

关键词:redo undo 备份

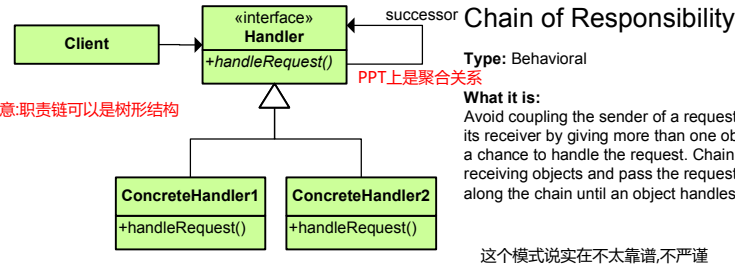
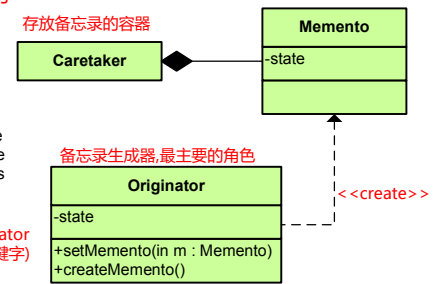
Memento

Type: Behavioral

What it is:

Without violating encapsulation, capture and externalize an object's internal state so that the object can be restored to this state later.

Java语言通过把Memento和Originator放在一个包内(默认的protected关键字)实现封装,二者对于包外不可见

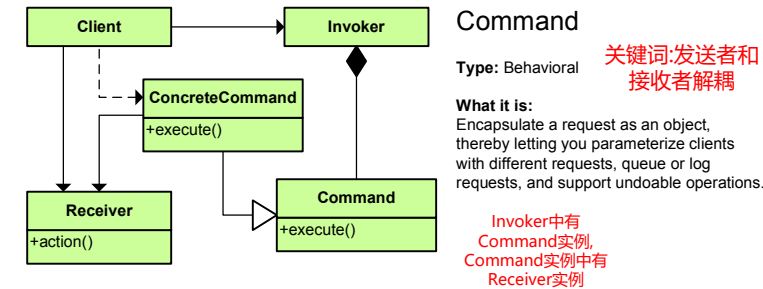
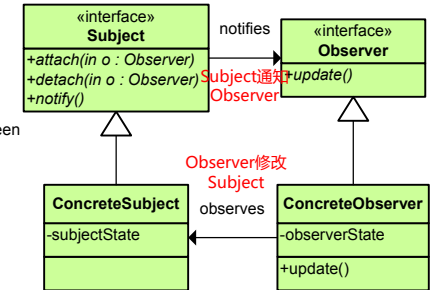


Observer

Type: Behavioral

What it is:

Define a one-to-many dependency between objects so that when one object changes state, all its dependents are notified and updated automatically.



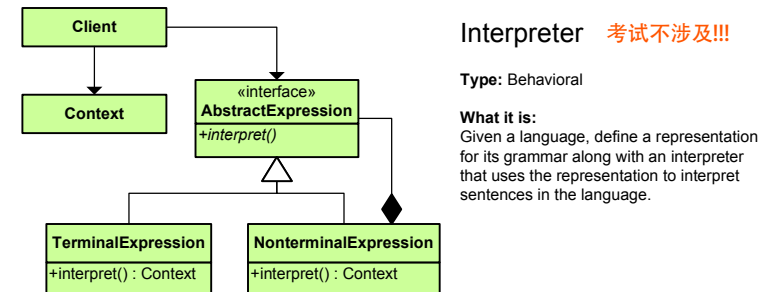
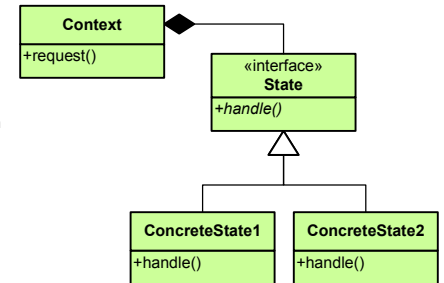
State

Type: Behavioral

What it is:

Allow an object to alter its behavior when its internal state changes. The object will appear to change its class.

注意:状态转换一般有两种方法



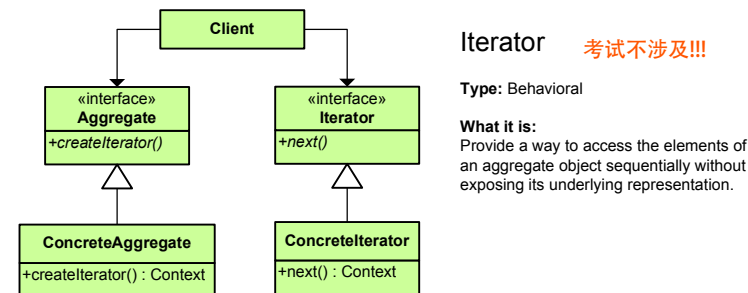
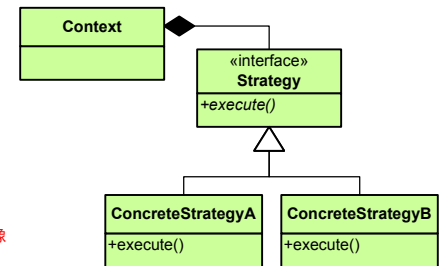
Strategy

Type: Behavioral

What it is:

Define a family of algorithms, encapsulate each one, and make them interchangeable. Let the algorithm vary independently from clients that use it.

这个和工厂模式,真的很像

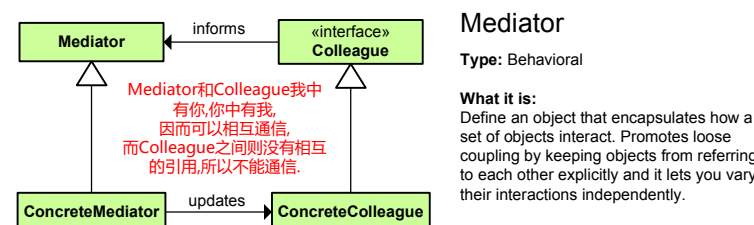
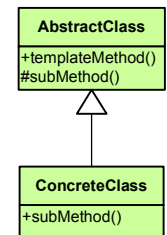


Template Method

Type: Behavioral

What it is:

Define the skeleton of an algorithm in an operation, deferring some steps to subclasses. Lets subclasses redefine certain steps of an algorithm without changing the algorithm's structure.

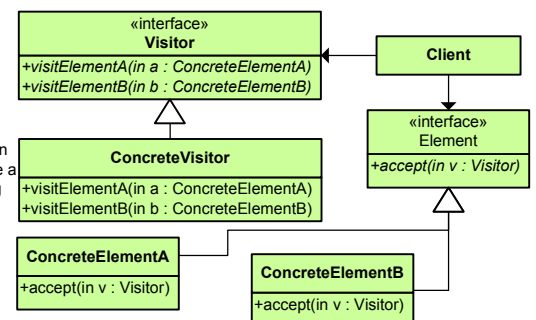


Visitor

Type: Behavioral

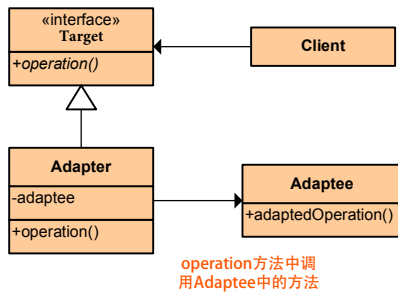
What it is:

Represent an operation to be performed on the elements of an object structure. Lets you define a new operation without changing the classes of the elements on which it operates.



关键词:接口 黑盒复用

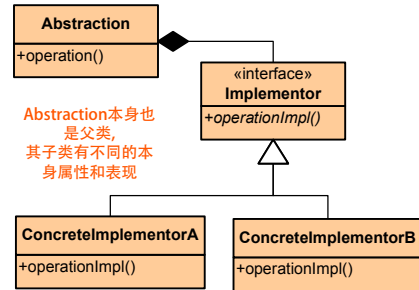
如果Adapter和Adaptee的方法名一样,适配器和代理模式就很像了



Adapter

Type: Structural

What it is:
Convert the interface of a class into another interface clients expect. Lets classes work together that couldn't otherwise because of incompatible interfaces.

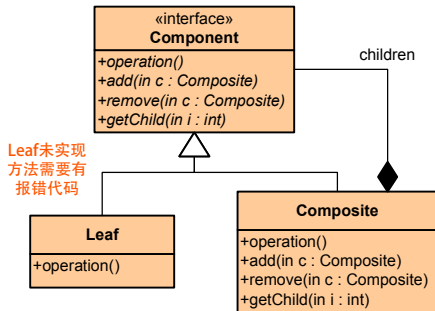


Bridge

Type: Structural

What it is:
Decouple an abstraction from its implementation so that the two can vary independently.

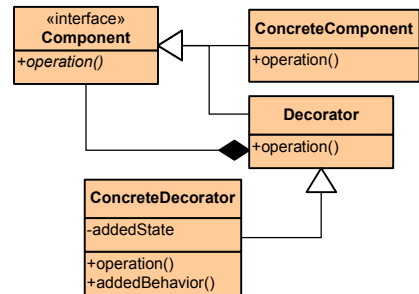
关键词:抽象部分与实现部分分离



Composite

Type: Structural

What it is:
Compose objects into tree structures to represent part-whole hierarchies. Lets clients treat individual objects and compositions of objects uniformly.

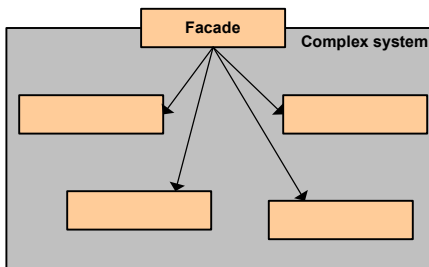


Decorator

Type: Structural

What it is:
Attach additional responsibilities to an object dynamically. Provide a flexible alternative to sub-classing for extending functionality.

ConcreteComponent是原来没有被装饰的构件,将它所有的方法拿出来,往上建立了一个抽象类Component

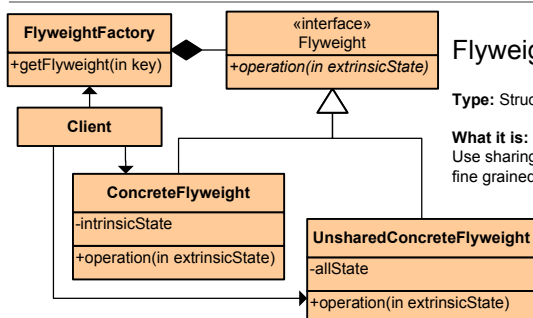


Facade

Type: Structural

What it is:
Provide a unified interface to a set of interfaces in a subsystem. Defines a high-level interface that makes the subsystem easier to use.

关键词:隐藏实现



Flyweight

Type: Structural

What it is:
Use sharing to support large numbers of fine grained objects efficiently.

关键词:细粒度,相同

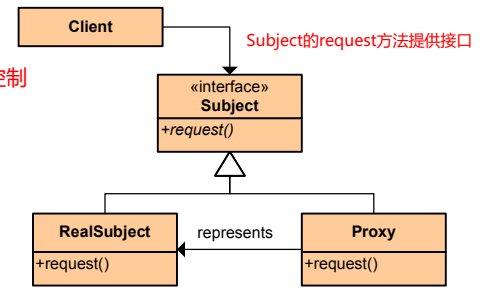
Proxy

Type: Structural

关键词:权限控制

What it is:
Provide a surrogate or placeholder for another object to control access to it.

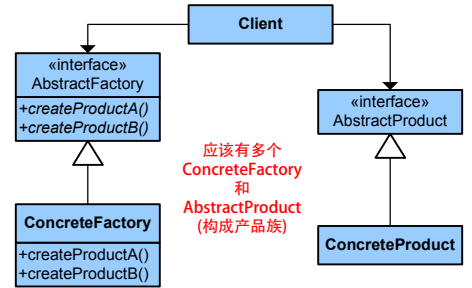
Proxy的request方法包含了RealSubject的request内容以及其他的操作



Abstract Factory

Type: Creational

What it is:
Provides an interface for creating families of related or dependent objects without specifying their concrete class.



Director负责生产过程,是A->B->C还是C->B->A

Builder

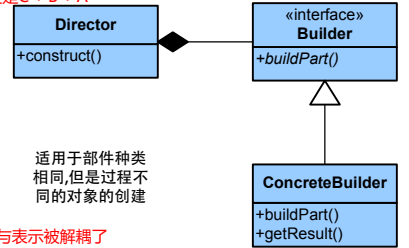
Type: Creational

What it is:
Separate the construction of a complex object from its representing so that the same construction process can create different representations.

适用于部件种类相同,但是过程不同的对象的创建

生产与表示被解耦了

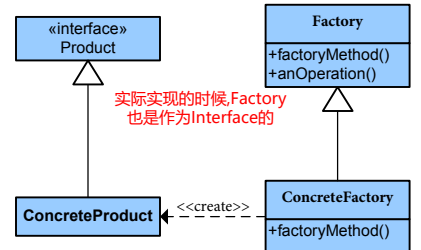
又名:生成器模式



Factory Method

Type: Creational

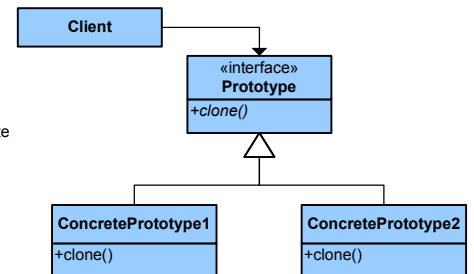
What it is:
Define an interface for creating an object, but let subclasses decide which class to instantiate. Lets a class defer instantiation to subclasses.



Prototype

Type: Creational

What it is:
Specify the kinds of objects to create using a prototypical instance, and create new objects by copying this prototype.



Singleton

Type: Creational

What it is:
Ensure a class only has one instance and provide a global point of access to it.

获得实例是public static方法,实例的constructor是private成员

