Design Patterns in Java: Behavioral

Introduction & Prerequisites

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Why?

Communication

Common Vocabulary

Abstract Topic

Revisit

More than just a Singleton!

Pattern Groups

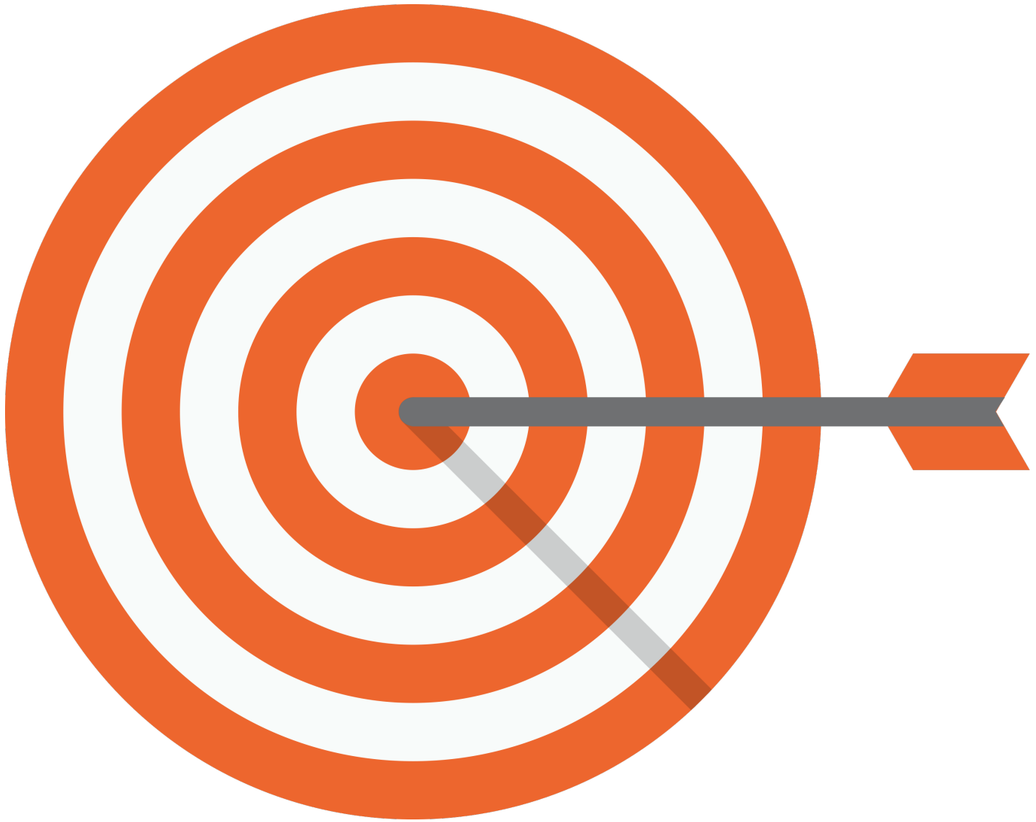
Creational

Structural

Behavioral

What

- Chain of responsibility
- Command
- Interpreter
- Iterator
- Mediator
- Memento
- Observer
- State
- Strategy
- Template method
- Visitor



How

- Overview
- Concepts
- Design
- Live example
- Demo, code your own
- Pitfalls
- Contrast
- Summary

Prerequisites

Java 7+

Eclipse or Spring STS