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| 1 | Gang Of Four (GoF) 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 page of this book contains a pattern which includes a class diagram, definition, why and where to use illustrated with an 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. | | |
| |  |  | | --- | --- | | Class Scope | Deals with class relationships that can be changed at compile time. | | Object Scope | Deals with object relationships that cab be changed at runtime. | | |
| |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | |  | Abstract Factory |  | Decorator |  | Prototype | |  | Adapter |  | Facade |  | Proxy | |  | Bridge |  | Factory Method |  | Observer | |  | Builder |  | Flyweight |  | Singleton | |  | Chain of responsibility |  | Iterator |  | Strategy | |  | Template Method |  | Mediator |  | Command | |  | Composite |  | Memento |  | Visitor | | |

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| 1 | |  |  |  | | --- | --- | --- | |  | ABSTRACT FACTORY | OJBECT CREATIONAL | | | |
| DESCRIPTION OF ABSTRACT FACTORY | | | |
| WHAT? | | PURPUES OF ABSRACT FACTORY IS THIS | |
| WHEN? | | WE USE ABSTRACT FACTROY WHEN IS | |
| EXAMPLE | | | EXAMPLE OF ABSTRACT FACTORY IS |