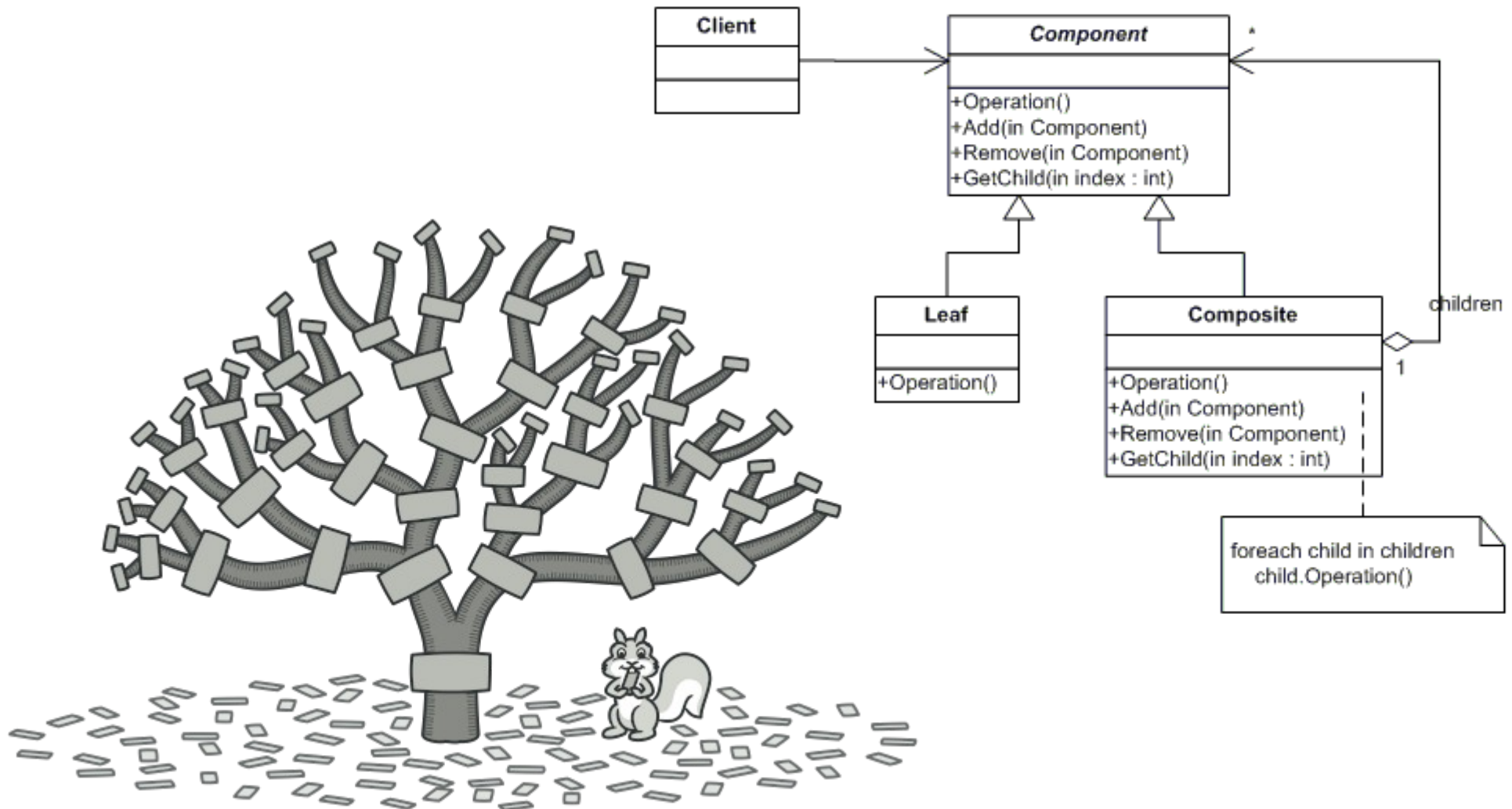
# PROTOTYPE



# BUILDER

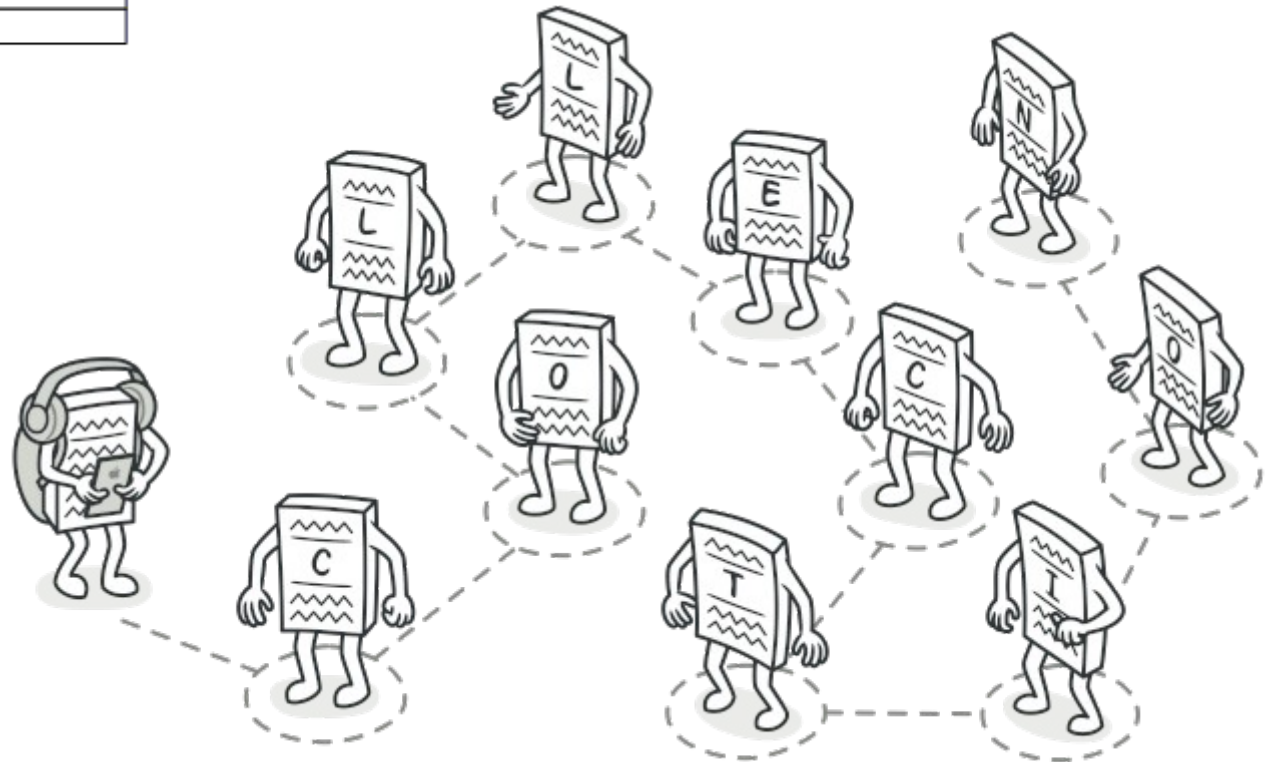
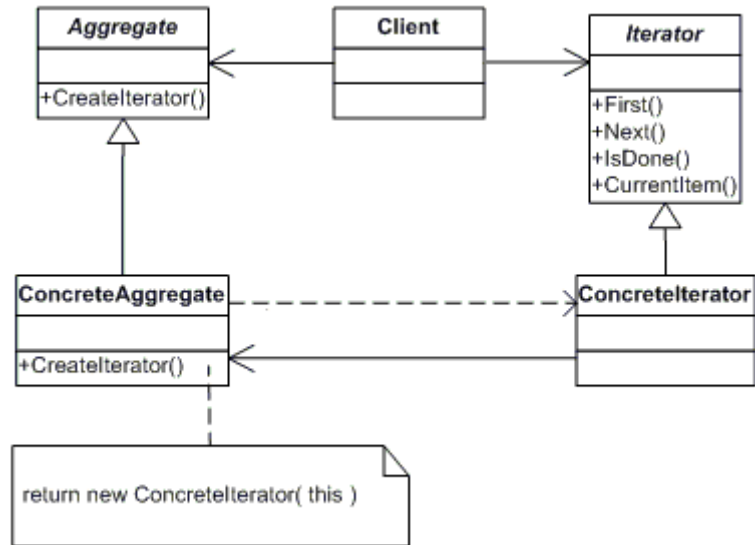


# COMPOSITE

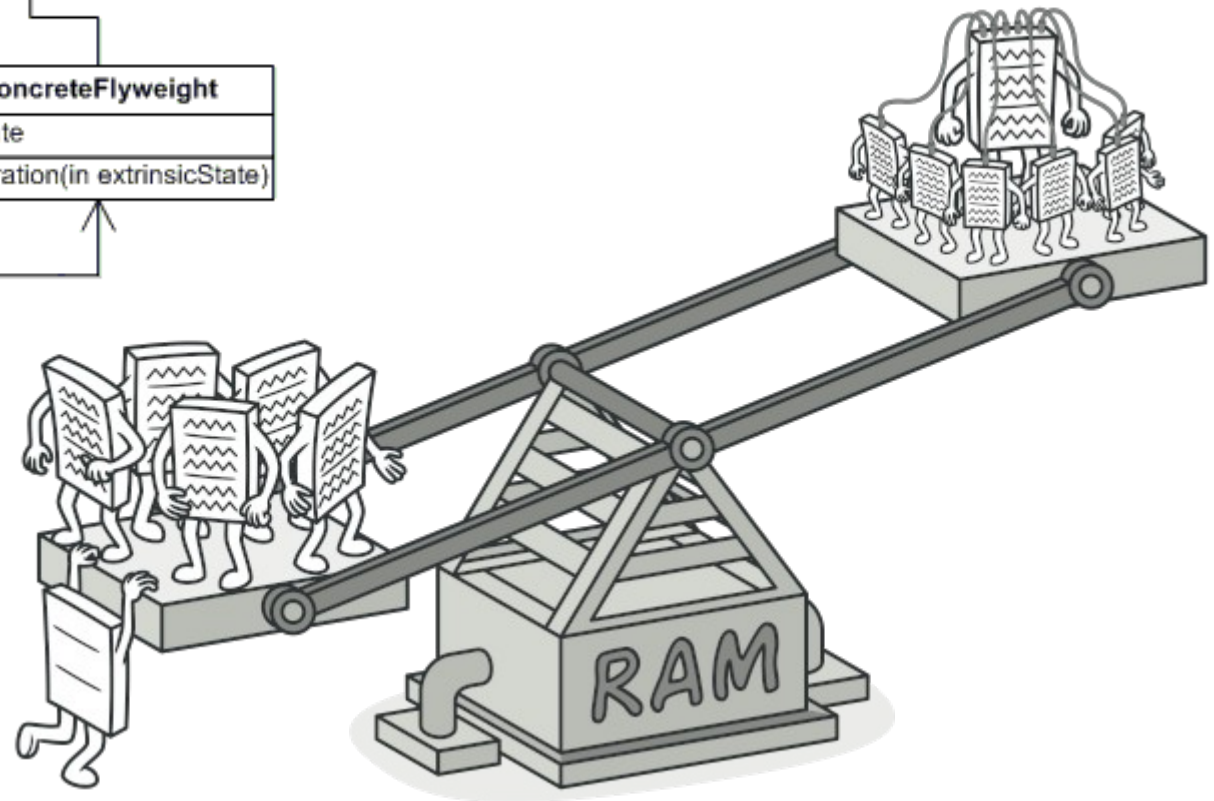
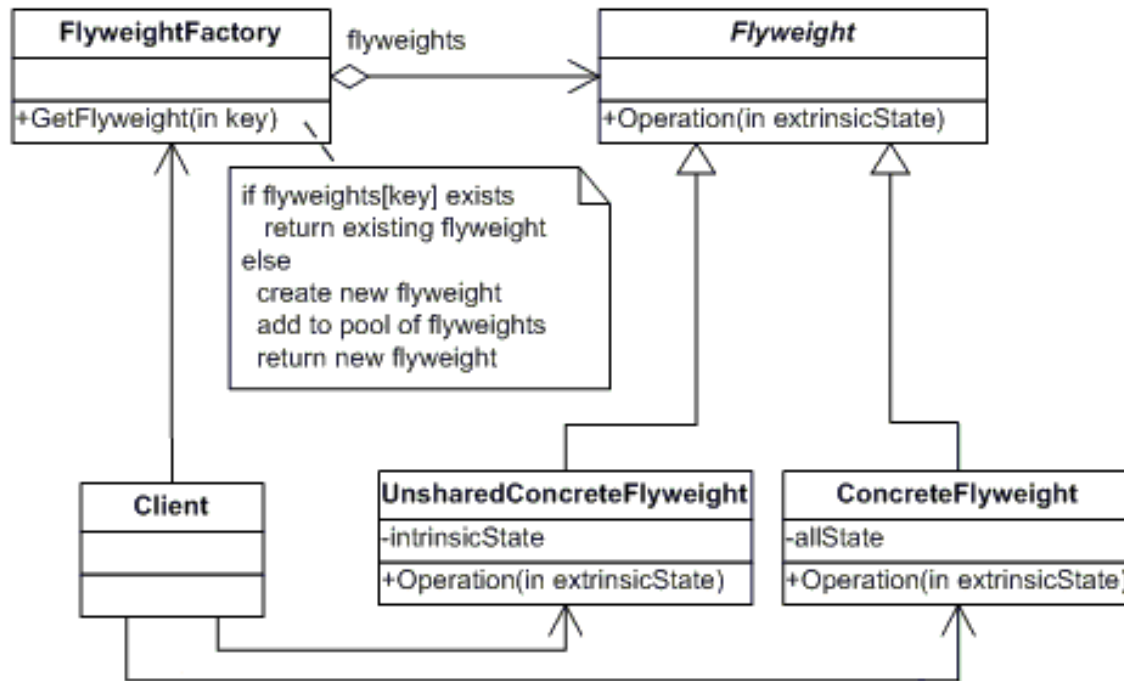




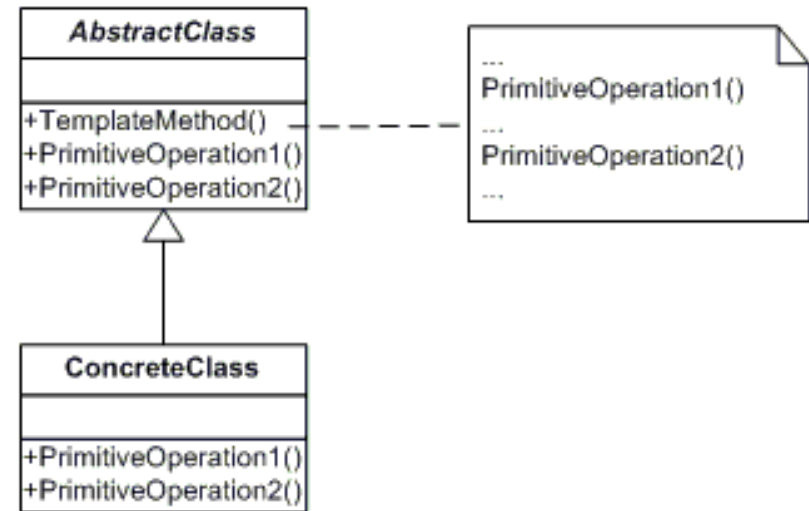
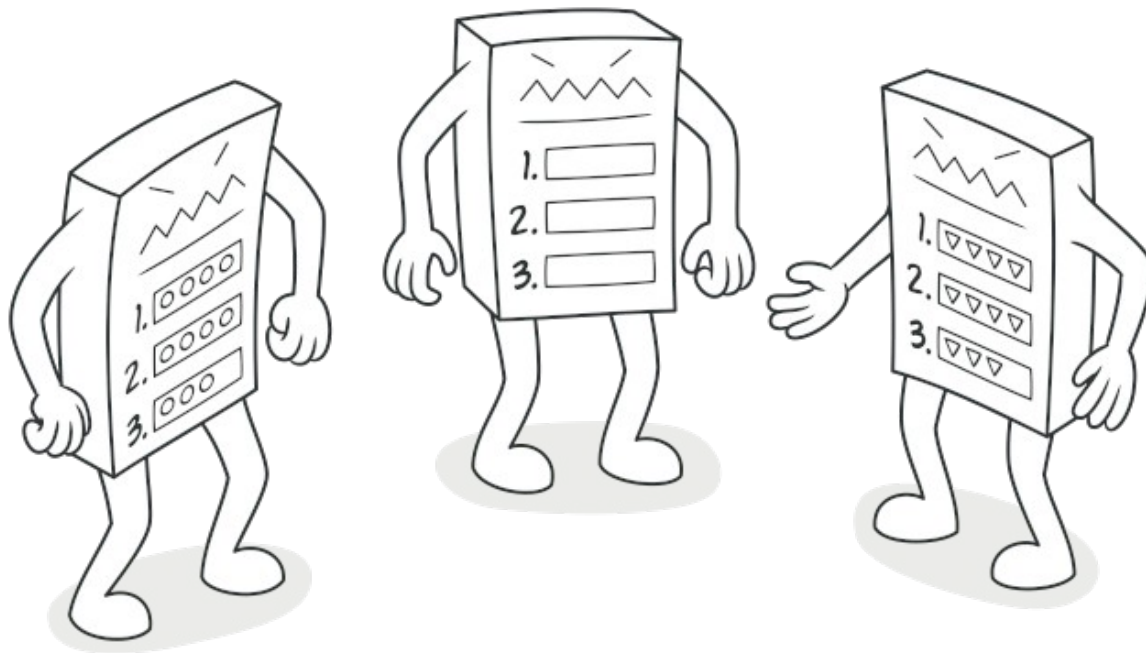
# ITERATOR



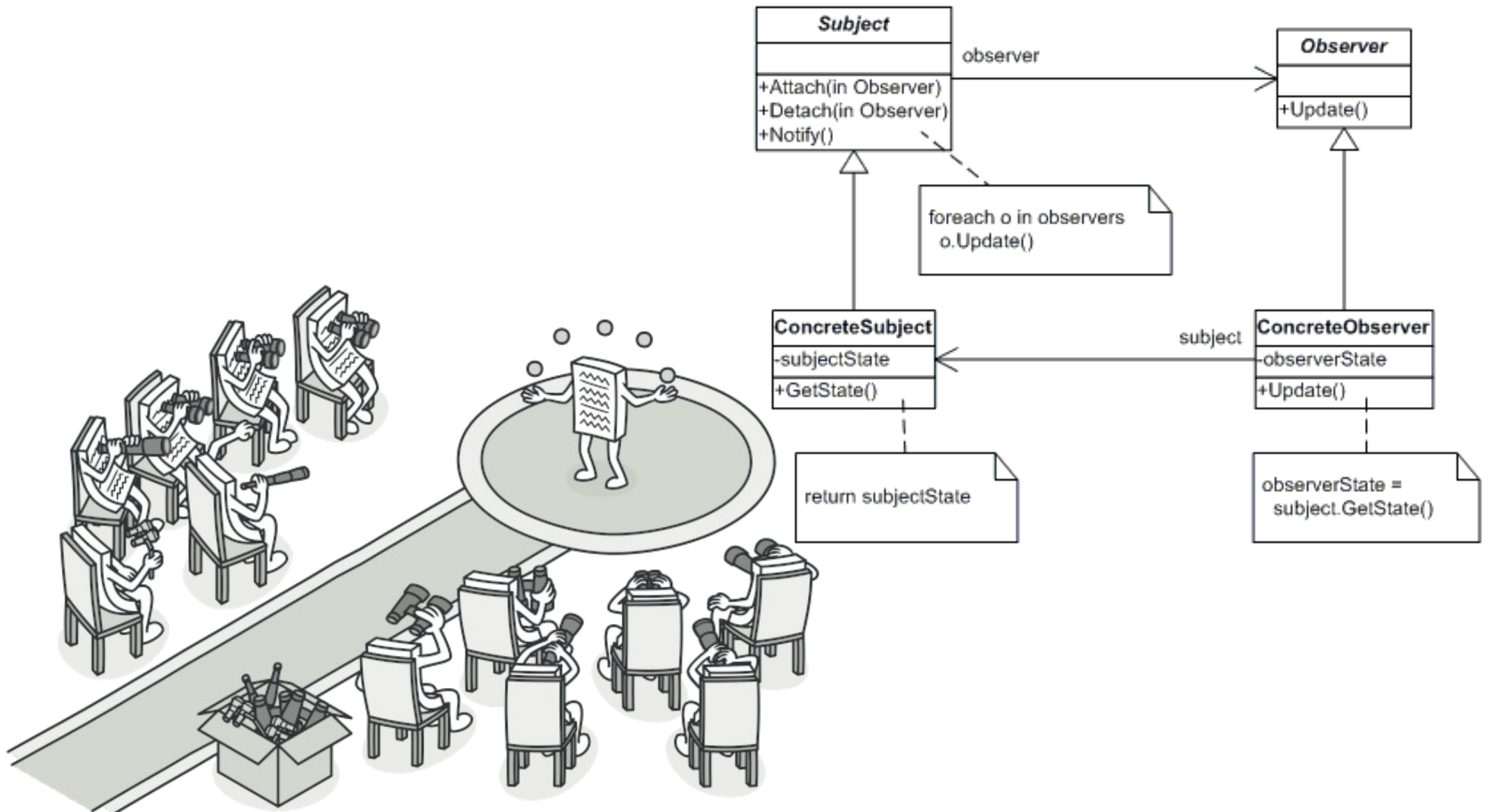
# FLYWEIGHT



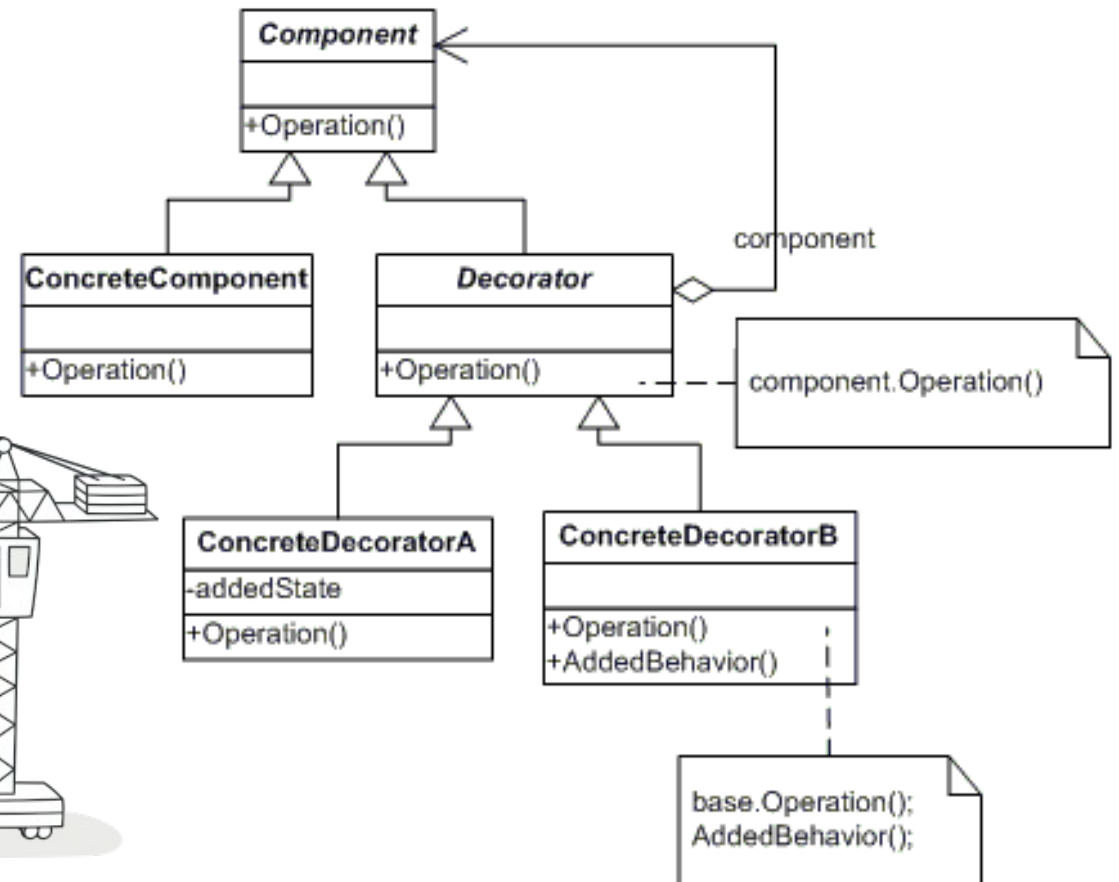
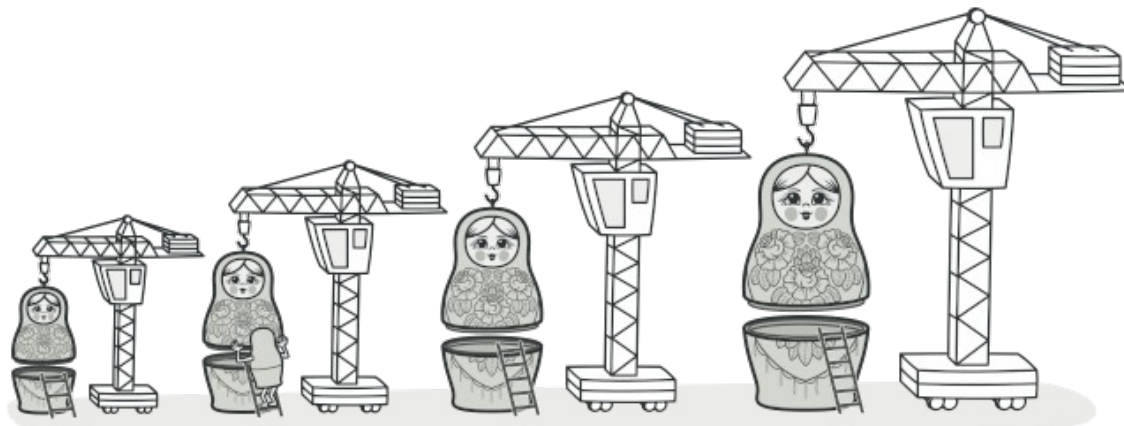
# TEMPLATE METHOD



# OBSERVER

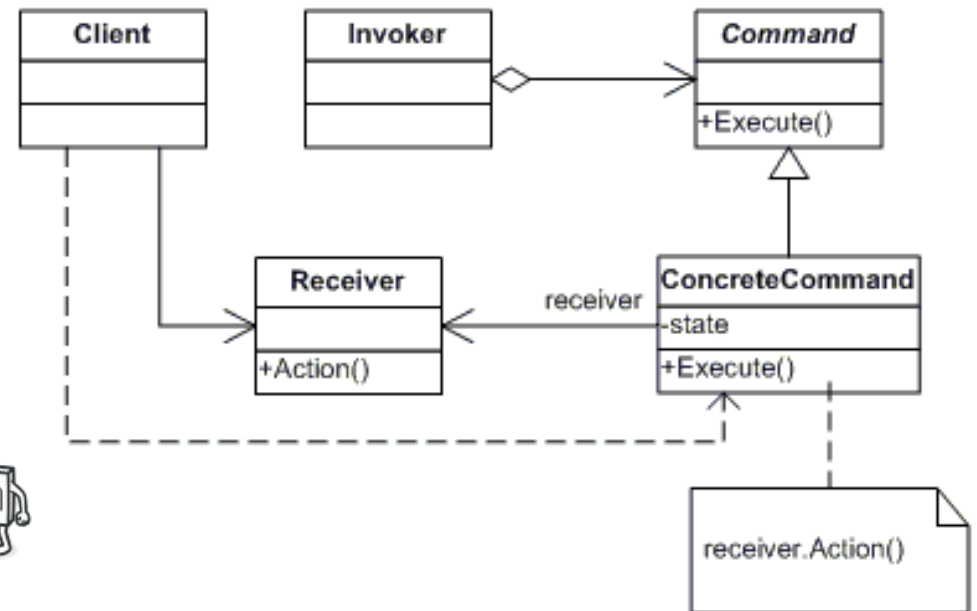
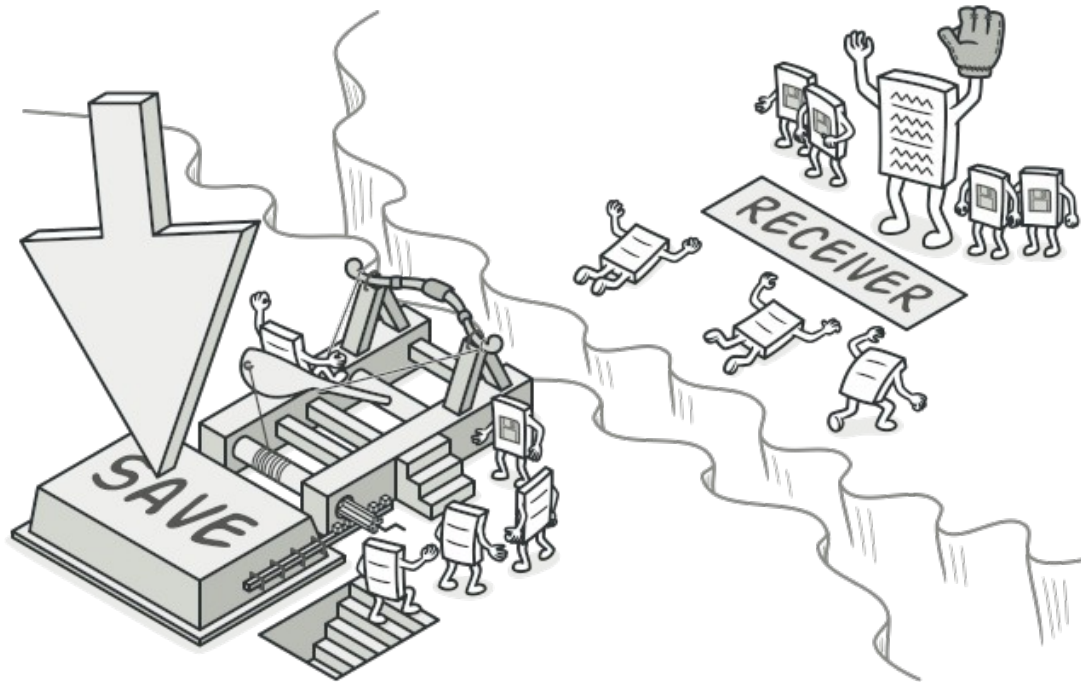


# DECORATOR

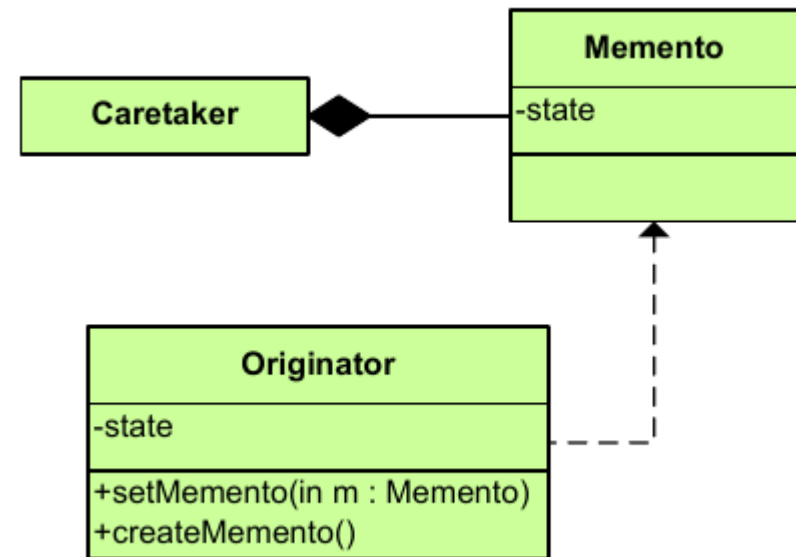




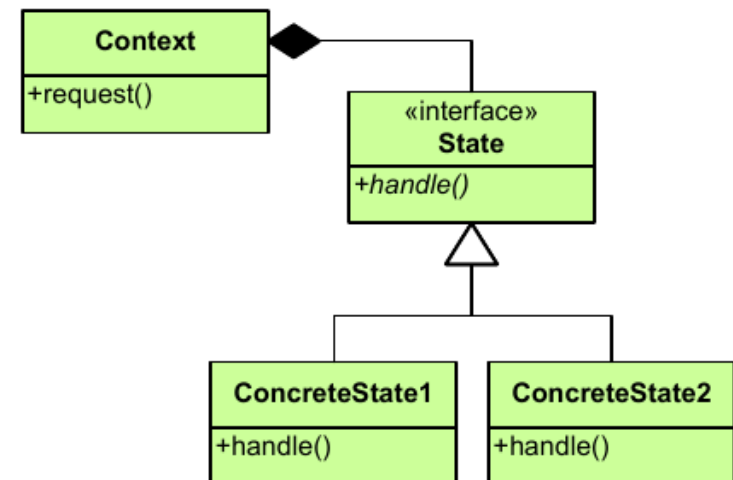
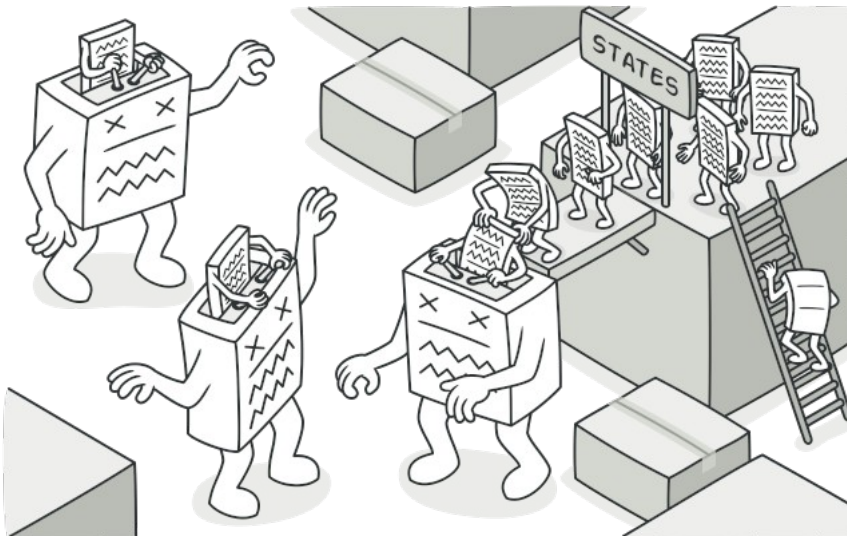
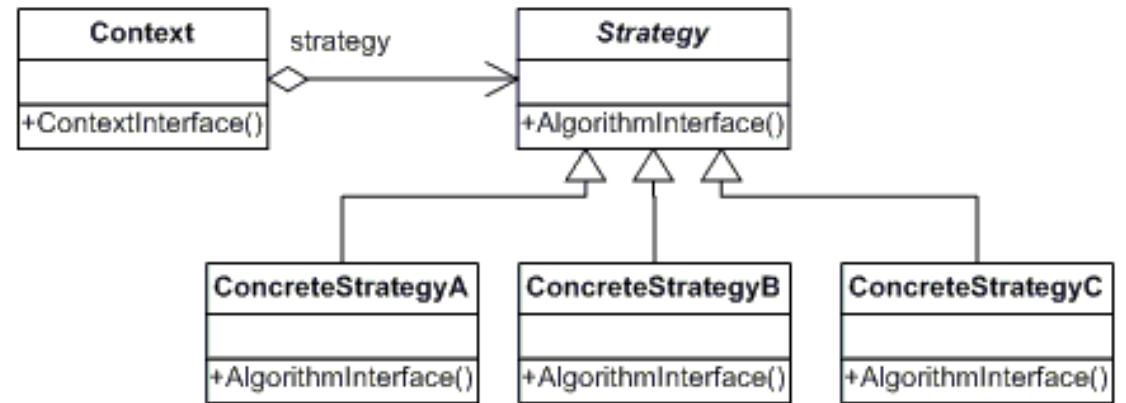
# COMMAND



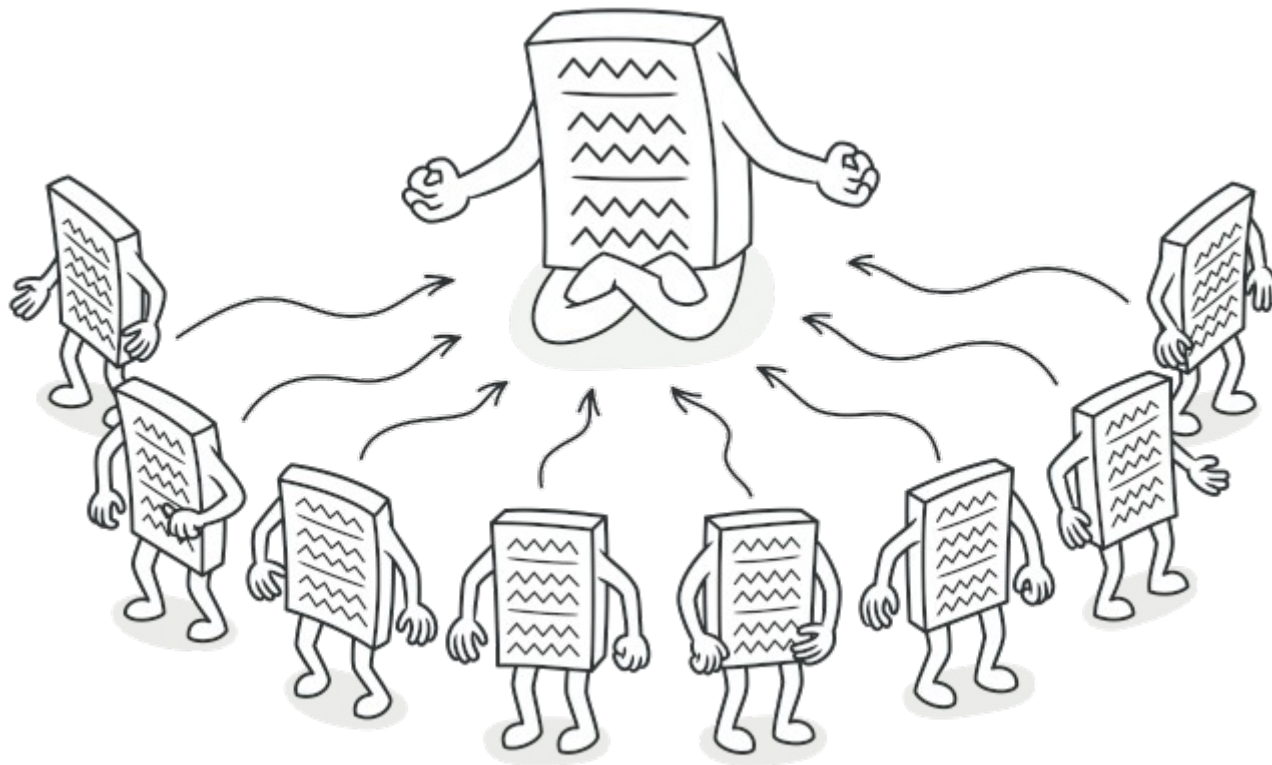
# MEMENTO



# STRATEGY et STATE

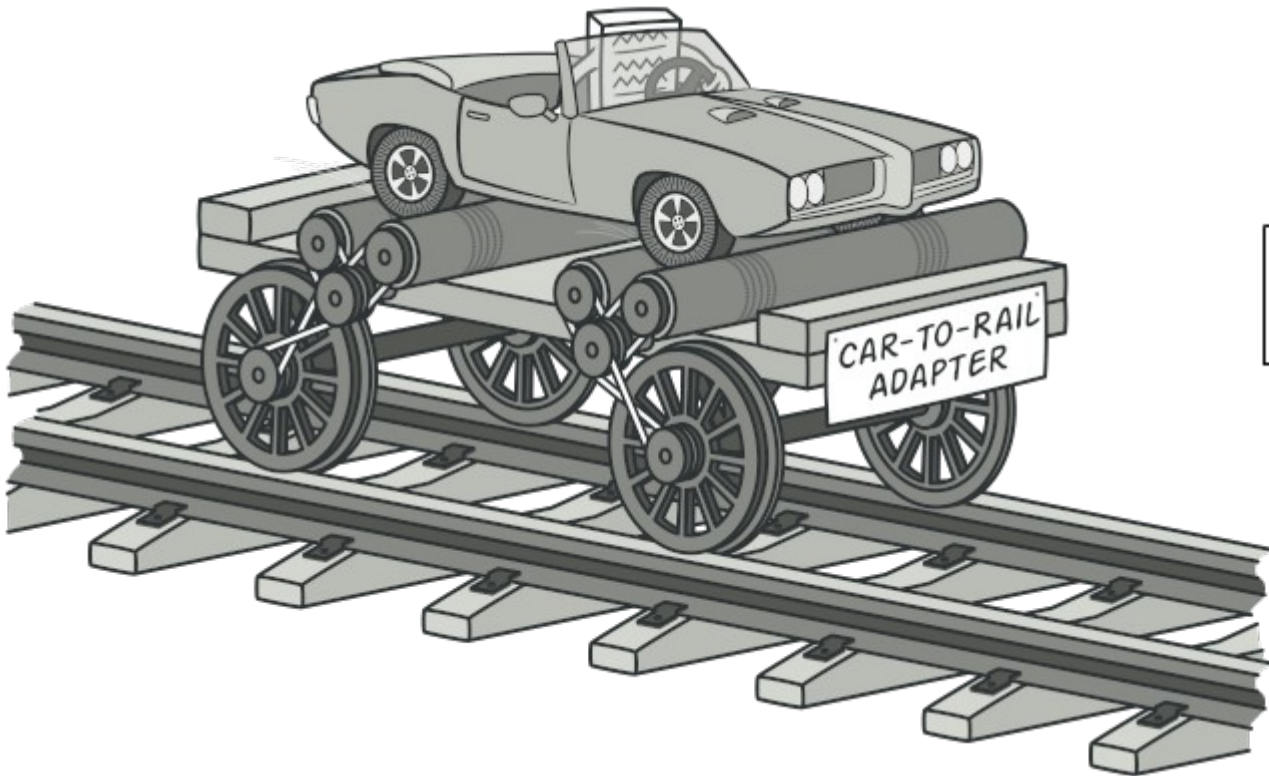
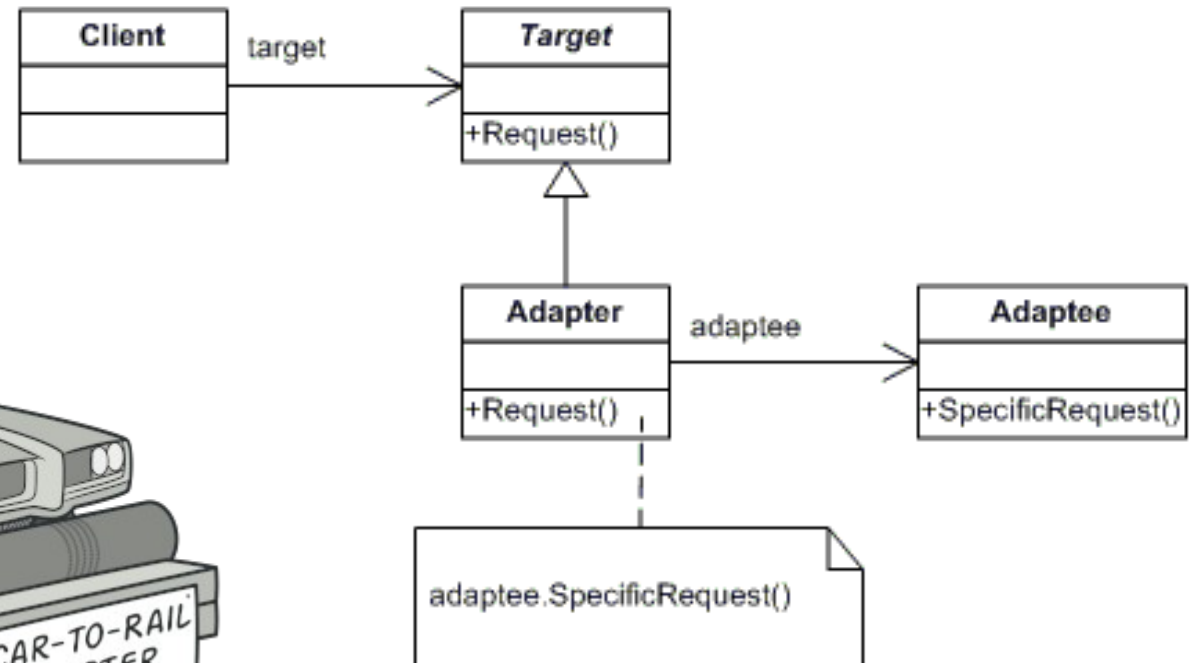


# SINGLETON



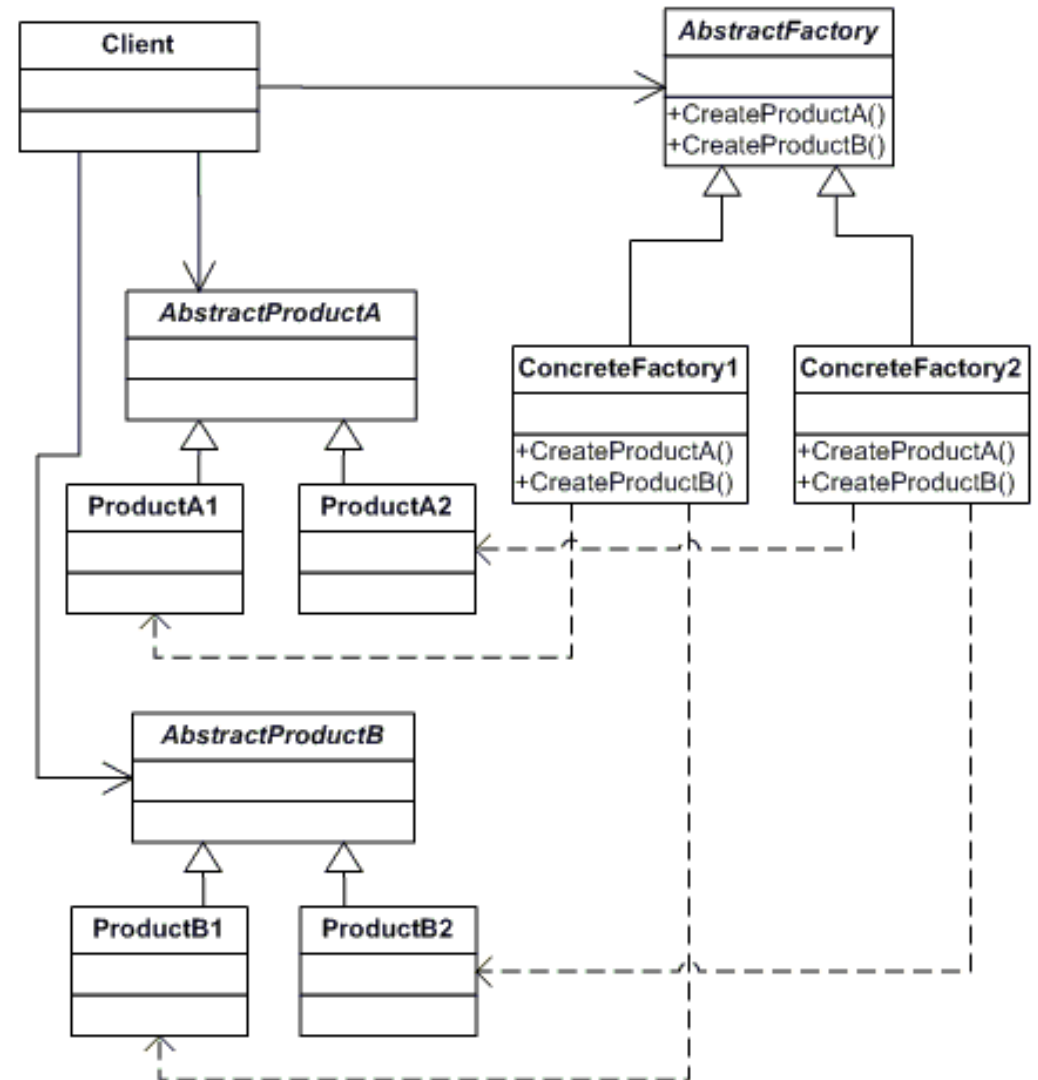
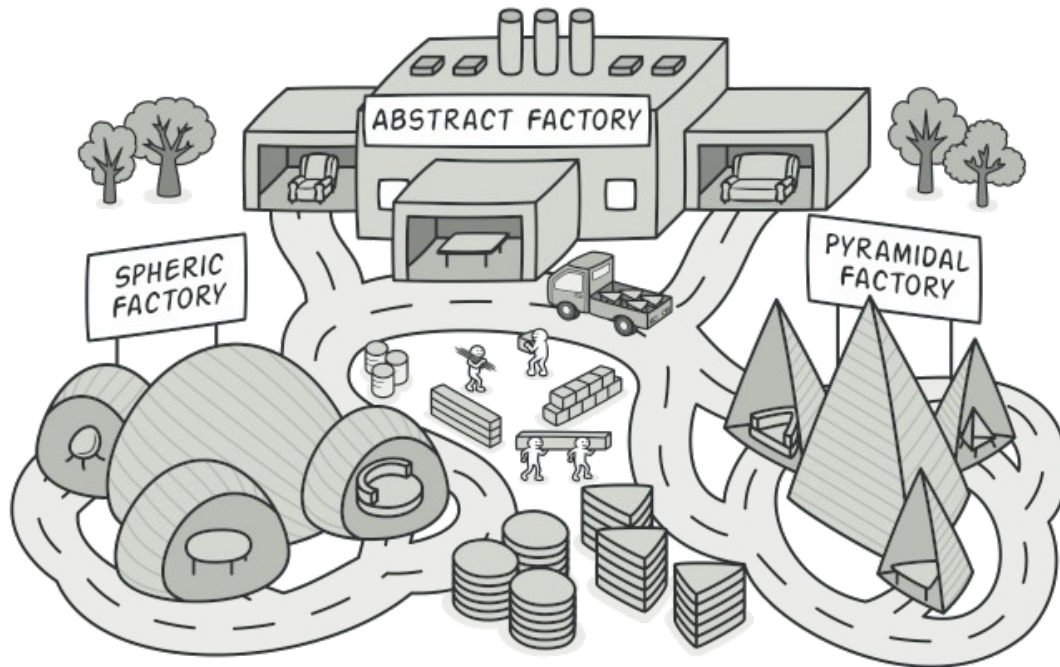
Singleton
-instance : Singleton
-Singleton() +Instance() : Singleton

# ADAPTER

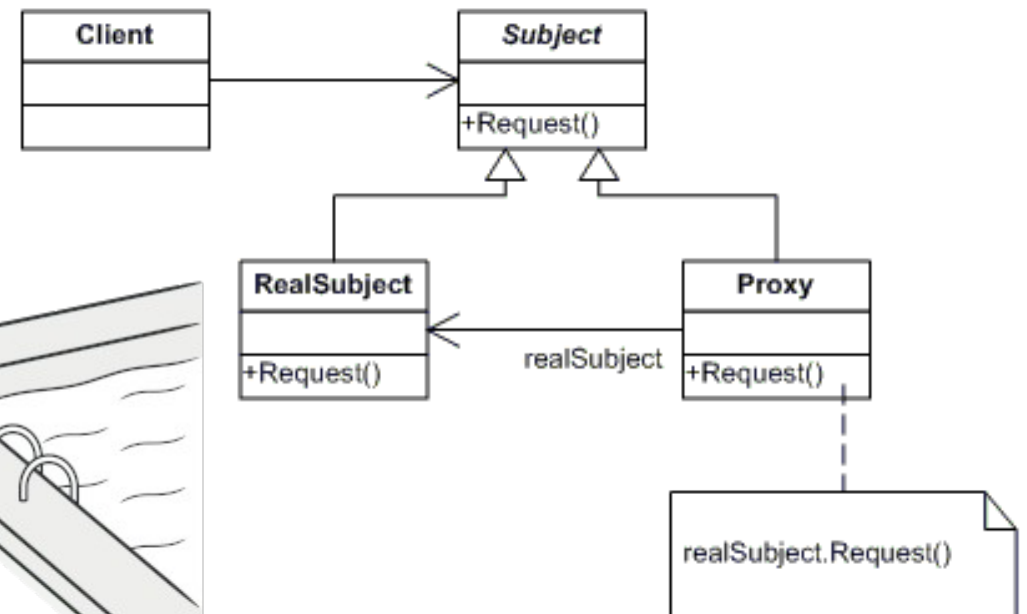
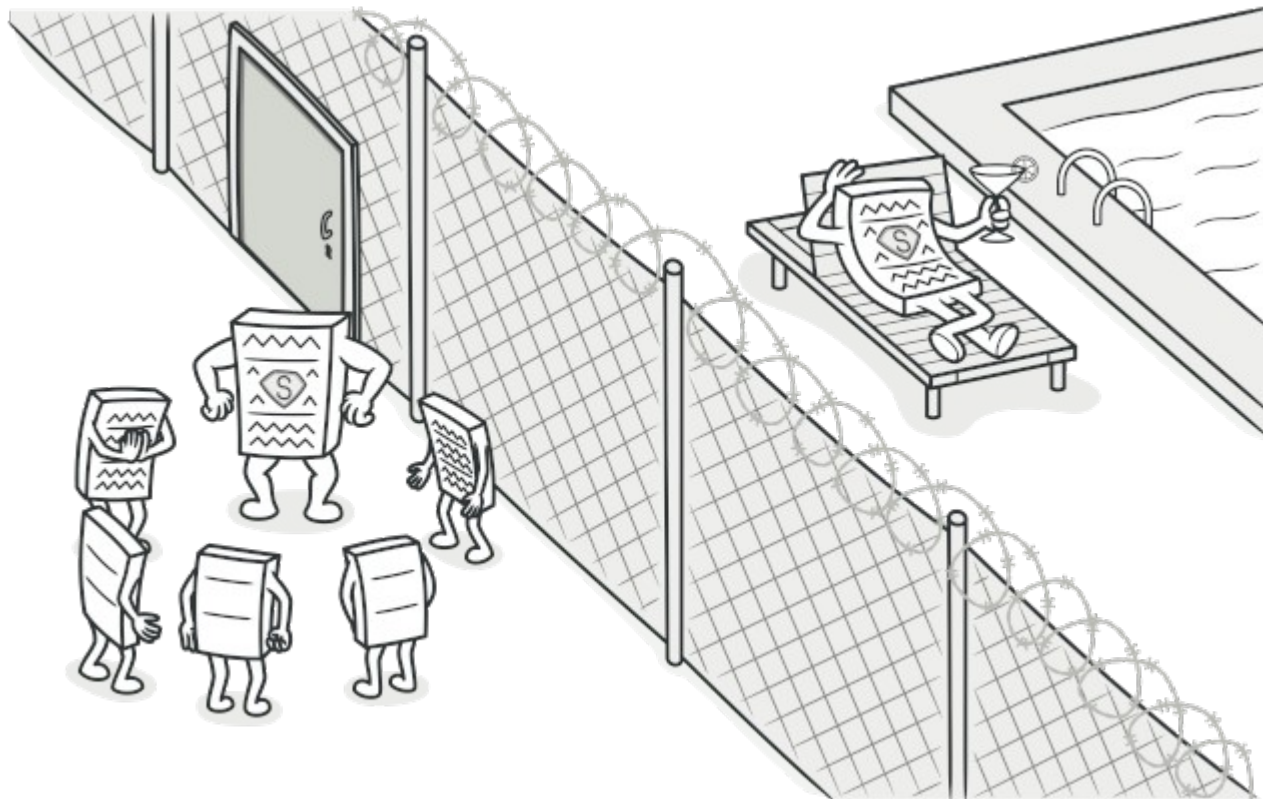




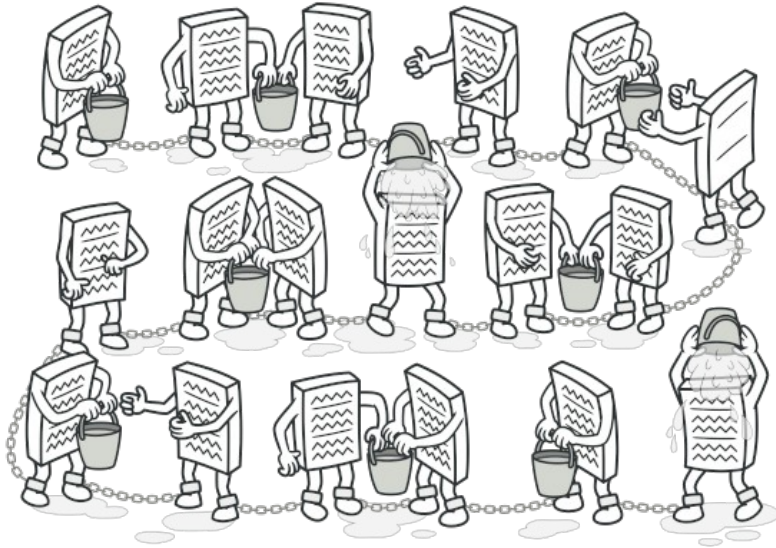
# ABSTRACT FACTORY



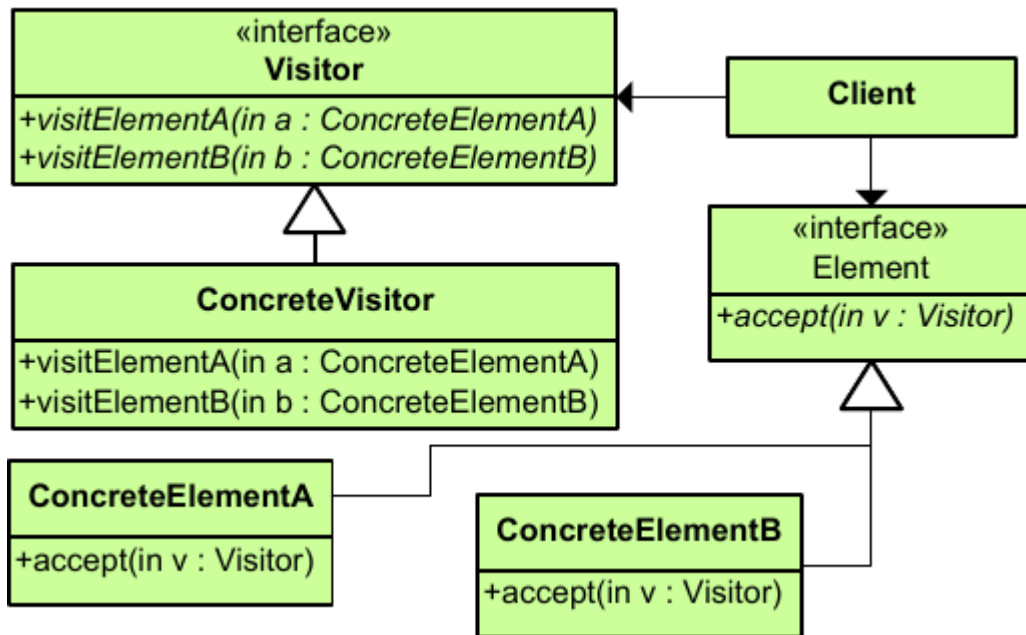
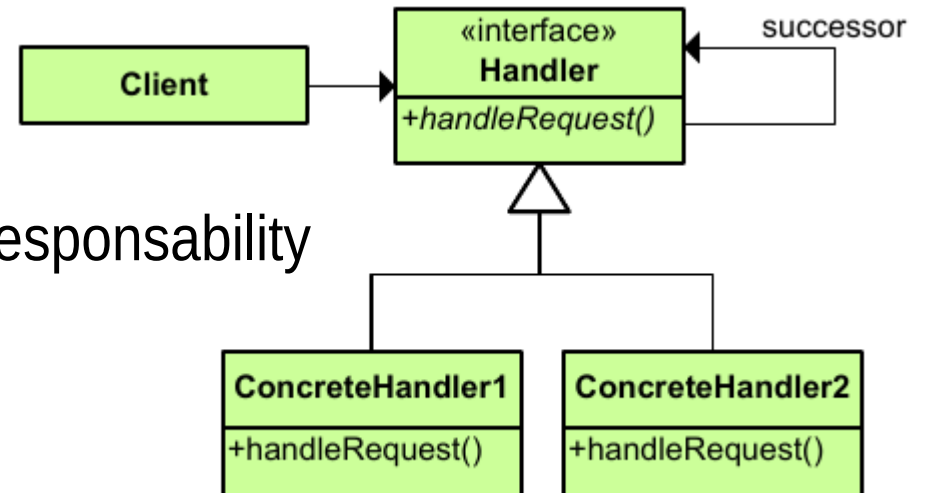
# PROXY



# PATTERNS non étudiés (car trop puissants?)



Chain of responsibility



Visitor

