

# Template Method Pattern

# Template Method Pattern

- Behavioral design pattern
- Defines the steps of algorithm

# Home Example

- Foundation
- Pillars
- Walls
- Windows

# HomeTemplate

```
*/
public abstract class EvTemplate {

    public final void buildHouse(){
        buildFoundation();
        buildPillars();
        buildWalls();
        buildWindows();
        System.out.println("Ev inşa edildi");
    }

    private void buildWindows() {
        System.out.println("pencereler yapıldı");
    }

    // burası subclasslar tarafından yapılır
    public abstract void buildWalls();
    public abstract void buildPillars();

    private void buildFoundation() {
        System.out.println("temel atıldı");
    }
}
```

# Wood Home

```
*/  
public class AhsapEv extends EvTemplate {  
  
    @Override  
    public void buildWalls() {  
        System.out.println("Duvarlar tahtadan yapılmıştır");  
    }  
  
    @Override  
    public void buildPillars() {  
        System.out.println("Sütunlar tahtadan yapılmıştır");  
    }  
  
}
```

# Glass Home

```
public class CamEv extends EvTemplate {  
  
    @Override  
    public void buildWalls() {  
        System.out.println("Duvarlar Camdan");  
    }  
  
    @Override  
    public void buildPillars() {  
        System.out.println("Sütunlar cam ile kaplı");  
    }  
  
}
```

# Main Class

```
*/  
public static void main(String[] args) {  
    EvTemplate ev = new AhsapEv() {};  
  
    ev.buildHouse();  
    System.out.println("-----");  
  
    ev = new CamEv();  
    ev.buildHouse();  
  
}
```

# Pizza example

