

Catálogo de Padrões

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Catálogo 1: GOF Patterns -

<https://www.gofpatterns.com/index.php>

Padrões de projeto GOF, usados para desenvolvimento em linguagens de programação orientadas a objeto

- Behavioral Patterns
- Creational Patterns
- Structural Patterns

Catálogo 2: UI Patterns - <http://uipatterns.io/>

Padrões para design de interfaces de usuários

Forms:

- Currency Input - <http://uipatterns.io/currency-input>
- Date Input - <http://uipatterns.io/date-input>
- Date Range - <http://uipatterns.io/date-range>
- Forgiving input format - <http://uipatterns.io/forgiving-input-format>
- Good defaults - <http://uipatterns.io/good-defaults>
- Multiple value selection - <http://uipatterns.io/multiple-value-selection>
- Input validation - <http://uipatterns.io/input-validation>
- Numeric values - <http://uipatterns.io/numeric-values>
- Single value selection - <http://uipatterns.io/single-value-selection>

- Time input - <http://uipatterns.io/time-input>

Data & content management

- Contextual actions - <http://uipatterns.io/contextual-actions>
- Continuous scrolling - <http://uipatterns.io/continuous-scrolling>
- Favorites - <http://uipatterns.io/favorites>
- Rating content - <http://uipatterns.io/rating-content>
- Reordering data - <http://uipatterns.io/reordering-data>
- Segmenting data - <http://uipatterns.io/segmenting-data>

Guiding the user

- Empty states - <http://uipatterns.io/empty-states>

Layout & Navigation

- Bottom navigation - <http://uipatterns.io/bottom-navigation>
- Cards - <http://uipatterns.io/cards>
- Tabs - <http://uipatterns.io/tabs>

User Screens

- Lazy signup - <http://uipatterns.io/lazy-signup>
- Login - <http://uipatterns.io/login>
- Profile - <http://uipatterns.io/profile>
- Social login - <http://uipatterns.io/social-login>

Catálogo 3: Interaction Design -

<https://www.interaction-design.org/literature/book/the-glossary-of-human-computer-interaction/interaction-design-patterns>

Design Patterns que descrevem a interação do usuário com o site

- Interacting with the history
- Displaying actions
- Granularity of actions
- Non-reversible actions
- Selective undo
- Object-based Undo
- Multi-user undo

Catálogo 4: Mobile Design Patterns -

<https://www.sitepoint.com/5-mobile-design-patterns-successful-app/>

Design Patterns para desenvolvimento para dispositivos móveis

- Social login
- Notifications
- Popups and Overlays

- Content Updates
- User interaction

Catálogo 5: Big Data design patterns -

<https://hub.packtpub.com/common-big-data-design-patterns/>

Design Patterns para o gerenciamento e análise de dados para Big Data

Data sources and ingestion layer

- Multisource extractor
- Multidestination pattern
- Protocol converter
- Just-In-Time (JIT) transformation pattern
- Real-time streaming pattern

Big data workload patterns

- Data storage layer
- Façade pattern

- NoSQL pattern
- Polyglot pattern

Data access layer

- Connector pattern
- Lightweight stateless pattern
- Near real-time pattern
- Stage transform pattern

Catálogo 6: Solid Design Pattern -

<https://www.c-sharpcorner.com/article/solid-architectural-pattern-with-real-time-example/>

O padrão S.O.L.I.D., que auxilia no desenvolvimento de software

- Single Responsibility Principle
- Open Close Principle (OCP)
- Liskov Substitution Principle
- Interface Segregation Principle
- Dependency Inversion Principle

Catálogo 7: Observer Pattern -

<https://www.ionos.com/digitalguide/websites/web-development/what-is-the-observer-pattern/>

Catálogo 8: Microsoft .NET Design Patterns -

<https://docs.microsoft.com/en-us/dotnet/standard/design-guidelines/naming-guidelines>

Padrões para o desenvolvimento em .NET

- Naming Guidelines -
<https://docs.microsoft.com/en-us/dotnet/standard/design-guidelines/naming-guidelines>
- Type Design Guidelines -
<https://docs.microsoft.com/en-us/dotnet/standard/design-guidelines/type>
- Member Design Guidelines -
<https://docs.microsoft.com/en-us/dotnet/standard/design-guidelines/member>
- Designing for Extensibility -
<https://docs.microsoft.com/en-us/dotnet/standard/design-guidelines/designing-for-extensibility>
- Design Guidelines for Exceptions -
<https://docs.microsoft.com/en-us/dotnet/standard/design-guidelines/exceptions>
- Usage guidelines -
<https://docs.microsoft.com/en-us/dotnet/standard/design-guidelines/usage-guidelines>

Catálogo 9: Microservices Development Design Patterns -

<https://docs.microsoft.com/en-us/azure/architecture/microservices/design/patterns>

Padrões para o desenvolvimento e uso de microserviços

- Ambassador Pattern -
<https://docs.microsoft.com/en-us/azure/architecture/patterns/ambassador>
- Anti-corruption Layer Pattern -
<https://docs.microsoft.com/en-us/azure/architecture/patterns/anti-corruption-layer>
- Backends for Frontends Pattern -
<https://docs.microsoft.com/en-us/azure/architecture/patterns/backends-for-frontends>
- Bulkhead Pattern -
<https://docs.microsoft.com/en-us/azure/architecture/patterns/bulkhead>
- Gateway Offloading Pattern -
<https://docs.microsoft.com/en-us/azure/architecture/patterns/gateway-offloading>
- Gateway Routing Pattern
<https://docs.microsoft.com/en-us/azure/architecture/patterns/gateway-routing>
- Sidecar Pattern -
<https://docs.microsoft.com/en-us/azure/architecture/patterns/sidecar>
- Strangler Fig Pattern -
<https://docs.microsoft.com/en-us/azure/architecture/patterns/strangler-fig>

Catálogo 10: C.R.A.P. Design Pattern for UX -

<https://vwo.com/blog/crap-design-principles/>

O padrão C.R.A.P. para o desenvolvimento de interfaces e UX

- Contrast
- Color
- Size
- Shape
- Repetition
- Alignment
- Proximity