1. General notes

* Gamma categorization of design patterns:
  + Creational patterns
    - Deal with the creation (construction) of objects
    - Explicit (constructor) vs implicit (DI, reflection etc.)
    - Wholesale (singe statement) vs piecewise (step by step)
  + Structural patterns
    - Concerned with the structure (e.g., class members)
    - Many patterns are wrappers that mimic the underlying class interface
    - Stress the importance of good API design
  + Behavioral patterns
    - They are all different, no central theme

1. SOLID

* Single responsibility principle
  + Class should have only 1 reason to change
  + Different tasks handle different independent tasks, problems
  + Example is having a journal with title and add\_entry() method. Bad idea is to add new functionality to this class for saving journal to file. In case we have a lot of classes operating on strings, it would lead us to copying this functionality to other classes. It is better to create separate class for new concern (interfacing with files).
* Open – close principle
  + Classes should be open for extensions (by inheriting for example) but closed for modifications
  + It is better to not come back to same class as it is already tested and also client maybe would have to recompile client program to use new library
* Liskov substitution principle
  + You should be able to substitute a base type with a inherit class
  + If we have class square and rectangle, it’s better to make those 2 classes inherit from shape instead of square inherit from rectangle (square only 1 member, rectangle 2)
* Interface segregation
  + Don’t put to much into 1 interface, split into separate interfaces
  + Example with IMachine witch were able to print(), scan() and fax(). Every class inheriting from this interface has to implement all of these function even if it is only printer
* Dependency inversion principle
  + High level modules should not depend on low level ones, use abstractions

1. Builder