

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

Creational patterns

- _____ Abstract Factory
- _____ Builder
- _____ Factory Method
- _____ Prototype
- _____ Singleton

Structural patterns

- _____ Adapter
- _____ Bridge
- _____ Composite
- _____ Decorator
- _____ Facade
- _____ Flyweight
- _____ Proxy

Behavioral patterns

- _____ Chain of responsibility
- _____ Command
- _____ Interpreter
- _____ Iterator
- _____ Mediator
- _____ Memento
- _____ Observer
- _____ State
- _____ Strategy
- _____ Template
- _____ Visitor

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.