

Design Patterns in Swift: Structural

INTRODUCTION



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Course Overview

Structural design patterns

- Second course in a series on Design Patterns in Swift
- Combine entities to create new structures or new functionality

Structural Design Patterns



Adapter

Bridge

Decorator

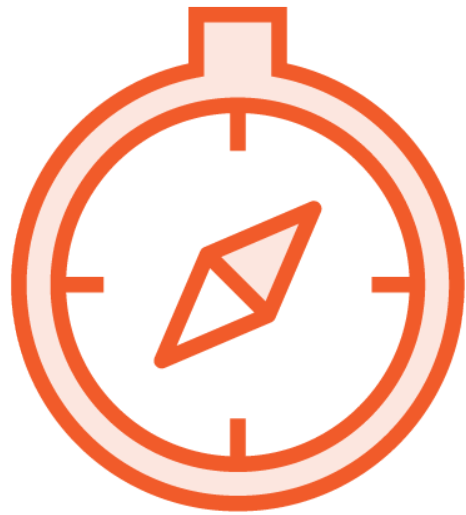
Composite

Façade

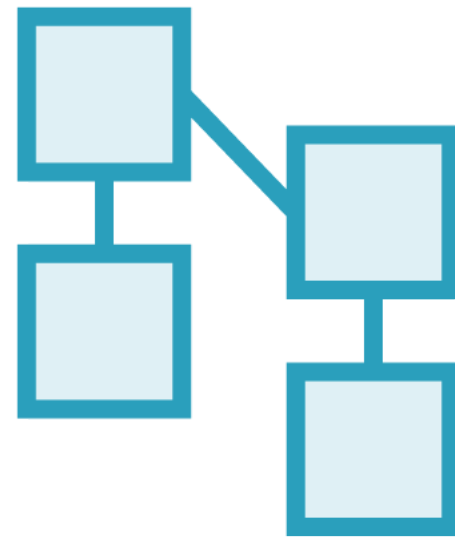
Flyweight

Proxy

Module Structure



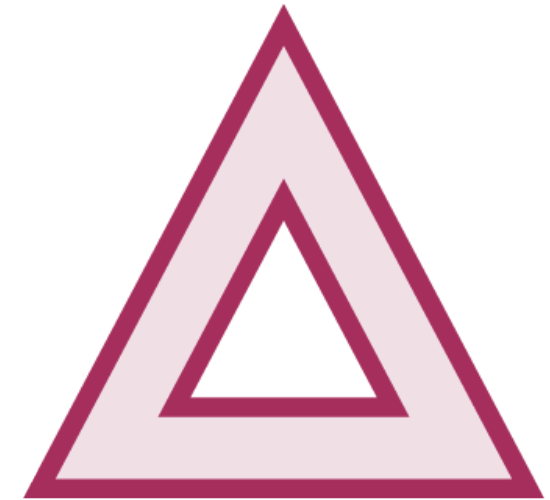
When to Use it?



UML



Live Coding



**Drawbacks &
Pitfalls**

This course explains the
Structural Design Patterns
and how to implement them
in Swift

Prerequisites

Required Hardware and Software



**Mac / OS X
El Capitan
or later**



**Xcode 8
or later**



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