What is Design Pattern ?

🡪A popular way to solve some common problems in software development.

🡪They have been well tested and documented in the software development community to solve a problem.

🡪1970 – by alexander

Advanced Java application => Identify design pattern => learn/understand

Structural Design Pattern

🡪How classes and objects are arranged and composed to resolve customer requirements

🡪We can use composition and inheritance and we can get structural pattern from our classes and objects

Example : proxy

Proxy pattern

🡪we need to provide a place holder or surrogate to another object

🡪proxy act on behalf of other object and is used for some reason

1. Protection Proxy : Control access to original object operation.
2. Remote Proxy : Provides one type of local representation of the remote object.
3. Virtual Proxy :

Implementation of proxy using simple java class (Protection proxy)

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