

设计模式

1. 创建型

barfs[build abstract prototype factory singleton] 呕吐

2. 结构型

fly brocade[Flyweight facade bridge proxy composite adapter decorator] 飘飞的丝带

3. 行为型

visitor mimics [mediator interpreter memento iterator command state] host [ChainsofResponsibility Observer strategy TemplateMethod] 反客为主

4. 软件设计原则

开闭原则 -Open Closed Principle 对扩展开放, 对修改关闭

里氏替换原则 -Liskov Substitution Principle

依赖倒置原则 -Dependence Inversion Principle:

接口隔离原则 -Interface Segregation Principle

合成/聚合复用原则 -Composite/Aggregate Reuse Principle

迪米特法则, 又称最少知识原则-Least Knowledge Principle

单一职责原则 -Single Responsibility Principle

*ROCKIES[Responsibility Open-Closed Composite Knowledge Inversion Segregation Substitution]
落基山脉;*