## DESIGN PATTERN(S)



| | | | | |
|---|---|---|---|---|
| S Proxy | B Observer | C Singleton | | |

| | | | |
|---|---|---|---|
| C Abstract Factory | S Facade | | |
| S Adapter | C Factory Method | | |
| S Bridge | S Flyweight | | |
| C Builder | B Interpreter | | |
| B Chain of Responsibility | B Iterator | | |
| B Command | B Mediator | | |
| S Composite | B Memento | | |
| S Decorator | C Prototype | | |

B State
B Strategy
B Template Method
B Visitor

**Inventor** Architekt Christopher Alexander ~1977

Design patterns are proven solution templates for recurring design problems in architecture as well as in software development.

A design pattern usually contains several classes (templates), so a single design pattern is a collection of different templates. E.g. The shape of a single step of stairs **AND** the railing (steelwork or eg woodwork) for the complete stairs **AND** for example the shape for the carpet of each step

**Use Cases**
Architecture, Software development, psychology (Archetypes), Sociology (Archetype-Combinations)

## NORMAL-DISTRIBUTION



Hochbegabung

**Inventor** Carl Friedrich Gauß **Year** ~1801

E.g. the distribution of intelligence in society, but could be also the size of men, the number of households with kitchen mixer, but there one would have to find out whether it is really normal-distribution, paranormal-distributed or randomly

**Use Cases**
Statistics, checking plausibilities of e.g. Statements, to find out who in town holds shares of kitchen mixer producers
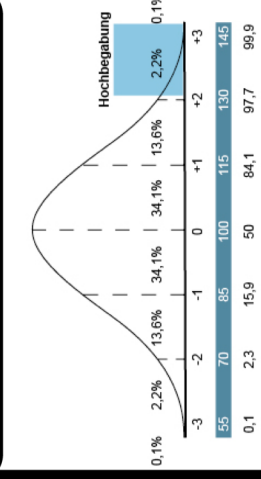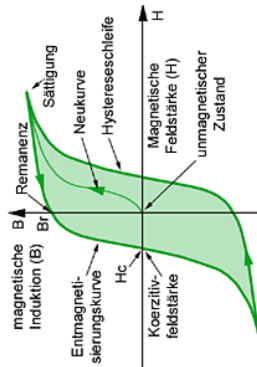
## OOP::KLASSE (TEMPLATE)



**Inventor** Alan Kay **Year** ~1993

The inventor of the programming language Smalltalk was the first who used objects in software development, that's the reason why it is called "object oriented" Programming Language. Gutenberg and the letters of his printing presses was another example. A class is a single template for part of a complete software, e.g. "Name, address, location, phone, ..." would be a template for a person in an address database.

**Use Cases**
Simplification/standardization through "pre-printed (software) templates"

## Observer Pattern



**Inventor** Erich Gamma, Richard Helm, ... ~1994

The observer pattern (also called listener pattern) is a design pattern in software development. It belongs to the category of behavior patterns. In the programming language Java it would be **public interface Observer** and it would be used with "**implements Observer**" (needs exercise)

**Use Cases**
To transfer changes to objects to a complete structures that dependent on this object, ev. an application with different views

## BATCH / ACHIEVEMENT



**Discoverer** Trevor Paglen **Year** ~2010

Each (sub-)culture has its heroes, enemies, rites, symbols and "secrets"

Trevor Paglen "collected" such symbols from US services and wrote a book: I Could Tell You But Then You Would Have Been Destroyed By Me: Emblems from the Pentagon's Black World

**Use Cases**
Mark of Cain, symbolize or suggest group membership, computer games, to enhance his own status (compensate low self-esteem)
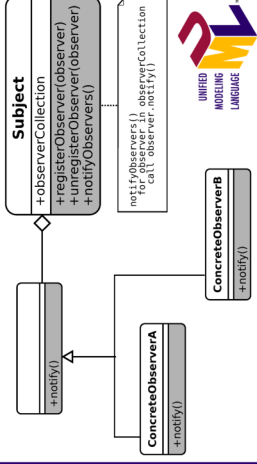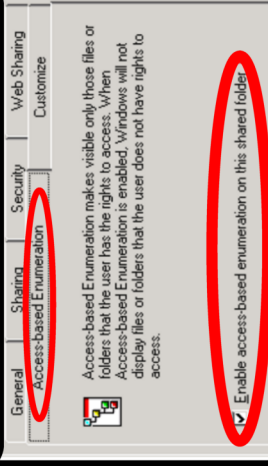
## HYSTERESIS / REMANENCE



**Inventor** James Alfred Ewing **Year** ~1890

Describes the persistence of an effect after the causing force stopped e.g. In (electro-) magnetism reproducible e.g. Old electron tube televisions tended to become magnetic after a while, which resulted in a bad image, so they had to be "degaussed"

**Use Cases**
For example, Attempt to delete a deliberately incorrectly played behavior pattern again

## Access Based Enumeration



**Inventor** CIA **Year** ~?

Depending on the authorization, folders are displayed or not in the Windows Network Neighbourhood. Can easily also be applied on social media or other platforms. You need something to assign the user to a record eg. IP, Face Recognition, RFID.... Then you can eg. split the society: access based censorship, send people in the right or wrong directing (discrimination / Stanford prison "experiment")

**Use Cases**
Censorship, manipulation or "secrecy"

## military rank



**Oberst** 33

**Fach-offizier** (FachOff) 50

36

**Inventor** Satan **Year** ~0

People tend to subjugate other people and make them "usable" for profit. Some sort of institutional discrimination and to enslave those with a lower military rank => see Milgram Experiment

**Use Cases**
In Games, companies, military, subcultures, terror-networks, Institutional Autopoiesis, as well as Institutional Discrimination