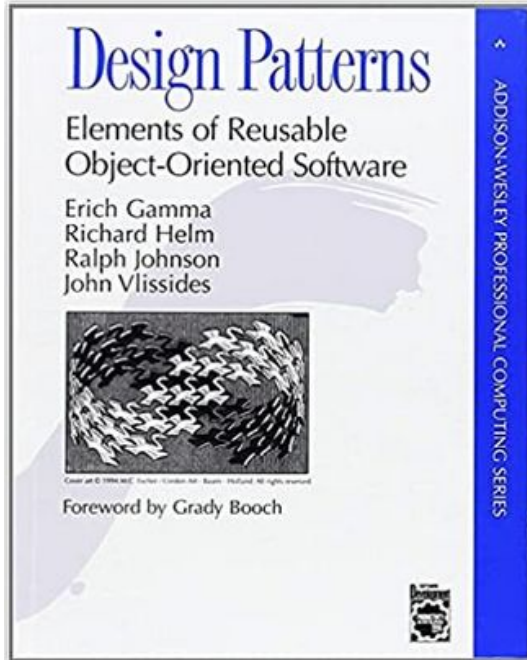


# Intro to design patterns

# Most popular books



Design Patterns: Elements of Reusable Object-Oriented Software 1st Edition

# What is a design pattern

- "Each pattern describes a problem which occurs over and over again in our environment, and then describes the core of the solution to that problem, in such a way that you can use this solution a million times over, without ever doing it the same way twice"
- The internal organization determines algorithms

# Different technologies different design patterns

- Previous book is focused on OOP design patterns
- Functional
- Database
- Testing
- UI Design
- Specific language design patterns
- ...

# Concepts of OOP

- Abstraction
- Encapsulation
- Inheritance
- Polymorphism

# Use Case

Designing a text editor (think Word)

# Two most fundamental design patterns (IMHO)

- Composition
- Dependency injection