Linux
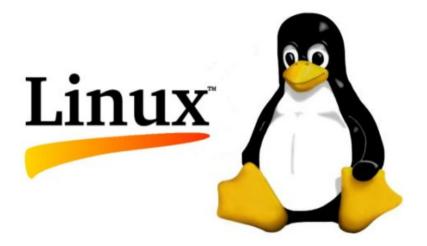

1. Pardus

1.1. Linux'e adım atmak isimli video

2. C++ kod ornegi

app.cpp.

```cpp
#include <iostream.h>
#include <math.h>
int main()
{
    double radius;
    //get user input
    cout<<"Please enter the radius : ";
    cin>>radius;
    //act on user input
    if(radius < 0.0)
    cout<<"Cannot have a negative radius"<<endl;
    else
```

```
    cout<<"The area of the circle is "<<3.1416 * pow(radius,2)<<endl;

    return 0;
}
```

Projeyi lokale klonlamak için aşağıdaki script kullanılır

```
git clone https://github.com/alkansv/software-design-pattern.git
```

Projeyi lokalden tamamen silmek için aşağıdaki script kullanılır

```
rm -rf software-design-pattern
```

Table 1. Yazılım Tasarım Kalıpları

Creational Patterns	Structural Patterns	Behavioral Patterns (Davranışsal)
Factory Method, Abstact Factory, Builder, Singleton, Prototype,	Adapter,Facade Method,Decorator,Bridge	Command Strategy, Observer, State, Template, Iterator, Interpreter

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