# Code Patterns – Element 2 – André Ribeiro 59835

**Code Pattern 1 – Proxy**

Found in:

biz.ganttproject.app.libs\lib\milton-client-2.7.4.4-bs.jar\io\milton\httpclient -> ProxyDetails.class

Uma imagem com texto

Descrição gerada automaticamente

A proxy is a substitute for an object, whether it is to make an object more “lightweight” if this object requires heavy resource management, to protect its access or for remote access of the original object.

In this case this “ProxyDetails” class doesn’t get much use besides some tests in: ganttproject-tester\test\net\sourceforge\ganttproject\document\webdav\WebDavProxyTest.java

**Code Pattern 2 – Prototype/Clone**

Found in:

ganttproject\src\main\java\org\ganttproject -> WebStartIDClass.java

Uma imagem com texto

Descrição gerada automaticamente

A Prototype or Clone is creational code pattern that allows the copy of an existing object without making the code dependent on their classes, by cloning a new object from the original model or prototype.

This class (WebStartIDClass.java) is an example of this code pattern, as it is used as a prototype in various areas of the code, like the following:

Found in: ganttproject\src\main\java\net\sourceforge\ganttproject\action\BaselineDialogAction.java

Lines: 66 - 85

Uma imagem com texto

Descrição gerada automaticamente

**Code Pattern 3 – Strategy**

Found in:

ganttproject\src\main\java\net\sourceforge\ganttproject\gui\ProjectOpenStrategy.kt

Uma imagem com texto

Descrição gerada automaticamente

A strategy pattern is used to implement diferent algorithms while maintaining the rest of the code unchanged, since different algorithms are more appropriate for different situations. So instead of having a long and complex class with various algorithms, a strategy class is created for each algorithm needed, being ProjectOpenStrategy one of these classes.