



Non software design patterns

• MMA Gym

- Singleton: Next coach
- Abstract factory: Fighter needs martial art
- Composite: fighter composite of martial arts

• Basketball Team

- Singleton coach
- arbiter: observer
- Strategy: different team Strats.

• Classroom

- Singleton: Professor
- observer: Commander
- Class is a composite of specific topics

• Ant colony

- Singleton: Ant Queen
- template: ants have common things but different roles in the colony
- Strategy: drop pheromones and follow pheromones.

- trading company
 - Observer : broker
 - Strategy : decisions for buy and selling
 - template method : trader routine.
- house building
 - Singleton: architect
 - Observer : great master
 - house is composite of materials
- Orchestra
 - Singleton: orchestra conductor
 - Abstract factory: different musicians
 - template: ways instruments are played
- carrier
 - Singleton - "El Patron"
 - Strategy - how to distribute the drugs without being caught
 - Observer : "El Patron", right hand
 - the drugs are composite of different components
 - Abstract factory : different kinds of drugs





