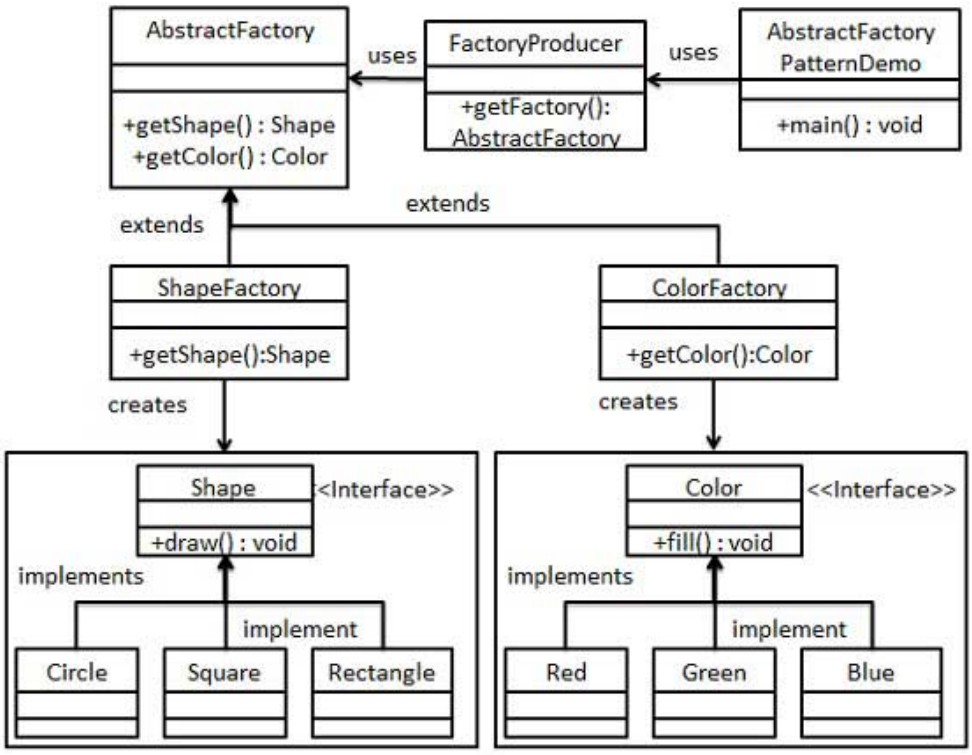
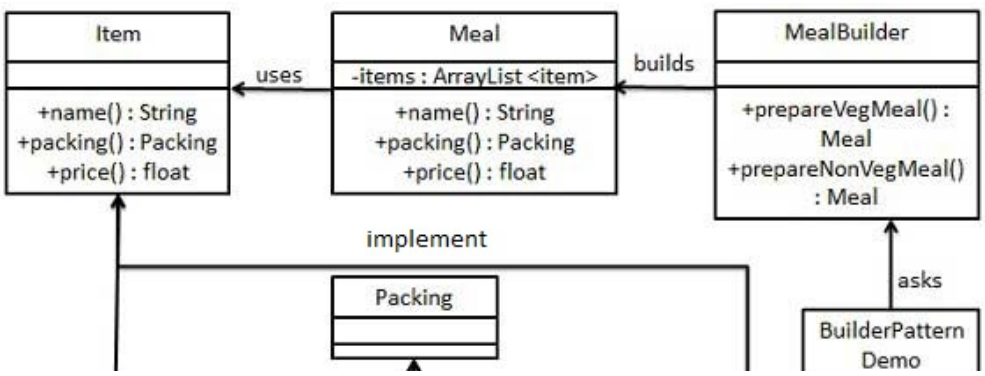
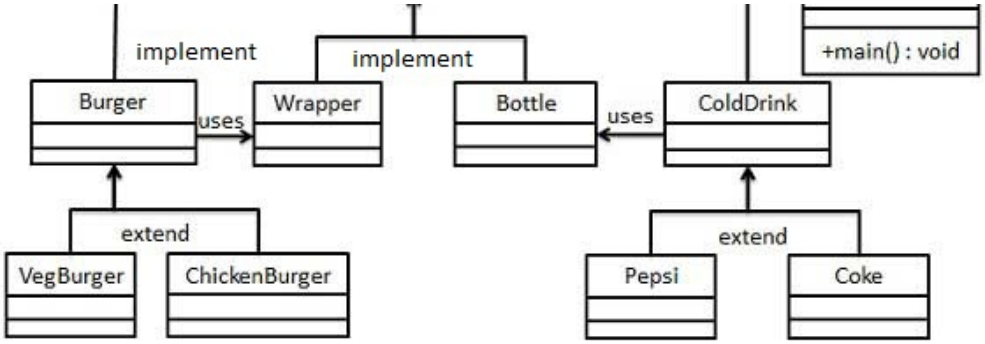
设计模式-功能-类图

2018年10月26日 星期五　　下午9:42

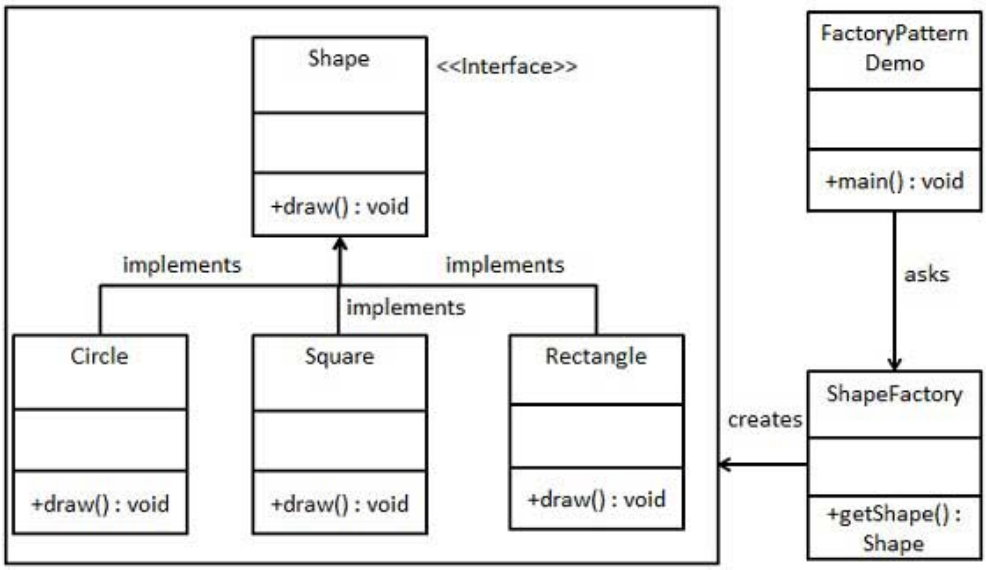
一、创建型

new Object()

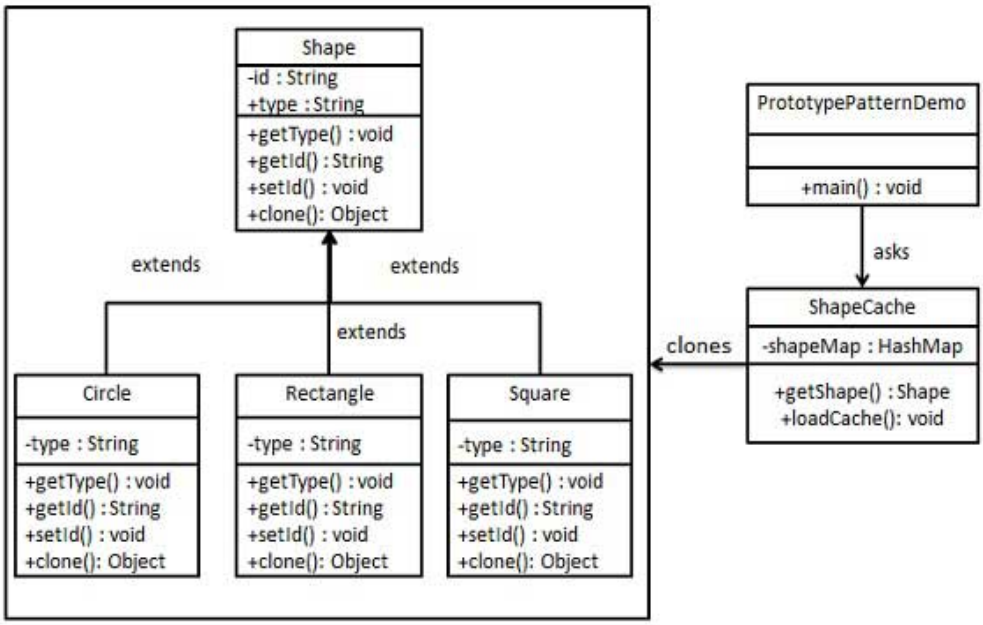
模式名称&功能	示例类图
1.1 Abstract Factory	
模式名称&功能	示例类图
1.2 Builder	

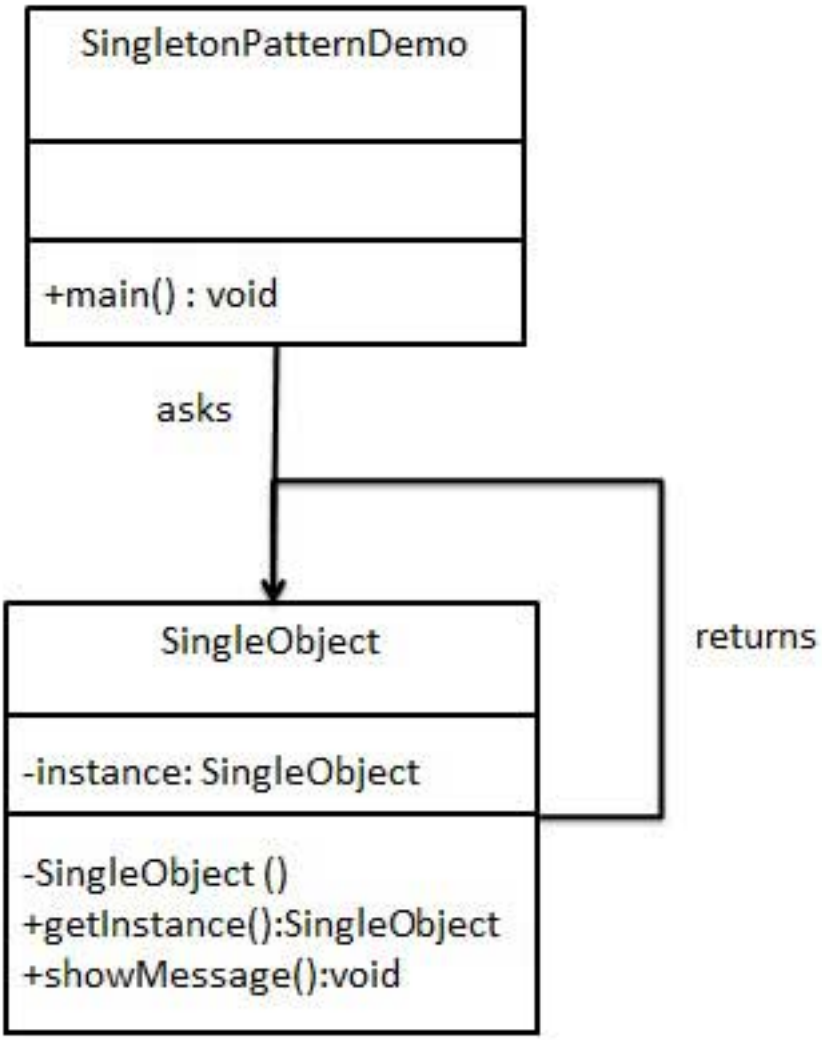


模式名称&功能	示例类图
1.3 Factory Method	

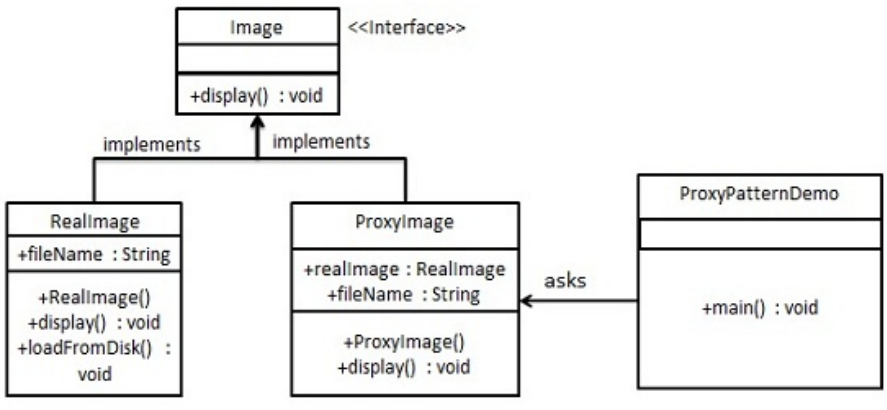


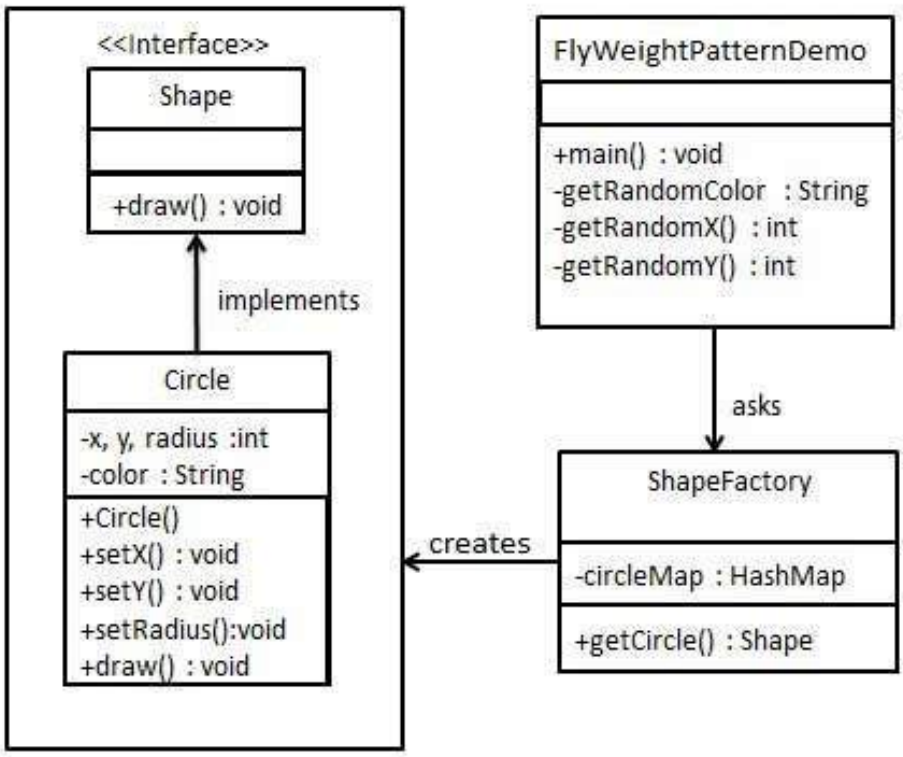
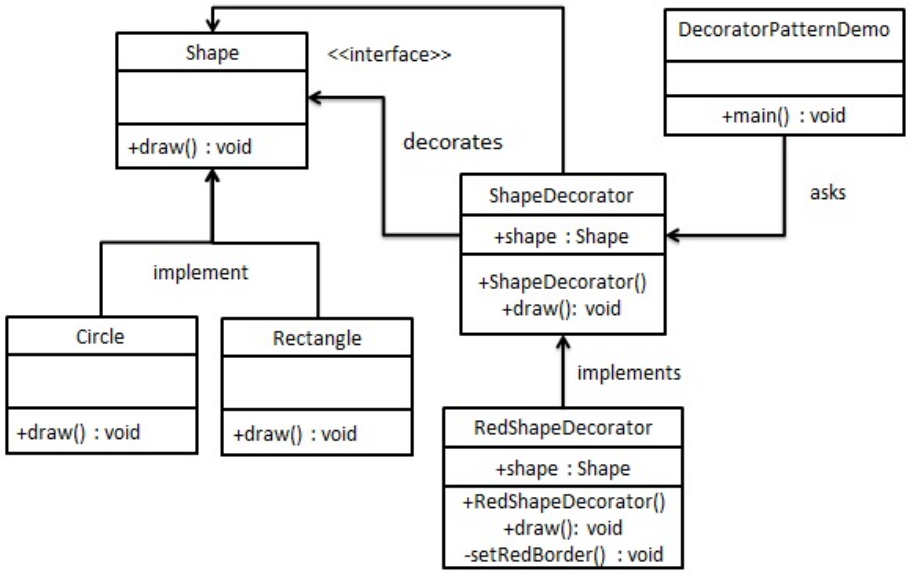
模式名称&功能	示例类图
1.5 Prototype	



模式名称&功能	示例类图
1.6 Singleton	

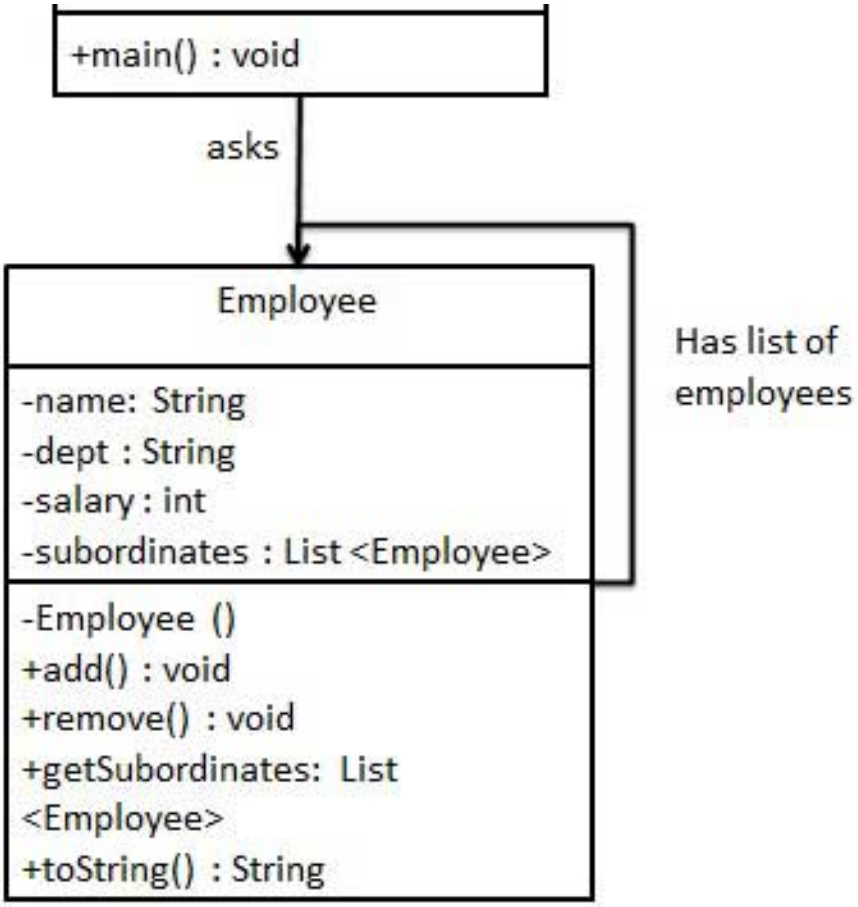
二、结构型

模式名称&功能	示例类图
2.1 Proxy • ~~一键收获~~ • **兑换券**	

模式名称&功能	示例类图
2.2 Flyweight • ~~土地~~ • **地砖** • **摆放家具**	
模式名称&功能	示例类图
2.3 Decorator • **建筑物升级，装饰**	
模式名称&功能	示例类图
2.4 Composit • 树结构（**重新设**	

计）

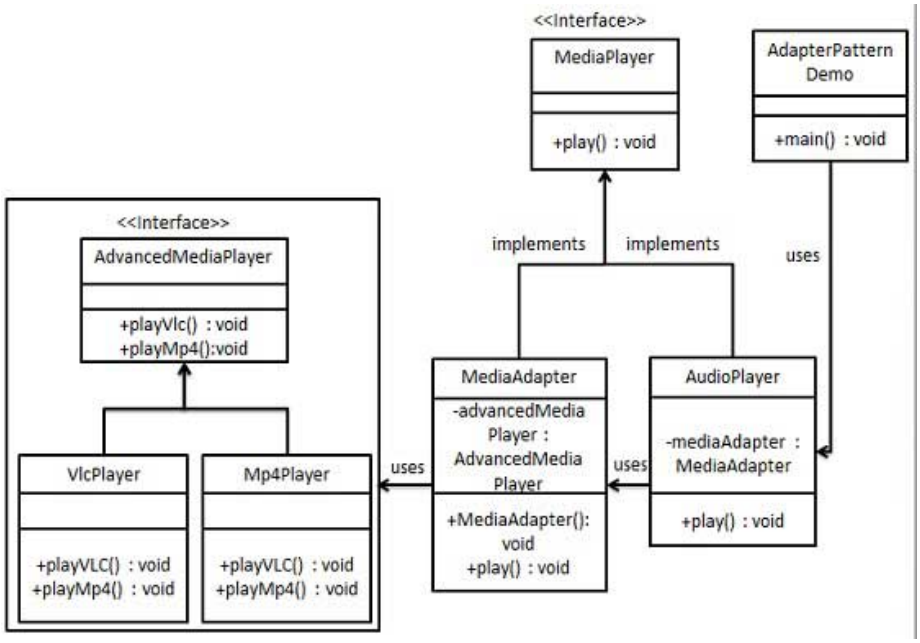
- 部门
- 宝箱



模式名称&功能	示例类图

2.5 Adaptor

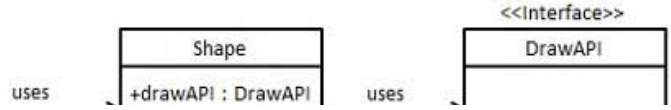
- **土地适应种子（状态）**

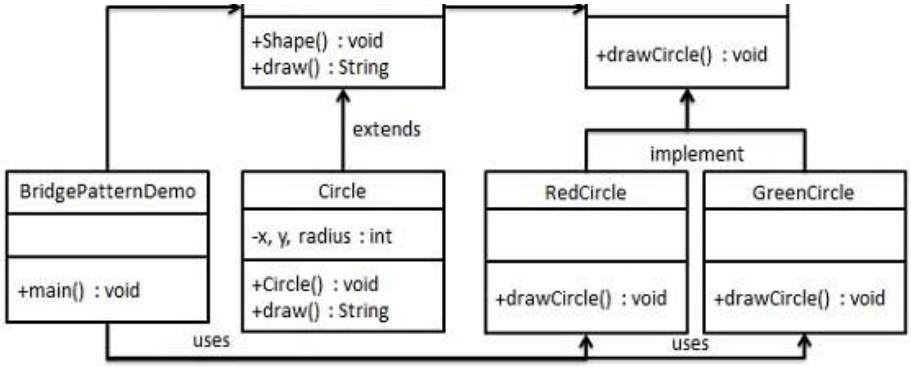


模式名称&功能	示例类图

2.6 Bridge

- **工具，功能**

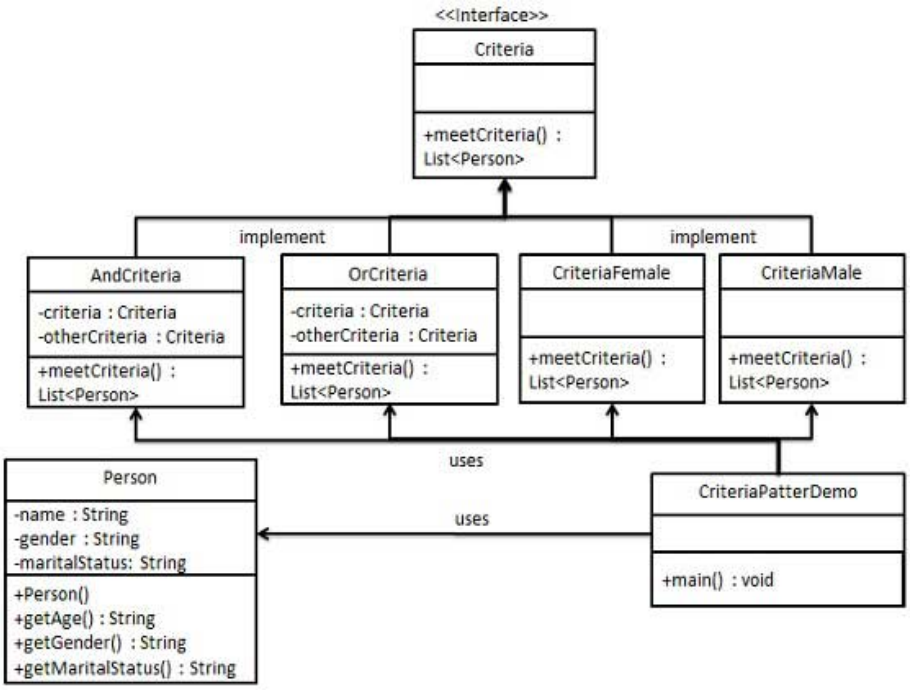




模式名称&功能	示例类图

2.7 Filter

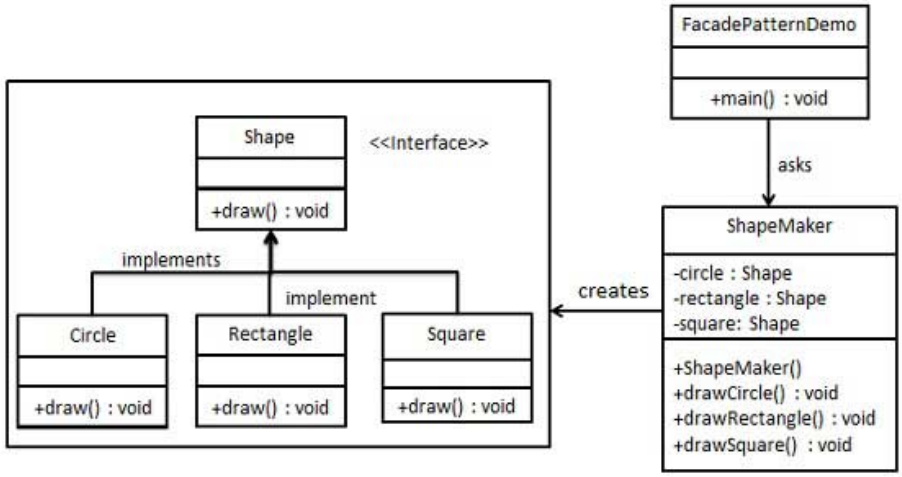
- **安排雇员工作**
- **农副产品挑选**



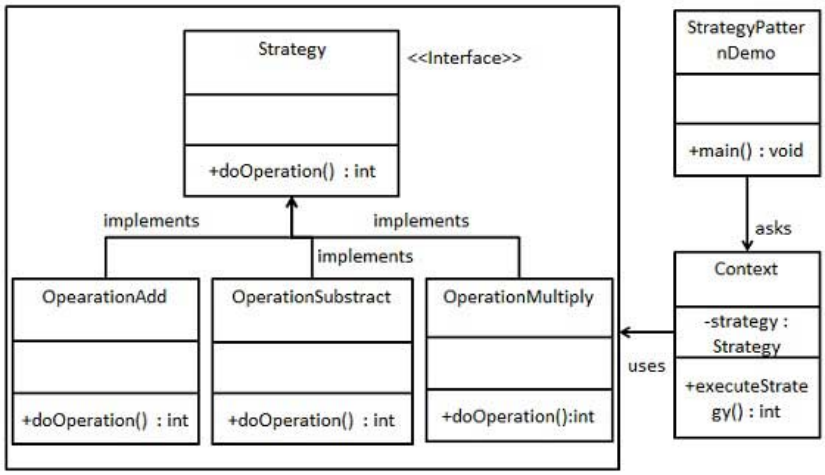
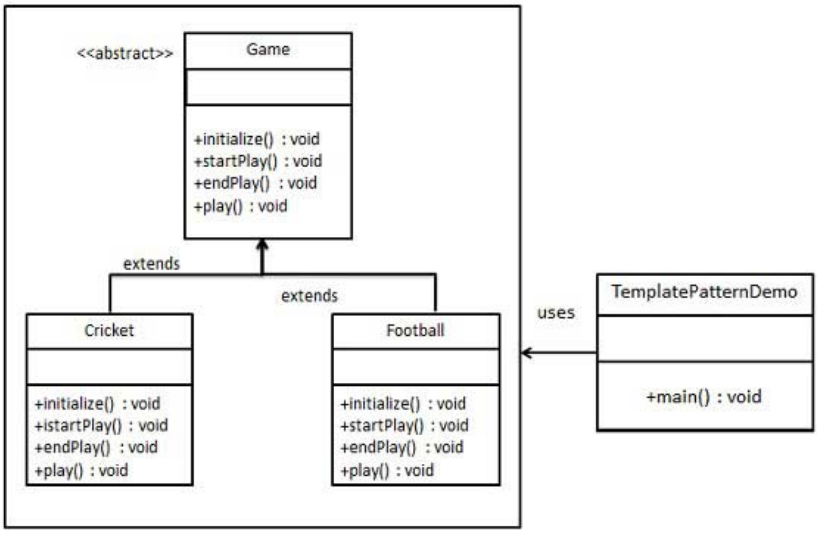
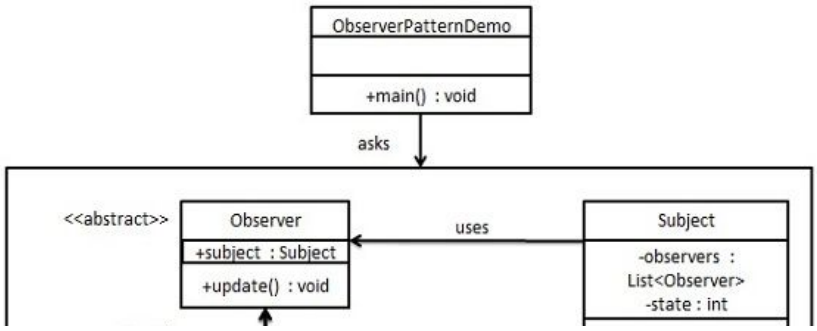
模式名称&功能	示例类图

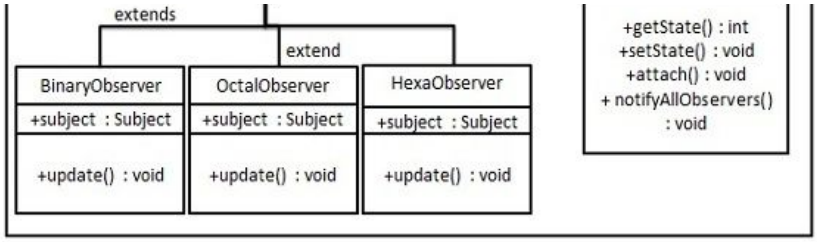
2.8 Facade

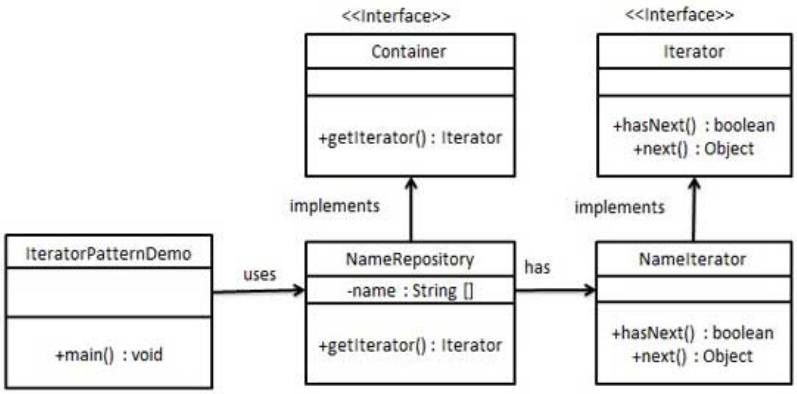
- ~~安保系统~~
- **子系统：加工农副产品**

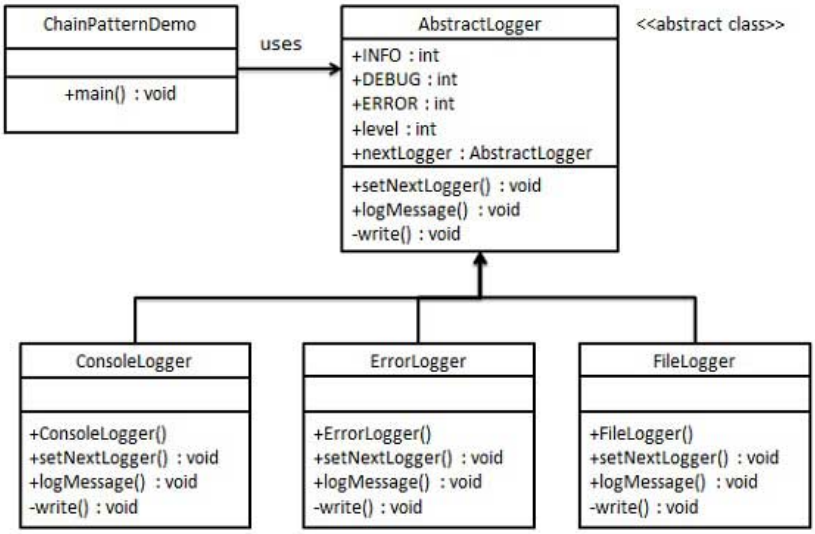


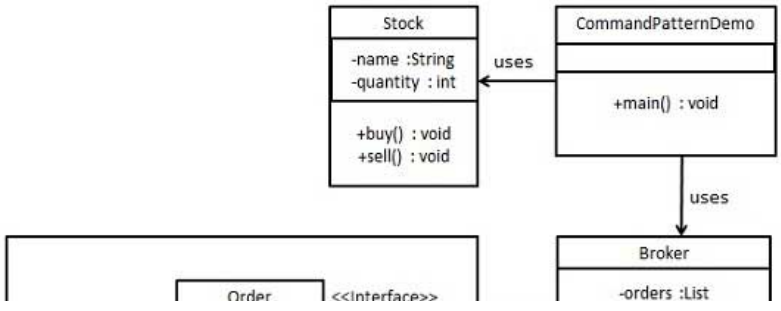
三、行为型

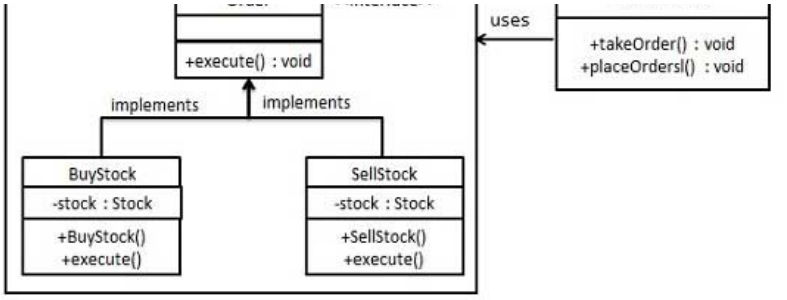
模式名称&功能	示例类图
3.1 Strategy • 工具，农副产品自己使用/出售	
模式名称&功能	示例类图
3.2 Template Method 操作 （0）1. 选择操作对象 2. 选择操作 3. 操作完成 （1）1. 检查成熟状态 2. 收获 3. 放入仓库 （2）收割：2.1 选择工具 2.2 。。。。	
模式名称&功能	示例类图
3.3 Observer • 雇员（看留言板）	

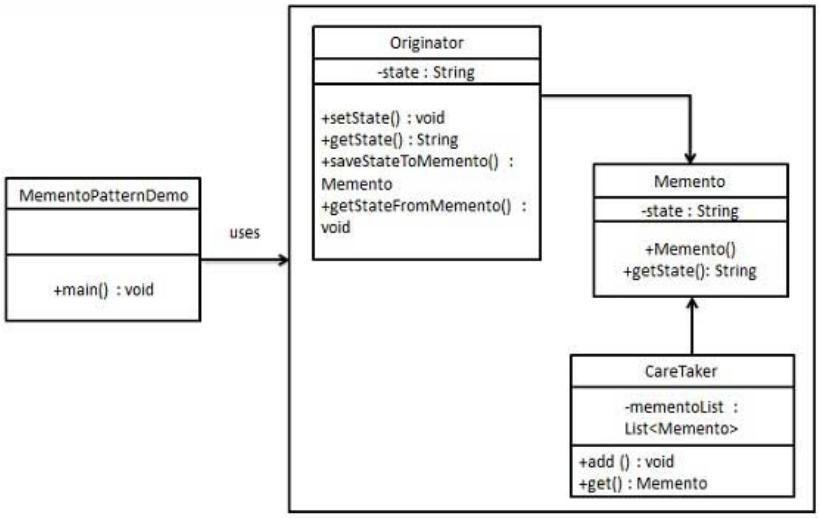


模式名称&功能	示例类图
3.4 Iterator	

模式名称&功能	示例类图
3.5 责任链 • 兑换券	

模式名称&功能	示例类图
3.6 Command 命令模式+3.7 Memento • 装饰农场undo&redo	

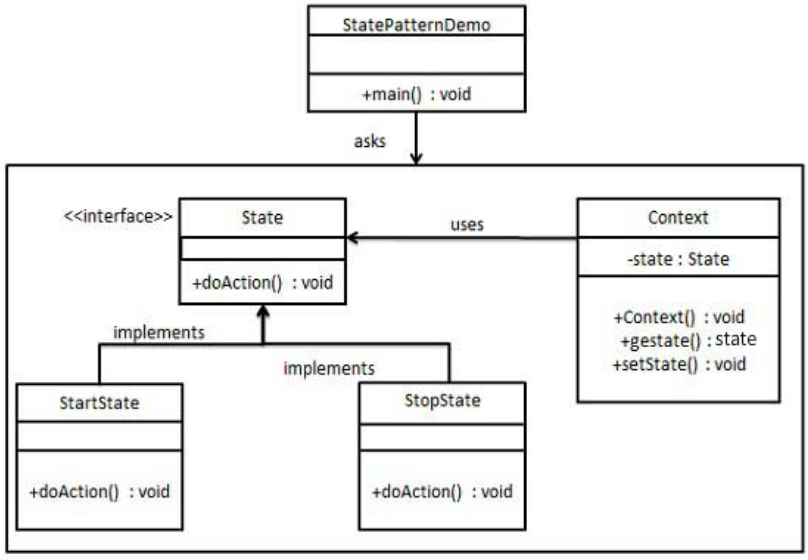




模式名称&功能	示例类图

3.8 State状态

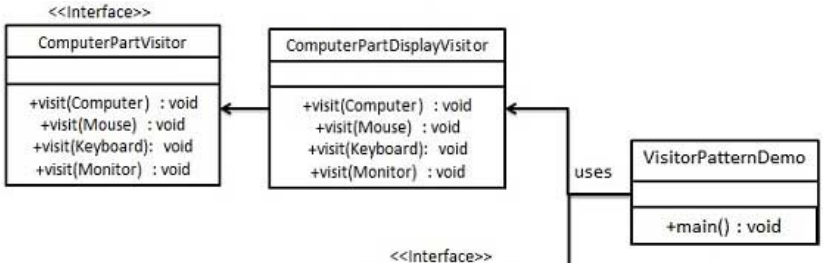
- 农作物状态

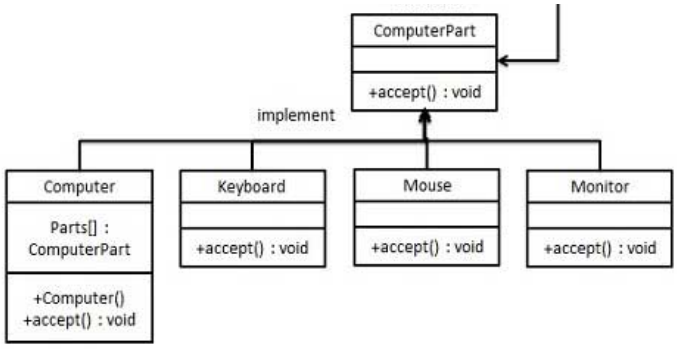


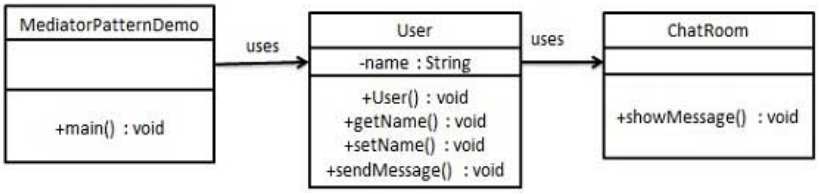
模式名称&功能	示例类图

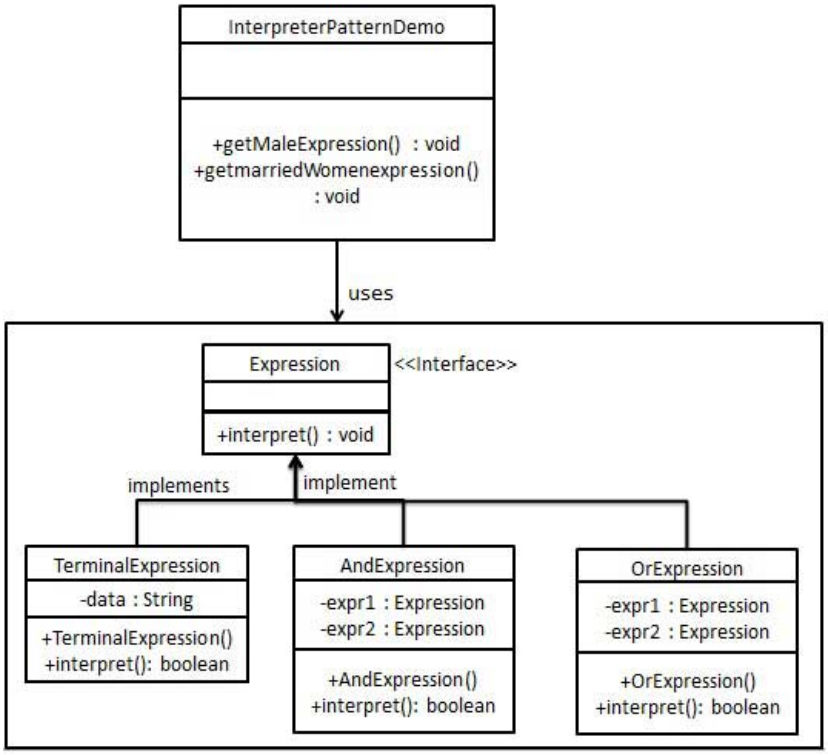
3.9 Visitor

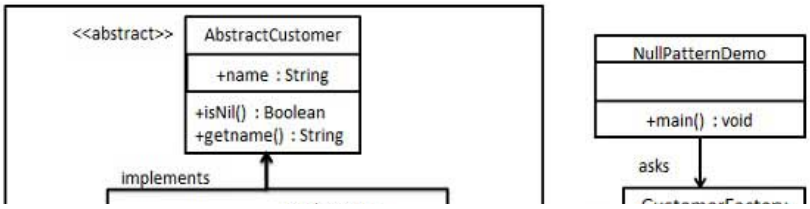
- 节日活动

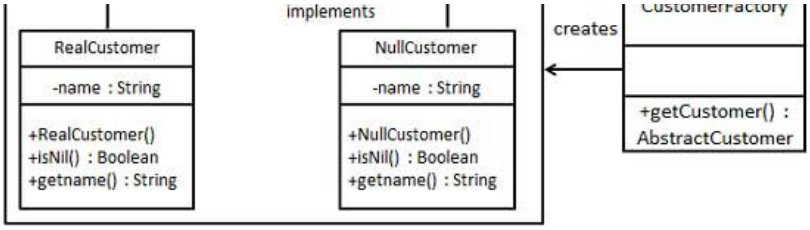




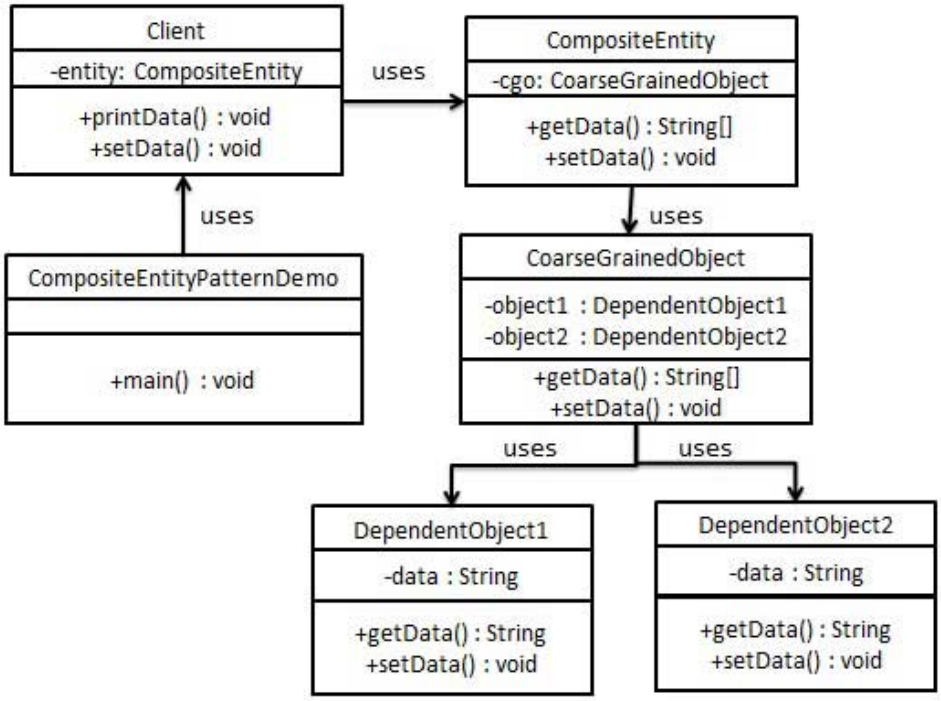
模式名称&功能	示例类图
## 3.10 Mediator 中介者 • 留言板、农作物工作日志	

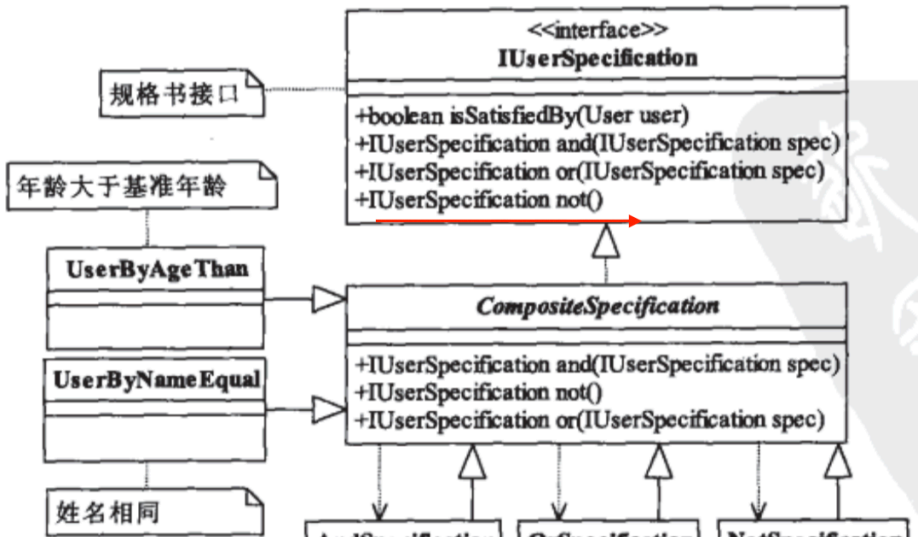
模式名称&功能	示例类图
## 3.11 解释器 • 计算器	

模式名称&功能	示例类图
## 3.12 Null Object 空对象模式 • No Command	



四、其他

模式名称&功能	示例类图
4.3 Composite Entity 组合实体模式 • 屋子	

模式名称&功能	示例类图
Specification • 关键词搜索	

	
模式名称&功能	示例类图
双重检查锁	