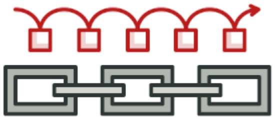
⌂ / Design Patterns / Catalog

# Behavioral Design Patterns

Behavioral design patterns are concerned with algorithms and the assignment of responsibilities between objects.



## Chain of Responsibility

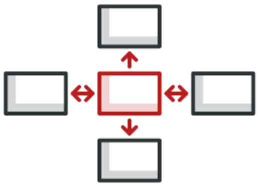
Lets you pass requests along a chain of handlers. Upon receiving a request, each handler decides either to process the request or to pass it to the next handler in the chain.

## Command

Turns a request into a stand-alone object that contains all information about the request. This transformation lets you parameterize methods with different requests, delay or queue a request's execution, and support undoable operations.

## Iterator

Lets you traverse elements of a collection without exposing its underlying representation (list, stack, tree, etc.).

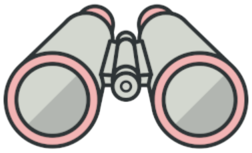


## Mediator

Lets you reduce chaotic dependencies between objects. The pattern restricts direct communications between the objects and forces them to collaborate only via a mediator object.

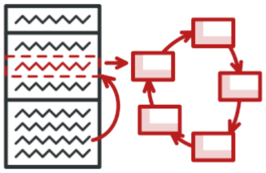
## Memento

Lets you save and restore the previous state of an object without revealing the details of its implementation.



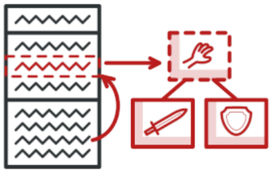
## Observer

Lets you define a subscription mechanism to notify multiple objects about any events that happen to the object they're observing.



## State

Lets an object alter its behavior when its internal state changes. It appears as if the object changed its class.



## Strategy

Lets you define a family of algorithms, put each of them into a separate class, and make their objects interchangeable.

## Template Method

Defines the skeleton of an algorithm in the superclass but lets subclasses override specific steps of the algorithm without changing its structure.

## Visitor

Lets you separate algorithms from the objects on which they operate.

READ NEXT

Chain of Responsibility →

RETURN

Home
Refactoring
Design Patterns
Premium Content
Forum
Contact us

Terms & Conditions
Privacy Policy

Illustrations by Dmitry Zhart