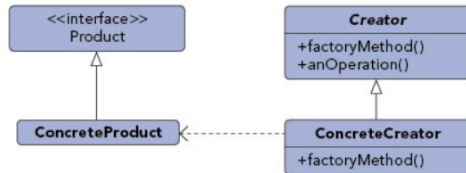


Apuntes Patrones de Diseño

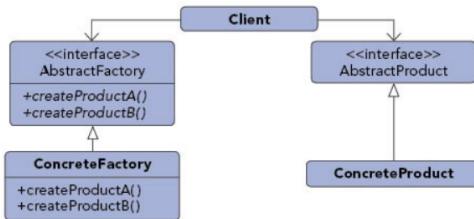
IIC2113 2022-1
Profesor Antonio Ossa
Por Daniela Poblete

Patrones creacionales

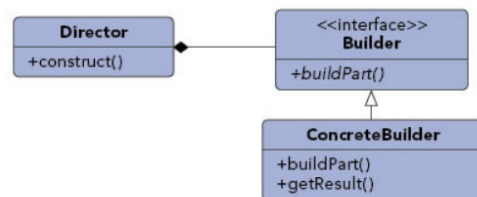
- Factory Method



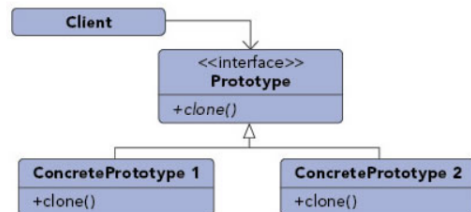
- Abstract Factory



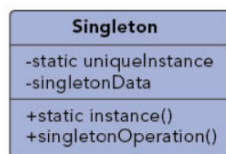
- Builder



- Prototype

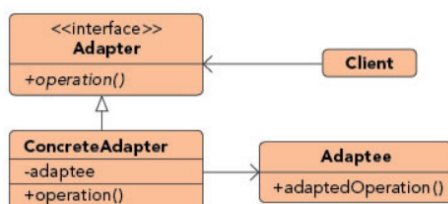


- Singleton

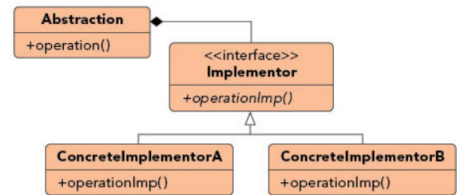


Patrones estructurales

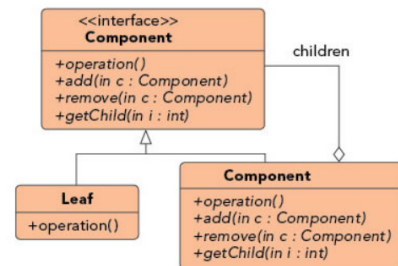
- Adapter



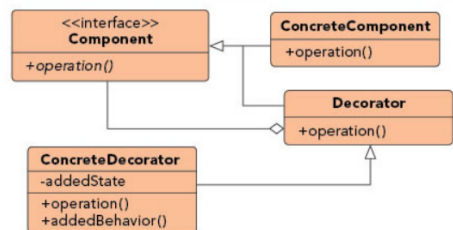
- Bridge



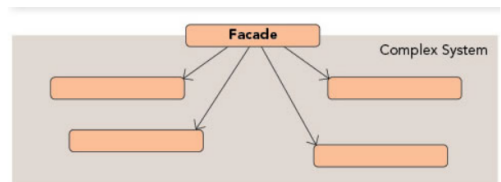
- Composite



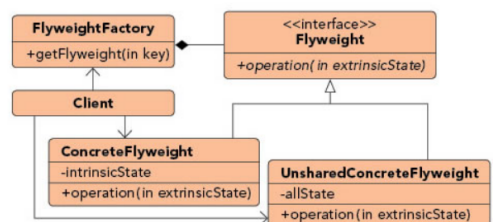
- Decorator



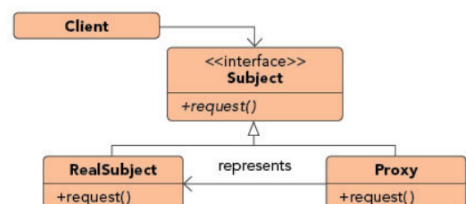
- Facade



- Flyweight

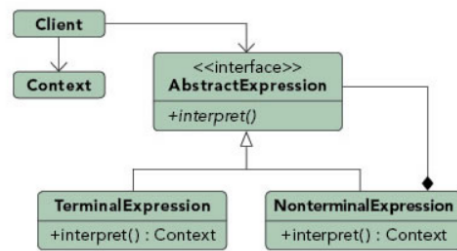


- Proxy

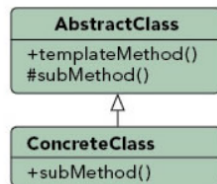


Patrones de comportamiento

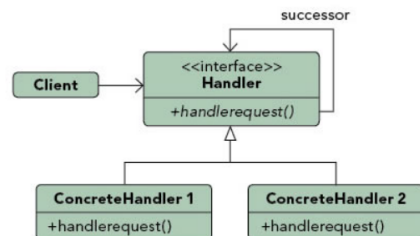
- Interpreter



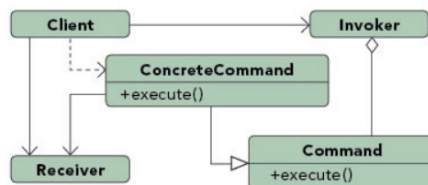
- Template Method



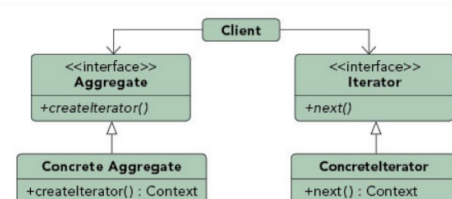
- Chain of Responsibility



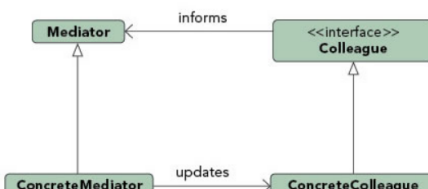
- Command



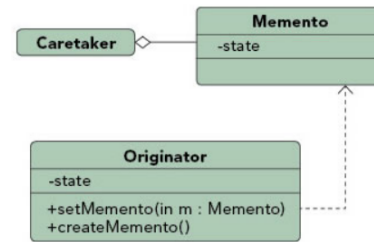
- Iterator



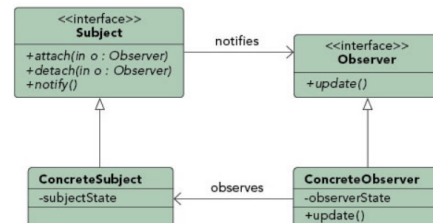
- Mediator



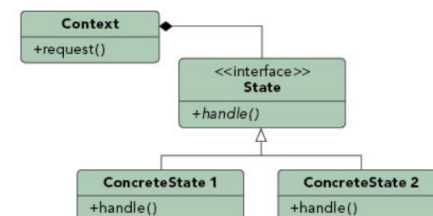
- Memento



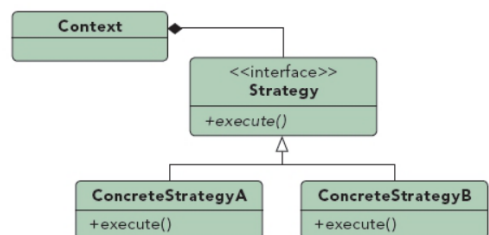
- Observer



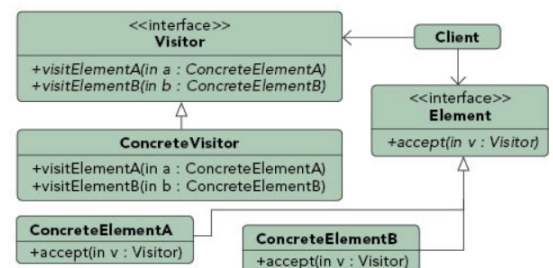
- State



- Strategy



- Visitor



Bibliografía

- CORE. (s/f). Design Patterns - DZone refcardz. Dzone.Com. Recuperado de <https://dzone.com/refcardz/design-patterns>