

// IF NO WOLFSO LEVELS. NO SECRET EXIT

remode != commercial) ! (skill == sk_nightmare II respayaparm) respawnmensters = true: (fastparm II (skill == sk_nightmare && gameskill != sk_nightmare) for (i=S SARG RUN1 i<=\$ SARG PAIN2); i++1 mobjetoIMT_BRUISERSHOTI.speed = 20°FRACUNIT mobjeroIMT_HEADSHOT].speed = 20°FRACUNIT; mobjefelMT_TROOPSHOTLspeed = 20°FRACUNIT se if (skill != sk_nightmare && gameskill == sk_nightmare) for ti=S SARG AUN1 i <= \$ SARG PAIN2; i++) stateshil.tips < <= 1 mobjetoIMT_BRUISERSHOTE.speed = 15 PRACUNIT mobinfolMT_HEADSHOTI.speed = 10*FRACUNIT; mobinfolMT_TROOPSHOTI.speed = 10*FRACUNIT

// force players to be initialized upon first level load for (i=0; i<MAXFLAYERS; i++1 playershil.playerstate = PST_REBORN

usergame = true; demoplayback = false viewactive = true;

gameepisode = episode

viewactive = true

// will be set talse if a demo

S. ResumeSound ():

e messy with SPECIAL and commented parts.

1; // only start episode 1 on shareware

acks to make the latest edition work.

nde -- shareware l

if (skill > sk_nightmare)

(SPR_PUNG, 1, 5, (A_ReFire), S_PUNCH, 0, 0).

(SFR PISG 2.4 (NULL) S PISTOL 4.0.0). // S PISTOL3

SPR SHTG.0.3.INULLES SGUN2.0.01. // S SGUN1

(SPR SHTG:1.5 (NULL) S SEUNBO OL

SHT2 1,7,(NULL),S DSNR2 D.O.

SPR SHTG 0.1 (A Lower) S SGUNDOWN D.D. // S SGUNDOWN

(SPR_PISE32768,7,(A_Light1),S_LIGHTDONE.D,O),

// do things to

switch (

break

G Do

case d

case d

break

Wiget comman Mand build ne buf = (gametic

= R_FlatNumForName (SKYFLATNAME)

Agenda

IoC Container

Adapter

Factory Method

Singleton

Façade

Chain of Responsibility

Strategy

Bridge

Saved for later:

Command (MVVM)

Observer (MVVM)

Proxy (Web API)

Probably not covered:

Decorator

Visitor

Composite

loC Container

Tool to facilitate dependency injection.

Using a factory to either manually or automatically create types at runtime.

Various implementations:

- Microsoft.Extensions.DependencyInjection
- Ninject
- Unity
- AutoFac
- StructureMap

IoC Container II

Lifetime:

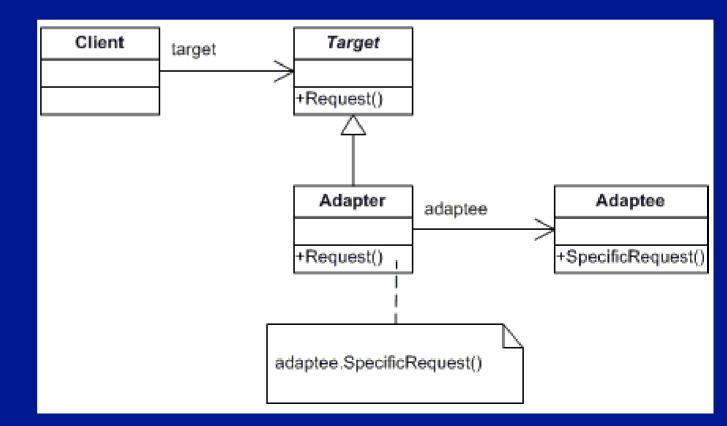
- Transient (every time)
- Scoped (once per request)
- Singleton (once)

Adapter aka Wrapper

Unmodifiable implementation which does not match the interface you need.

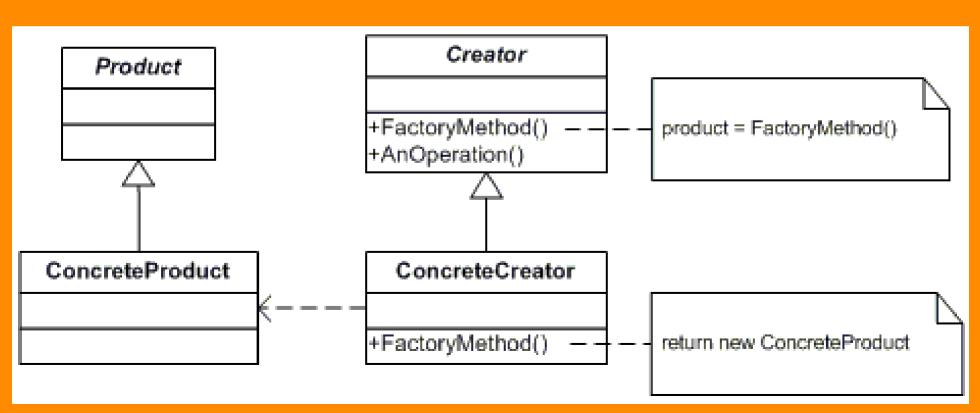
Static or sealed class or class in another

assembly.



Factory Method

A method which can creates instances of a given type.



Singleton

Only ever one single instance of a given type.

Considered an anti-pattern by many, it:

- is overused
- introduces unnecessary restrictions in situations where a sole instance of a class is not actually required
- introduces global state into an application

Singleton II

Use carefully

Implement using an interface

Use an IoC container

Singleton

- -instance : Singleton
- -Singleton()
- +Instance(): Singleton

Façade

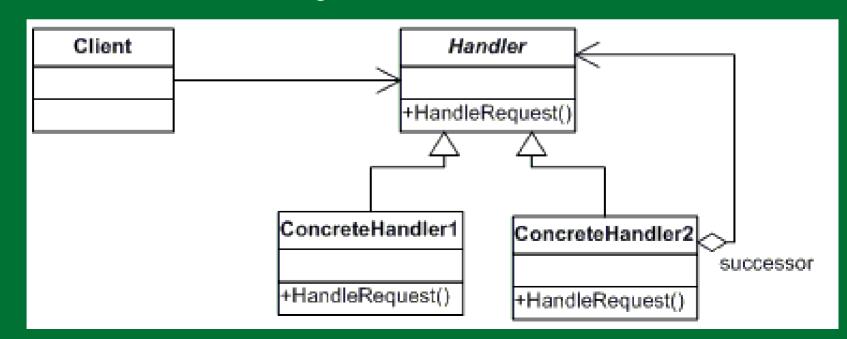
Simplify the use of a system

Provide a unified interfaces for a group of "dispersed" functionalities from a multitude of interfaces/classes

Subsystem

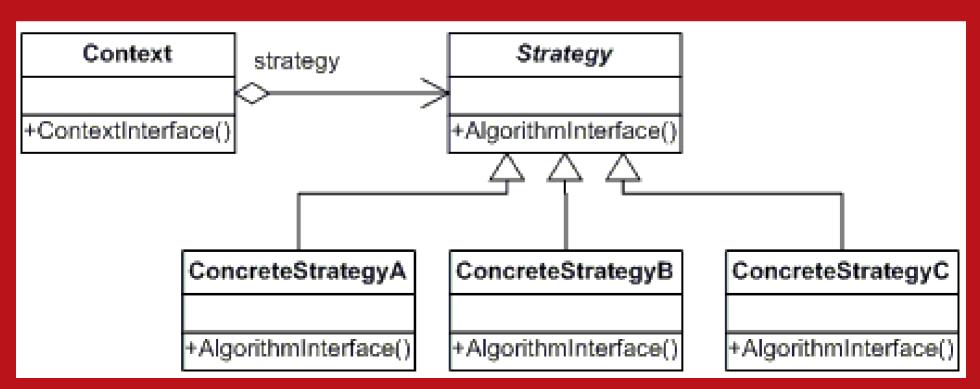
Chain of Responsibility

Avoid coupling the sender of a request to its receiver by giving more than one object a chance to handle the request. Chain the receiving objects and pass the request along the chain until an object handles it.



Strategy

Define a family of algorithms, encapsulate each one, and make them interchangeable. Strategy lets the algorithm vary independently from clients that use it.



Bridge

Decouple an abstraction from its implementation so that the two can vary independently.

