

DESIGN PATTERNS



dlp3

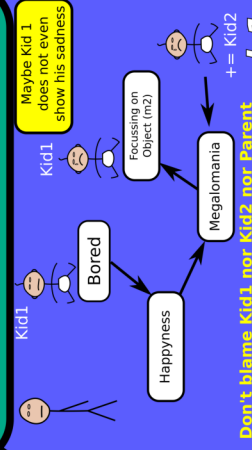
Inventor: Architect Christopher Alexander ~1977

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 or objects). A single design pattern is a collection of different such 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.

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

Statemachine (bad for kids)

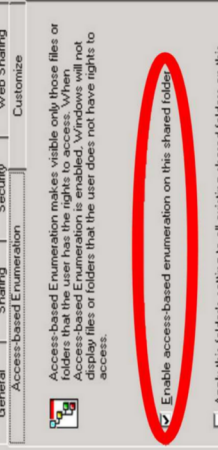


Don't blame Kid1 nor Kid2 nor Parent
my opinion its a Technology Problem

Inventor: xxxxx
Year: ~1977

1. Kid 1 is bored (therefore doing things random things to stop the boredom)
2. Parent 1 spends time with Kid 1
3. Kid 1 stops with random things and is lucky that Parent 1 plays with him / her.
4. Kid 2 thinks it would be existentially to be part of this group (Kid 1 & Parent 1) too
5. Parent 1 plays with Kid 2 too
6. Kid 1 now thinks that it is a threat to his existence (7. maybe therefore Kid1 is begin to be evil to Kid2)
8. Parent 1 tries to make them play with each other or as a group of three
9. **technology** (t* card) makes Kid1 focus on Objects (m2 card) and so the **problem** stays unsolved
- 10a. Kid1 & Kid2 don't learn to 8. -> goto 1
- 10b. Additionally the parent(s) would be scapegoats for this possibly technological induced problem, eg. b1 & t1 Card.
11. by the age of 20+ one would play cards mos2-m37-dt17?

Access Based Enumeration



dlp1

Inventor: CIA? **Year:** ~1994

Depending on the authorization (or the **security clearance**) of a user, folders are shown or not shown in a Windows Network. The same principle maybe applies to websites, youtube, facebook, twitter and maybe even github... if you look at the m50 card the same system "could" be used to **split society into two+ separate groups**, and there would be even some triggers known to some of the older groups to start a civil war between this two groups.

Maybe explaining **Access Based Enumeration++** to the society would deescalate this problem a bit. So update your people with this knowledge. I learned about Access Based Enumeration at ABB Technikerschule Baden, hopefully only the students not yet joined the dark side, some of their parents... unfortunately did. **SELECT * FROM ABBTS < 1970.**

carrot

(German: Zuckerbrot)

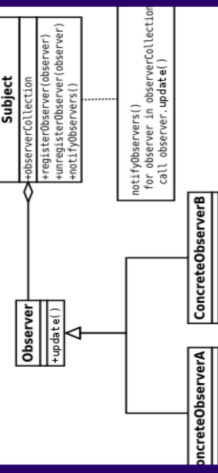


Inventor: God **Year:** ~B.C.

German: Zuckerbrot und Peltsche. The Brain tells "child", you have to eat that again (because sugar has a lot of energy) so you want more sugar/carrots. Unfortunately, it is also possible, to use the carrot (or maybe money) to lead the child into the wrong direction: for example, if someone would reward it, if brother pulls the little sister at her hairs, this would be a bad stimulus-reaction-habit too. Parents who would do such crap would deny the existence of Behavioral "Sciences" ...

You get sweets almost in every store, so the kid learns early to consume at the sugar-armed salesmen that would argue, that he is Zacchaeus, chief tax-farmer and would claim that he is entitled, take the money for carrots.

Observer Pattern



dlp4

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.

Some people would like that the non techie people think that "observer pattern" means that all the IT and Computer Science People are doing illegal Surveillance and even work for the NSA / CIA. But in fact the term Observer Pattern has nothing to do with **surveillance**. But of course this **design pattern** could also be abused in **illegal surveillance**. (The strange thing is that this colored part was deleted in my repo) So another way to isolate gifted computer science people from the people gifted in other things.

CLASS



dlp2

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

The inventor of the programming language Smalltalk was the first who used objects in software development. But Gutenberg and the letters of his printing presses was another example of templates. A class can be 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. Simplification/standardization through "pre-printed (software) templates", so in **cyberwar** (especially when they use things like t1 card) after a while you would recognize the general behavior of the class or the design-pattern (dp4) that makes it much easier to defend yourself against such attacks.



MINDCONTROL



m65

c20je15HrYy

Y_lm0cZ0keA



doctor's dignity

(דוקטורט)



m6

Inventor: Pope Honorius III **Year:** ~1219

After the classic course through the gymnasium (n > 5 years) and about 10 years in a random university, one gets maybe a master's degree or the doctor's dignity. Requirements seems to be at least some random doctoral thesis in the field of study, and in Computer Science maybe Rank 50 in Battlefield BC2 is also required but unsure which of both is essential... (me mues die Rössli clöppe wo zied)

Well-functioning RUST™-BOTs / Zombis serving Satan and who are normally sitting on the right side of the