



Hamarosan kezdünk...

Java programozás haladóknak
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2016



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3. nap

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Design patterns



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

Christopher Alexander: A Pattern Language: Towns, Buildings, Construction


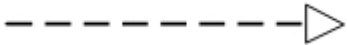




Design patterns



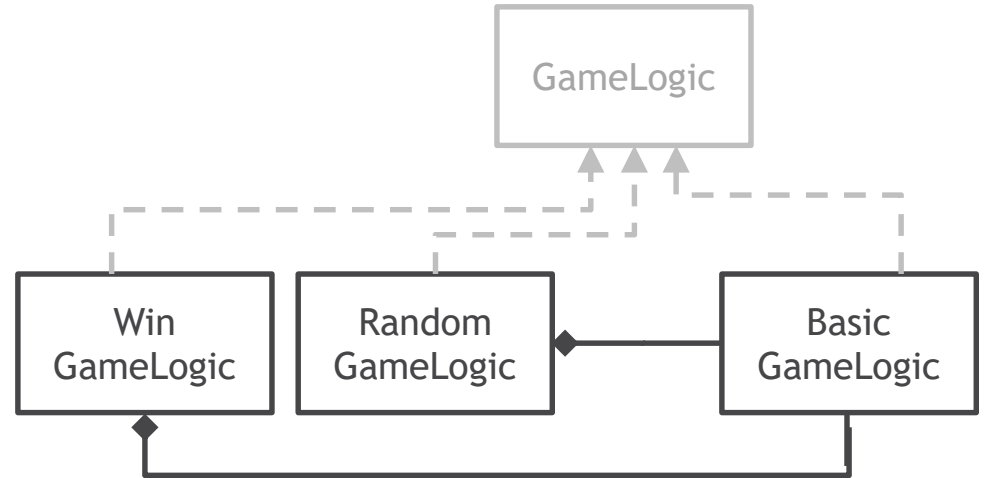
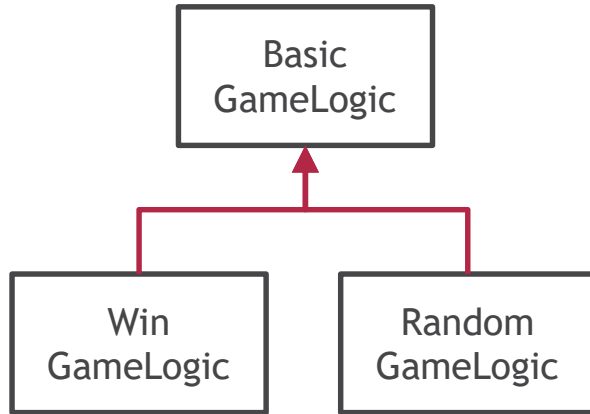
Descriptions of communicating objects and classes that are customized to solve a general design problem in a particular context

The Gang of Four: Design Patterns

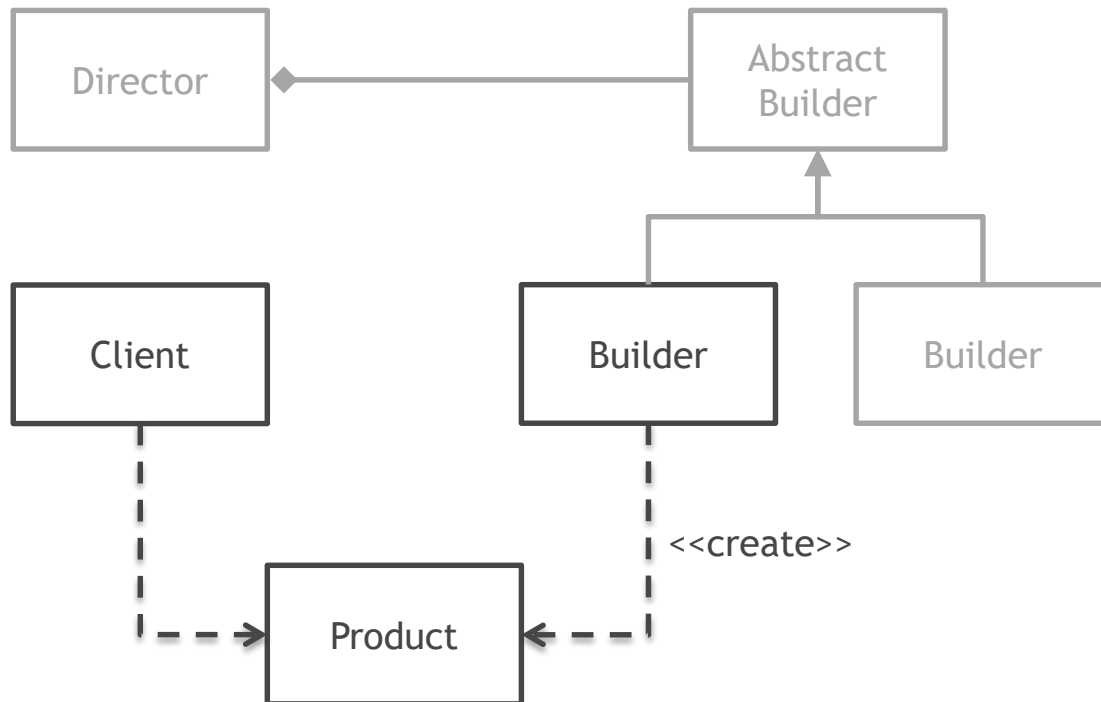
UML - Basic Notations

- Inheritance  extends
 - Implementation  implements
 - Composition 
 - Aggregation 
 - Association 
 - Dependency 
- ~ field
- ~ may be affected

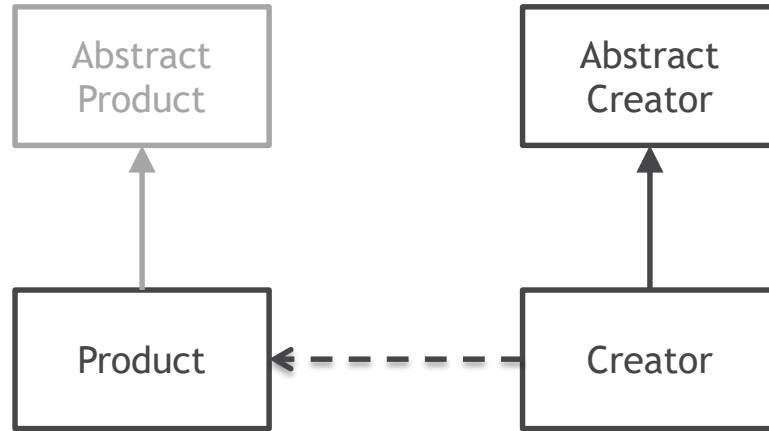
Favour composition over inheritance



Builder



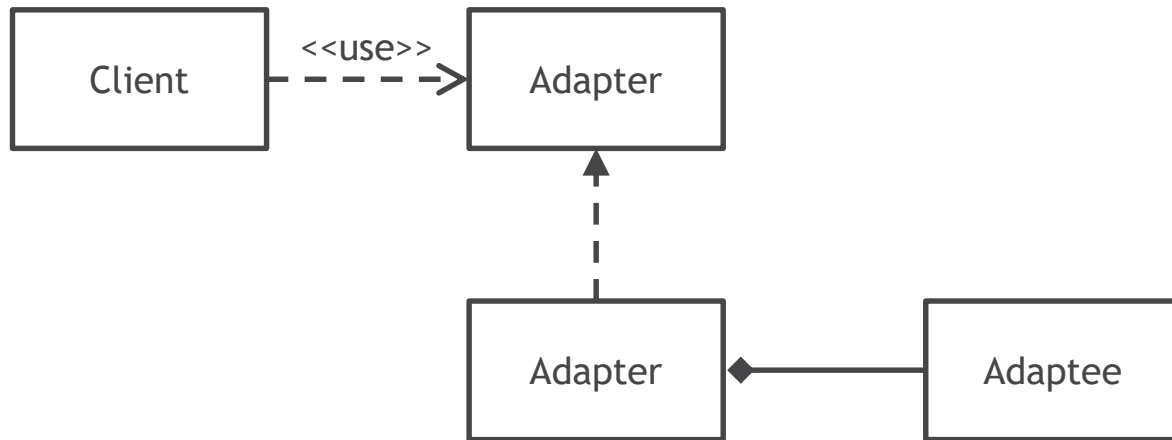
Factory Method



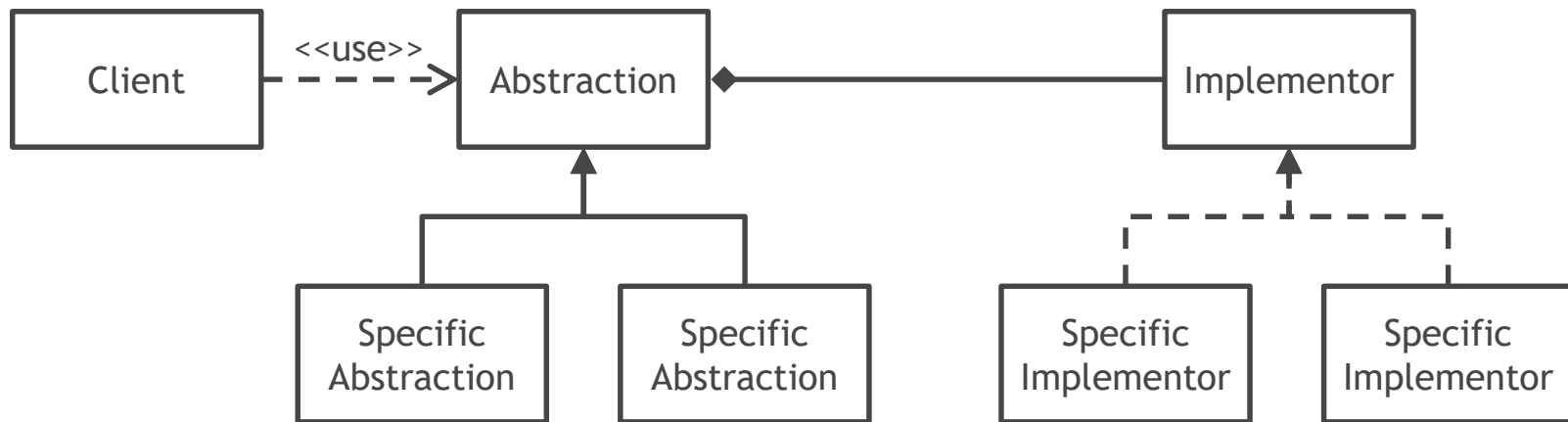
Singleton

```
public final class Singleton {  
    private static final Singleton instance = new Singleton();  
  
    private Singleton() {  
    }  
  
    public static Singleton getInstance() {  
        return instance;  
    }  
}
```

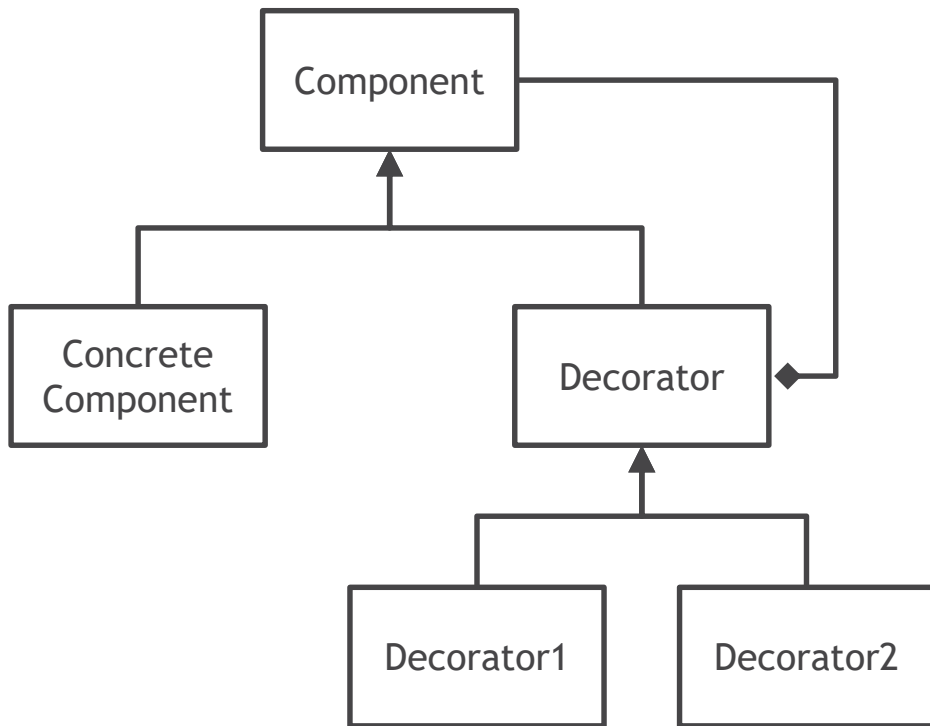
Adapter



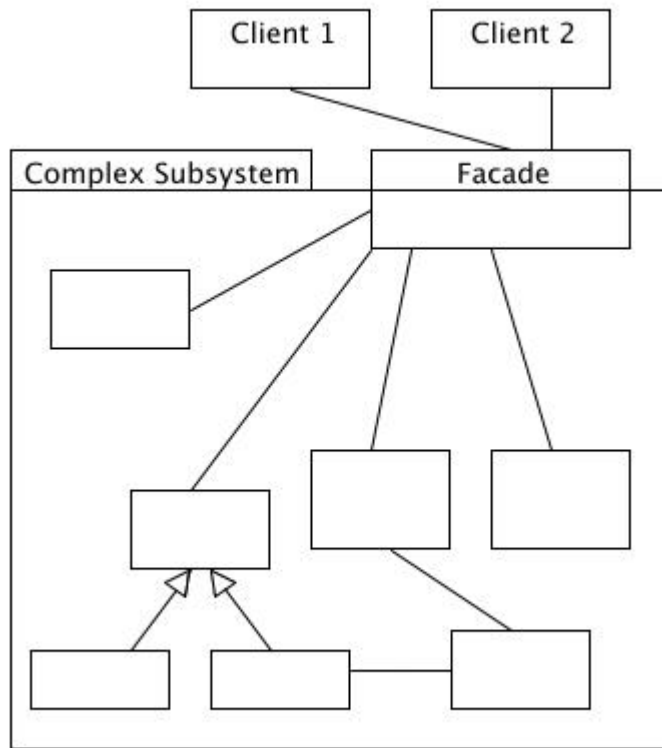
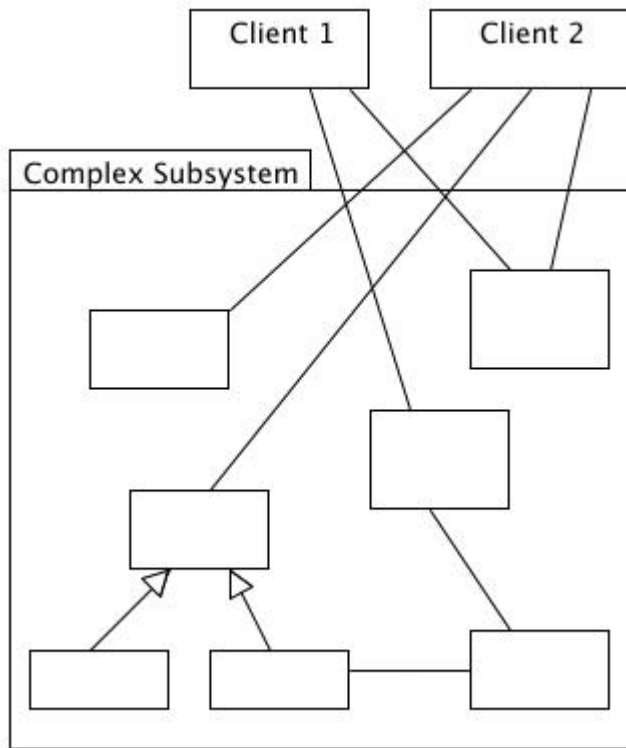
Bridge



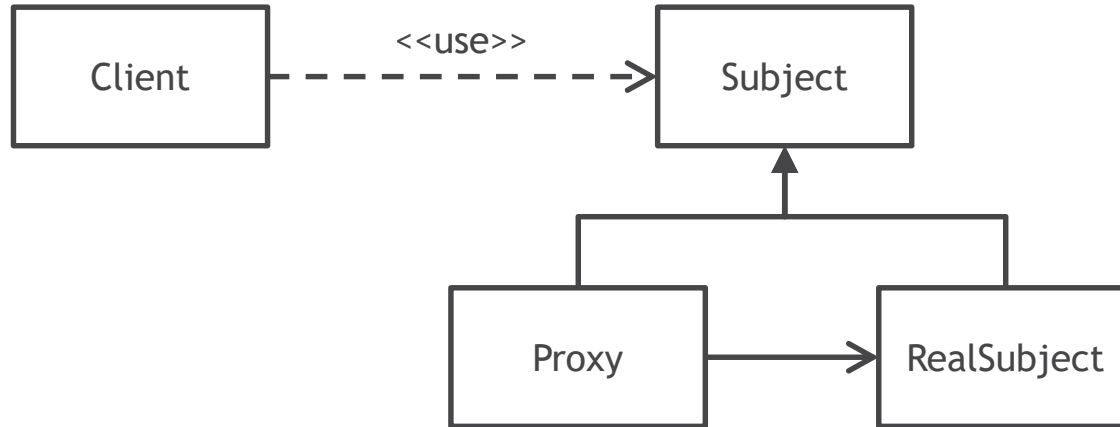
Decorator



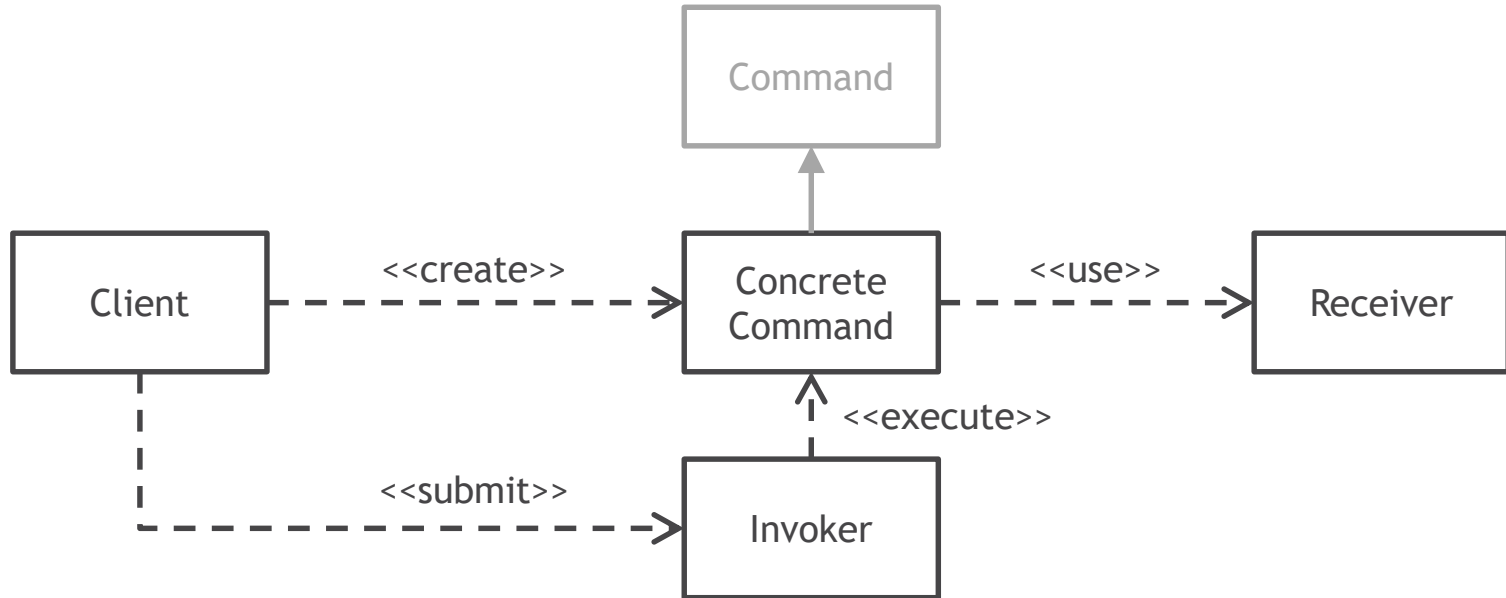
Facade



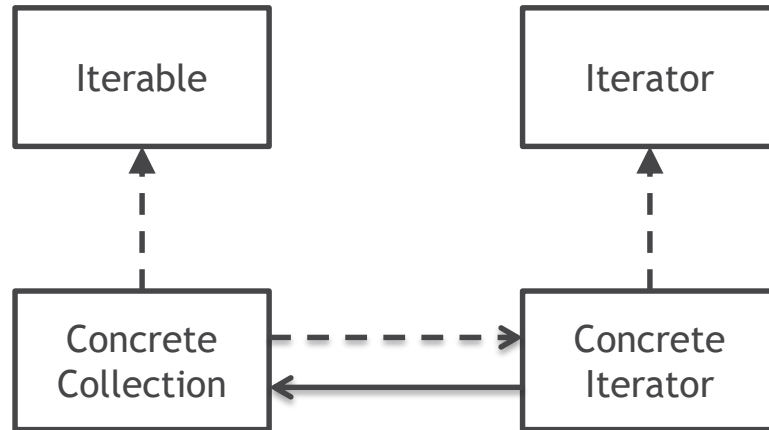
Proxy



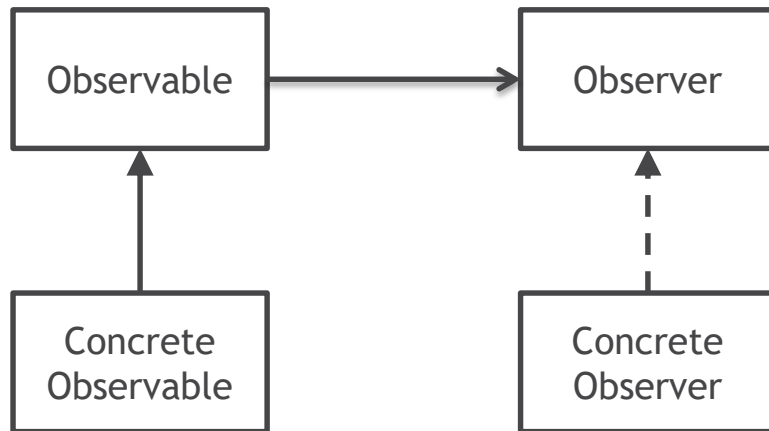
Command



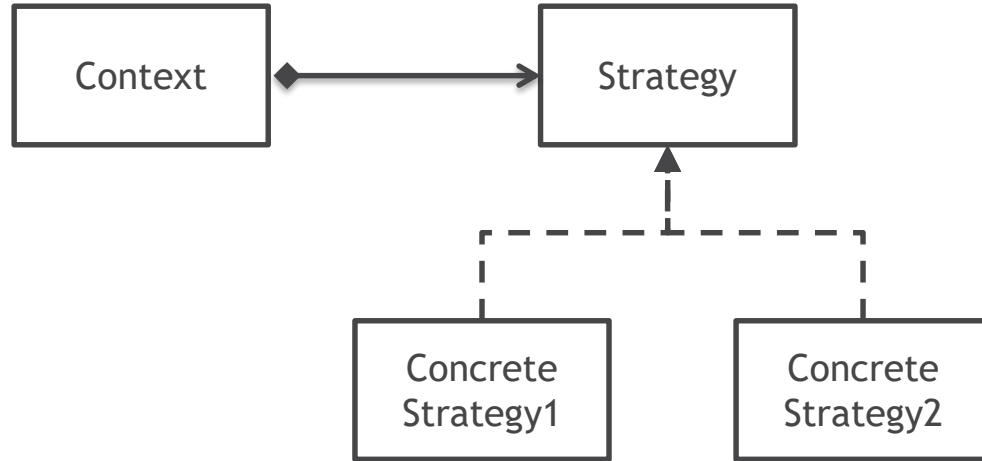
Iterator



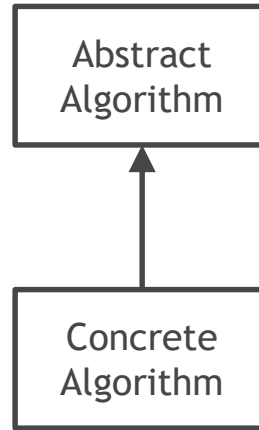
Observer



Strategy



Template Method





Szünet, Hamarosan folytatjuk

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Köszönöm a figyelmet!

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