



Design patterns

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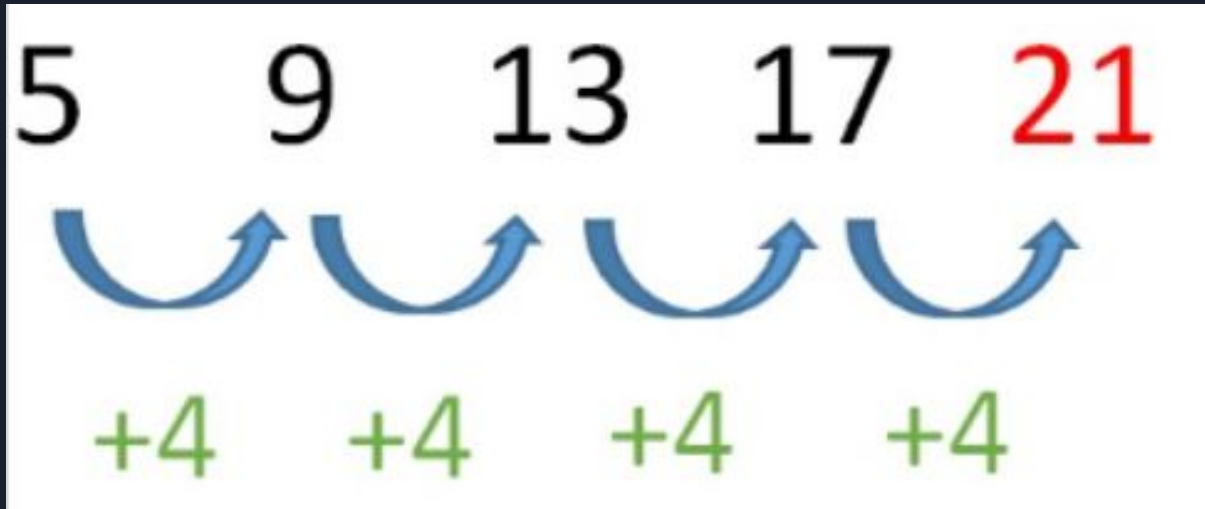
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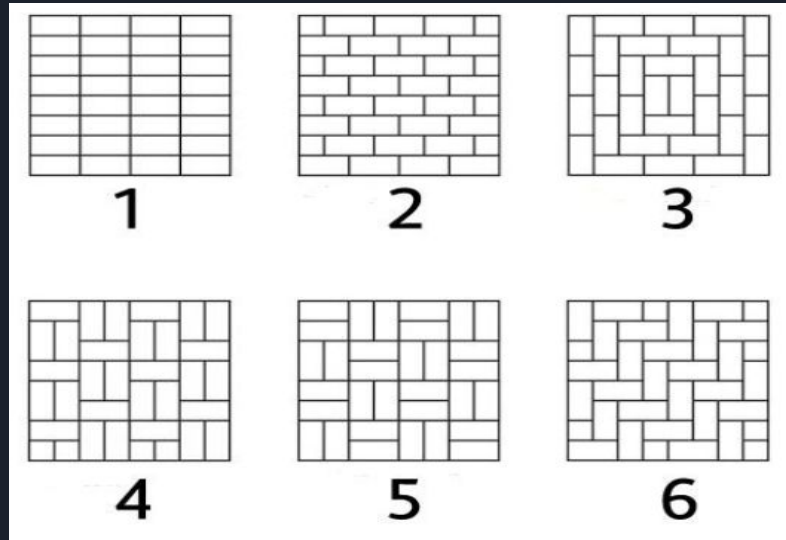
- What is a Design Pattern?
- History
- Anti-patterns
- Types of Design Patterns
 - Creational
 - Structural
 - Behavioural

What is a Pattern?



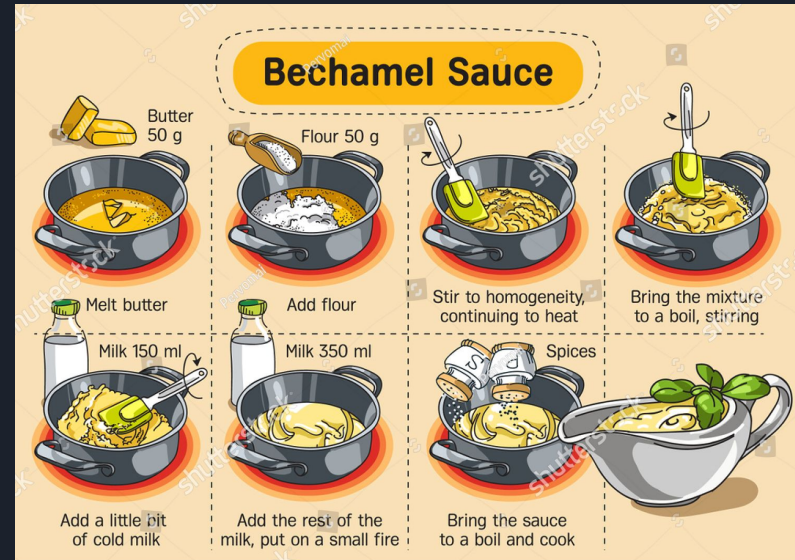
What is a Pattern?

- Another example:



What is a Design Pattern ?

- Definition:
 - Techniques to solve recurring software design problems.





History

- Alexander, 1979 - The Timeless way of Buildings (Book).
- Cunningham and Beck, 1987 - Using Patterns Languages for OOP Programs (Article).
- Gang of Four (GoF), Gamma, Helm, Johnson and Vlissides - Design Patterns (Book).



Anti-patterns.

- Common response
- Usually ineffective
- Can be counterproductive.



BAD PRACTICE



Types of Design Patterns

- We will talk about 3 types of Design Patterns:
 - Creational
 - Structural
 - Behavioural



Creational patterns

- Singleton
- RAI
- Builder pattern



Singleton

- Ensure a class only has one instance
- Frequently criticized



Singleton

Singleton

`static getInstance()`



RAII

- Resource Acquisition Is Initialization
- Based on use of constructors and destructors
- Encapsulate resource management



RAII

Class

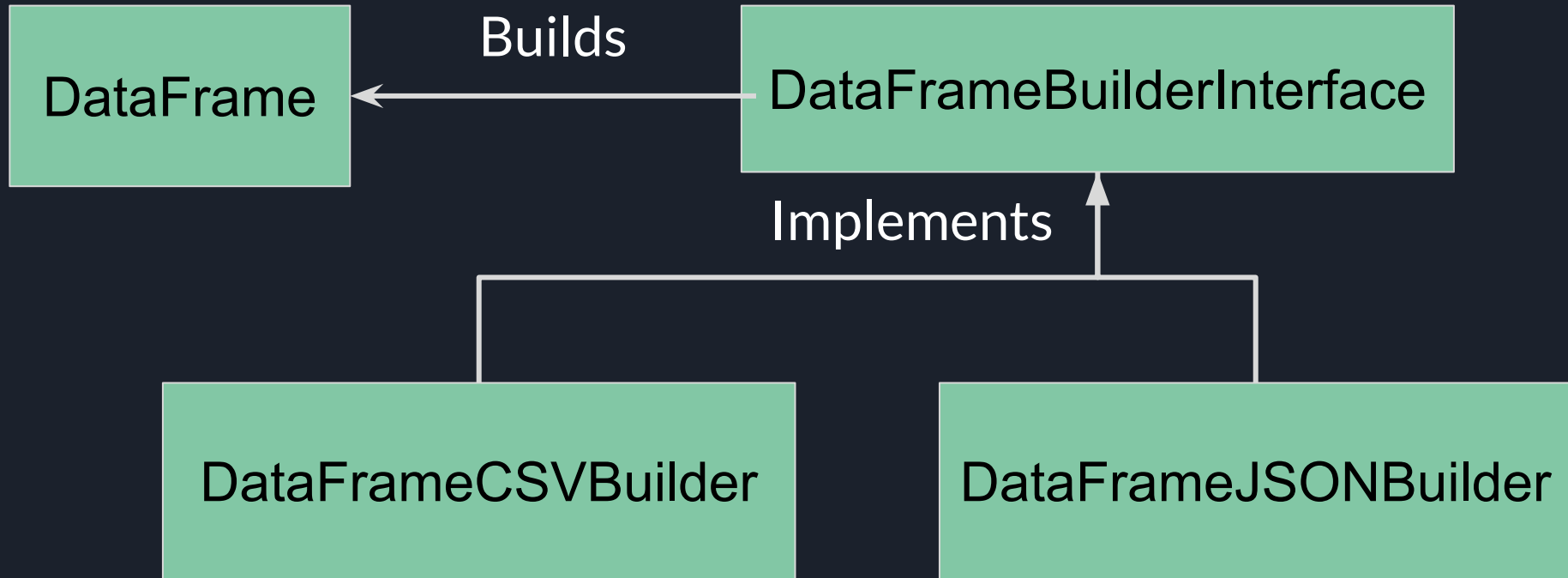
constructor()
destructor()



Builder pattern

- Simplify classes
- Separate construction of a complex object from its representation

Builder pattern

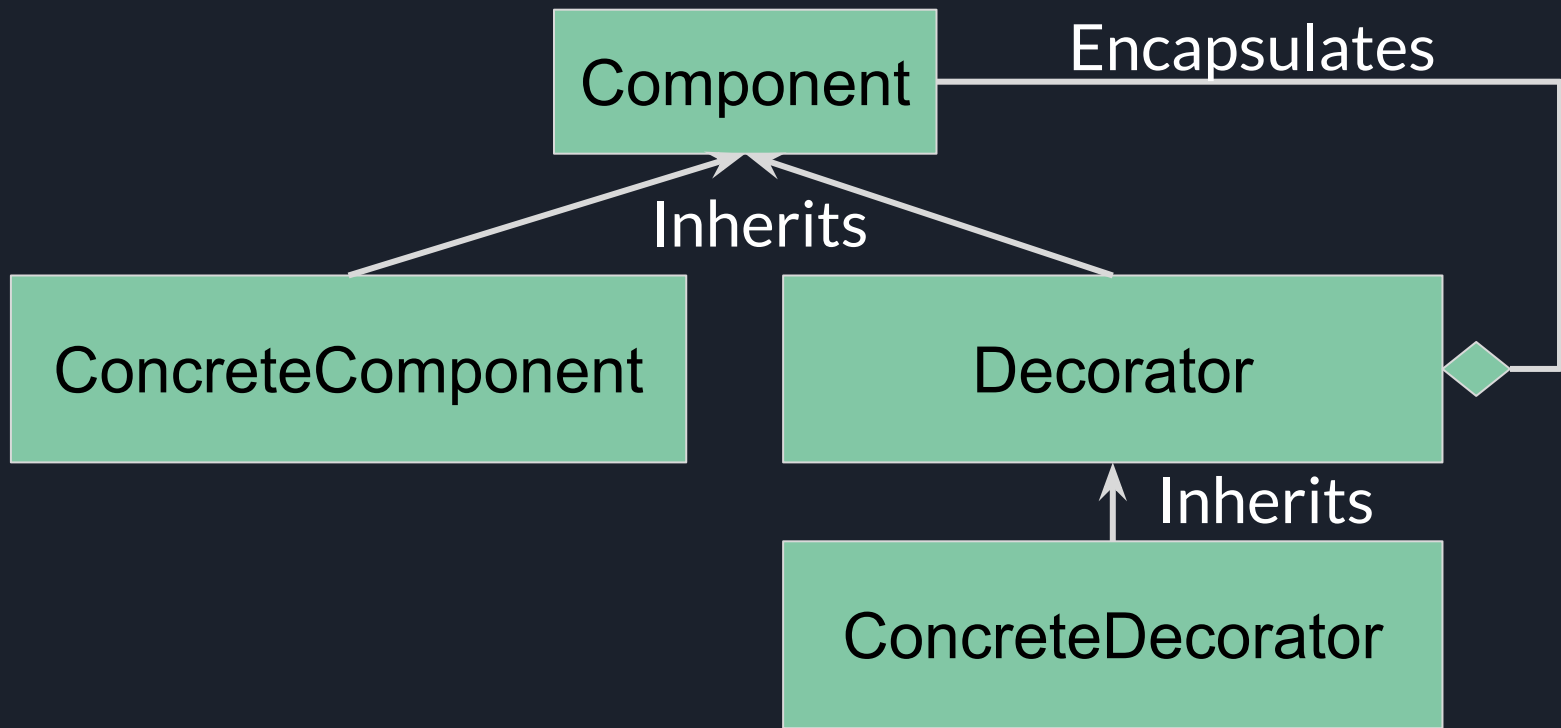




Structural Patterns

- Decorator
 - Adds functionality to existing classes dynamically

Decorator Pattern





Decorator Pattern.

Advantages:

- Extends the functionality of an object without creating new subclasses.
- Allow us add or remove functionalities in execution time.



Behavioural patterns

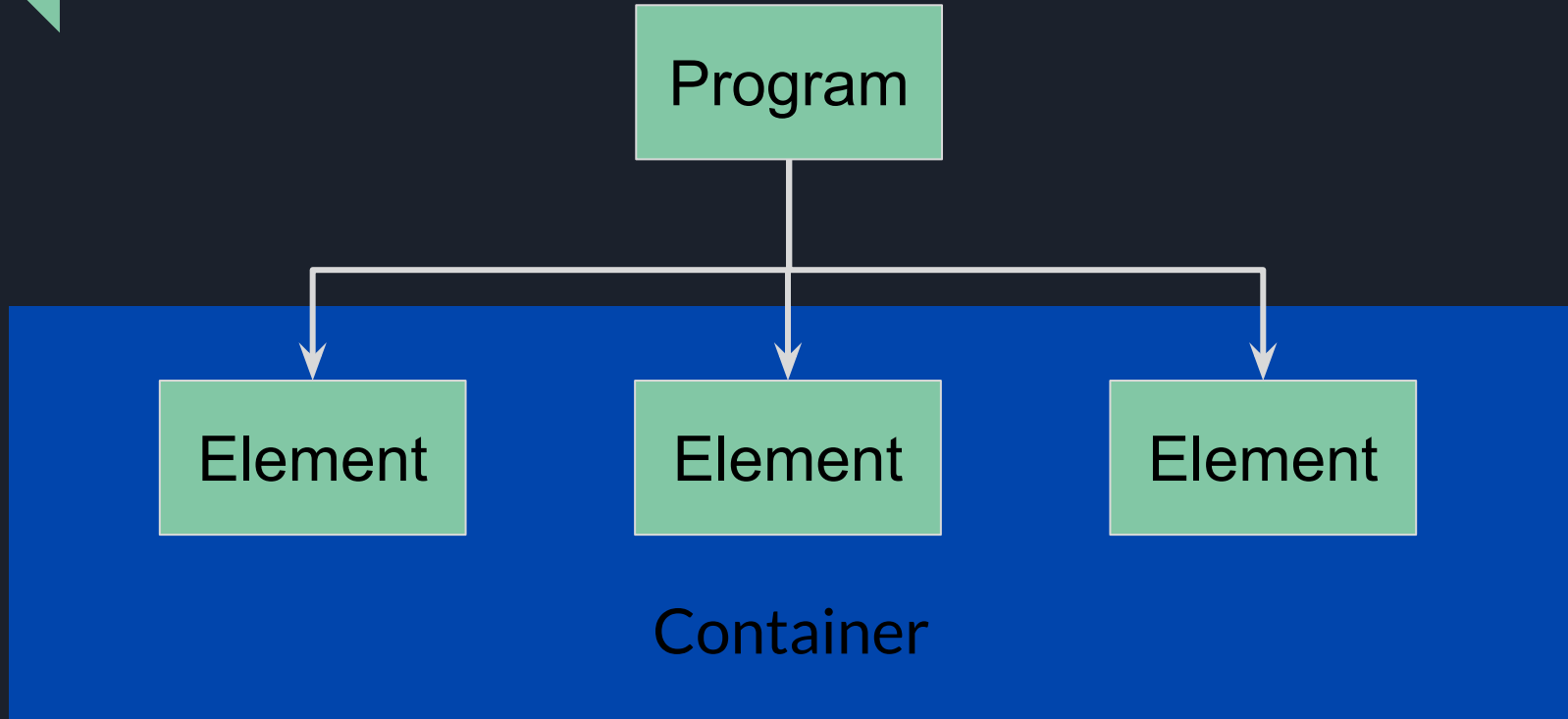
- Iterator pattern
- Observer pattern
- Chain of responsibility pattern



Iterator pattern

- Traverse a container
- Independent from container type

Iterator pattern

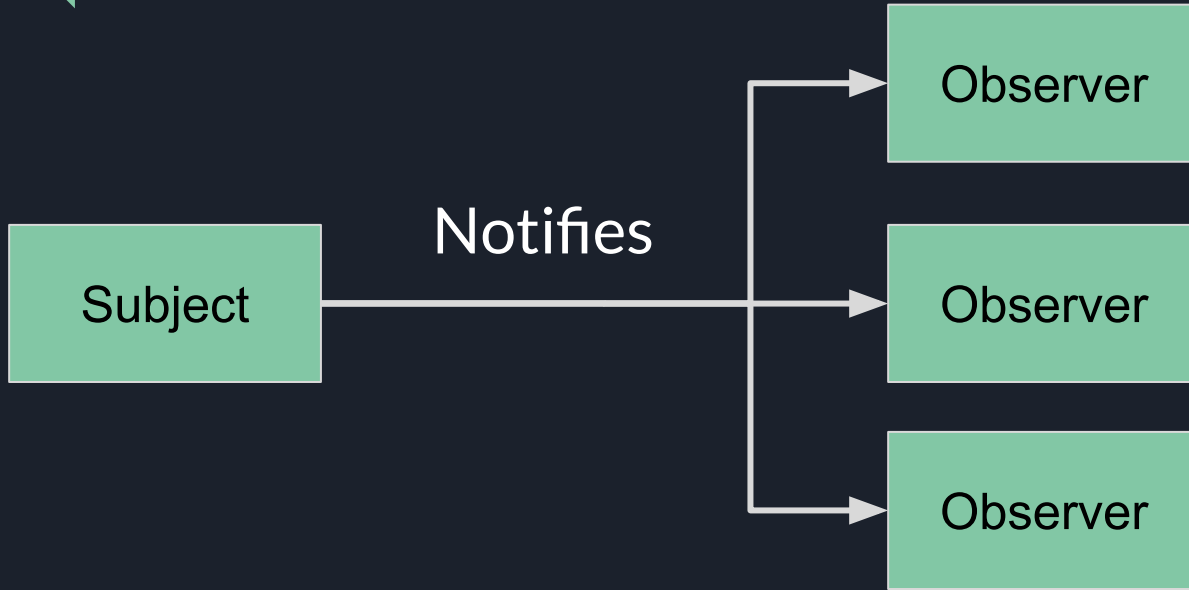




Observer pattern

- Observers wait for an event
- Another class notifies events to observers
- The observers perform an action when notified
- One-to-many dependency without tight coupling

Observer pattern

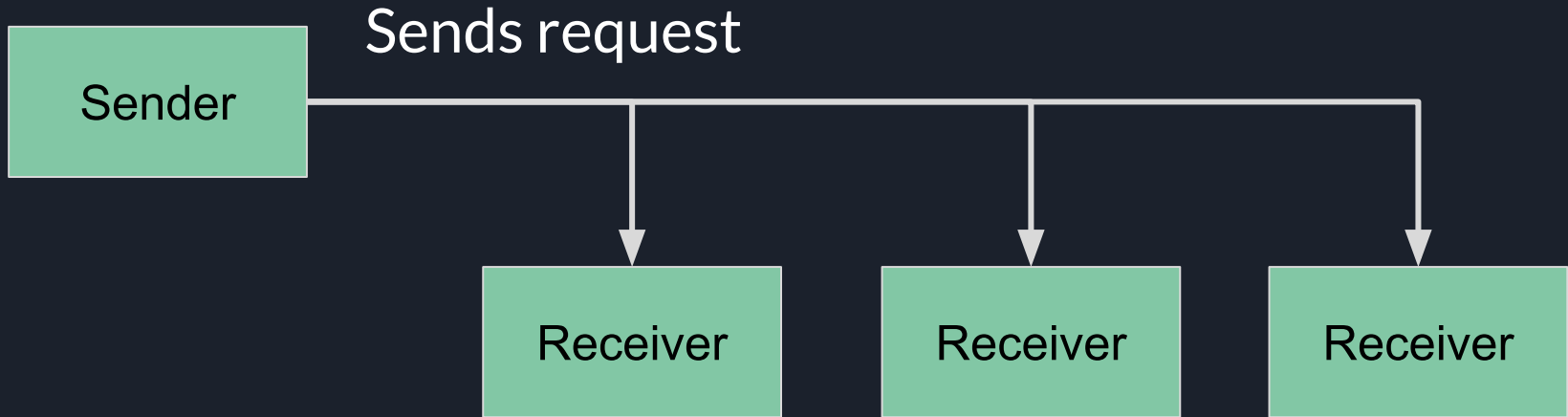




Chain of responsibility pattern

- Commands and processing objects
- Each command gets passed until it finds an object that can process it
- Loose coupling between senders and receivers

Chain of responsibility pattern



Importance of Design Patterns

- Main benefits:
 - Expressive.
 - Proven solutions.
 - Easily reused.
 - Recognizable.
- Best practice.





Summary

- Our goal
- Design patterns are really cool, but ...



Bibliography

- [Wikipedia - Design Patterns](#)
- [Design Patterns Book - GoF](#)
- [Learning JavaScript Design Patterns by Addy Osmani](#)
- [JavaScript Design Patterns](#)
- [Rust unofficial](#)
- [JavaScript - Patrones de diseño en JS](#)

Thanks.

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