

Head First Design Patterns

Chapter 1. Intro To Design Patterns: Welcome to Design Patterns.

Someone has already solved your problems. Before ~~we~~ were done, we'll look at the use and benefits of design patterns, look at some key OO design principles, and walk through an example of how one pattern works.

It's started with a simple SimUDuck app.

The initial designers of the system used standard OO techniques, and created one Duck superclass from which all other duck types inherit.

After a week long off-site, the company executives think it's time for a big innovation.

The executives decide which flying ducks is the best to implement in the program, and Joe decides to only add a method to the duck class but that generates a big problem that makes even rubber ducks fly, so Joe changes it for an interface but that generates problems for the future maintenance.

Okay, what's the one thing you can always count on in software development?

CHANGE

Design Principle

Take the parts that vary and encapsulate them, so that later you