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| **1** | Design Patterns | |
| This Cheat Sheet provides a quick reference to the original 23 **Gang of Four** (**GoF**) design patterns, as listed in the book Design Patterns: Elements of Reusable Object-Oriented Software. Each pattern includes class diagrams, explanation, usage, information, and a real world example. | | |
| |  |  | | --- | --- | |  | Creational Patterns Used to construct object such that they can be decoupled from their implementing system | |  | Structural Patterns Used to form large object structures between many disparate objects. | |  | Behavioral Patterns Used to manage algorithms, relationships, and responsibilities between objects. |  |  |  | | --- | --- | | Object Scope | Deals with object relationships that can be changed at runtime. | | Class Scope | Deals with class relationships that can be changed at compile time. | | | |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | |  | Abstract Factory |  | Decorator |  | Prototype | |  | Adapter |  | Façade |  | Proxy | |  | Bridge |  | Factory Method |  | Observer | |  | Builder |  | Flyweight |  | Singleton | |  | Chain of Responsibility |  | Iterator |  | Strategy | |  | Template Method |  | Mediator |  | Command | |  | Composite |  | Memento |  | Visitor | |
| |  |  |  |  | | --- | --- | --- | --- | | ABSTRACT FACTORY | | | Object Creational | | AZERTY | | | | | WHAT ? | azerty | | | | WHEN ? | azerty | | | | EXAMPLE | | azerty | |  |  |  |  |  | | --- | --- | --- | --- | | ABSTRACT FACTORY | | | Object Behavioral | | AZERTY | | | | | WHAT ? | azerty | | | | WHEN ? | azerty | | | | EXAMPLE | | azerty | | | | |  |  |  |  | | --- | --- | --- | --- | | ABSTRACT FACTORY | | | Object Structural | | AZERTY | | | | | WHAT ? | azerty | | | | WHEN ? | azerty | | | | EXAMPLE | | azerty | | |
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