



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)



DESIGN PATTERN(S)

C	Abstract Factory	S	Facade	S	Proxy
S	Adapter	C	Factory Method	B	Observer
S	Bridge	S	Flyweight	C	Singleton
C	Builder	B	Interpreter	B	State
B	Chain of Responsibility	B	Iterator	B	Strategy
B	Command	B	Mediator	B	Template Method
S	Composite	B	Memento	B	Visitor
S	Decorator	C	Prototype		

Inventor Architect 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)