Pattern Language #1

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1 Micro-Pattern

1.1 Name

What shall this pattern be called by practitioners?

1.2 Template

Which template is followed for the pattern specification?

1.3 Problem

What is motivating us to apply this pattern?

1.4 Solution

How do we solve the problem?

2 System Of Patterns Template

2.1 Name

What is the pattern called?

2.2 Template

Which template is followed for the pattern specification?

2.3 Also Known As

What are other names for this pattern?

2.4 Example

What is an example of the need for this pattern?

2.5 Context

When does this pattern apply?

2.6 Problem

What is the problem solved by this pattern?

2.7 Solution

What is the underlying principal underlying this pattern?

2.8 Structure

What objects are involved and related?

2.9 Dynamics

How do these objects collaborate?

2.10 Implementation

What are some guidelines for implementing this pattern?

2.11 Example Resolved

Show how the previous example is resolved using the pattern

2.12 Variants

What are important variations of this pattern?

2.13 Known Uses

What are real-world systems using this pattern?

2.14 Consequences

What are the benefits and liabilities of using this pattern?

3 Inductive Mini-Pattern

3.1 Name

What shall this pattern be called by practitioners?

3.2 Template

Which template is followed for the pattern specification?

3.3 Context

What are the assumed environment or a priori assumptions for applying this pattern?

3.4 Forces

What are the different design motivations that must be balanced?

3.5 Solution

How do we solve the problem?

4 Gang-Of-Four Pattern

4.1 Name

What is the pattern called?

4.2 Template

Which template is followed for the pattern specification ?

4.3 Pattern Classification

Is the pattern creational, structural, or behavioral?

4.4 Intent

What problem does this pattern solve?

4.5 Also Known As

What are other names for this pattern?

4.6 Motivation

What is an example scenario for applying this pattern?

4.7 Applicability

When does this pattern apply?

4.8 Structure

Which are the classes of the objects in this pattern?

4.9 Participants

What are the objects that participate in this pattern?

4.10 Collaborations

How do these objects interoperate?

4.11 Consequences

What are the trade-offs of using this pattern?

4.12 Implementation

Which techniques or issues arise in applying this pattern?

4.13 Sample Code

What is an example of the pattern in source code?

4.14 Known Uses

What are some examples of real systems using this pattern?

4.15 Related Patterns

What other patterns from this pattern collection are related to this pattern?