



Patterns Assignment, Choosing
ref: Design Patterns by Gamma, Helm, Johnson, Vlissides

Creational patterns

- _____ Abstract Factory - **Glick**
- _____ Builder - **Abreu**
- _____ Factory Method - **Word**
- _____ Prototype - **Ramos**
- _____ Singleton - **Sims**

Structural patterns

- _____ Adapter - **Moody**
- _____ Bridge - **Johnson**
- _____ Composite - **Smith**
- _____ Decorator - **Hofesman, Beamon**
- _____ Facade - **Waltz**
- _____ Flyweight - **Lester, Roseau**
- _____ Proxy - **Kay**

Behavioral patterns

- _____ Chain of responsibility - **Omer**
- _____ Command - **Maruhn**
- _____ Interpreter - **Newman**
- _____ Iterator – **Charydczak, Tutt**
- _____ Mediator - **Jettie**
- _____ Memento – **Marshall, Cozart**
- _____ Observer - **Sugimoto**
- _____ State - **Bigelow**
- _____ Strategy - **Billings**
- _____ Template - **Baldy**
- _____ Visitor - **Muldrow**

DELIVERABLE: submit to GitHub Classroom repo per class website.

A three to five page Research Paper on the pattern and its evolution, etc. plus an implementation in Java. You may present a five minute talk on your pattern that includes your implementation.