**设计模式**

1. **创建型**

*barfs[build abstract prototype factory singleton] 呕吐*

1. **结构型**

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

1. **行为型**

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

1. **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;*