

# Where to Go from Here

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# Overview



Tips on how to use design patterns

Summary of the course



# Tips for Using Patterns

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Patterns can easily  
complicate things.



# Bad Usage of Patterns

```
public class HelloWorld {  
    public static void main(String[] args) {  
        MessageBody messageBody = new MessageBody();  
        messageBody.configure("Hello World!");  
  
        AbstractStrategyFactory asf = DefaultFactory.getInstance();  
  
        MessageStrategy strategy = asf.createStrategy(messageBody);  
        messageBody.send(strategy);  
    }  
}
```



# Bad Usage of Patterns

```
public class HelloWorld {  
    public static void main(String[] args) {  
        AbstractFactory factory =  
            FactorySingleton.getInstance().getHelloWorldFactory();  
  
        Subject subject = factory.createSubject();  
        subject.add(factory.createObserver());  
  
        Command command = factory.createCommand(subject);  
  
        command.execute();  
    }  
}
```



# When to Use a Pattern?

Knowledge

Experience



# Levels of Experience

Level  
1

**I need a pattern for everything**

Level  
2

**Maybe I need a pattern**

Level  
3

**A pattern fits naturally here**





# Implementation Tips for Patterns



**Implement patterns with meaningful names  
for classes and methods**

**Practice refactoring**

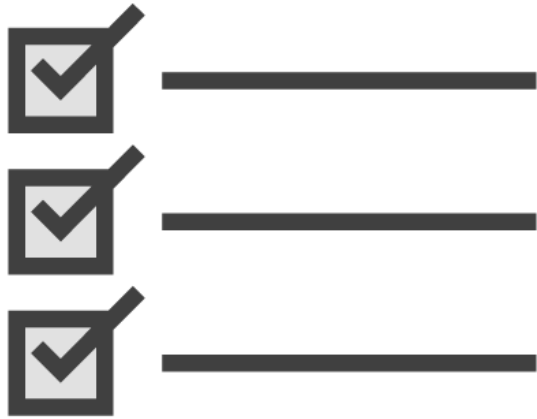


# Course Wrap-up

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# Course Summary



Patterns are reusable and named solutions to recurring problems in a context

OOP building blocks and design principles

Inheritance is not always the best solution



# Course Summary



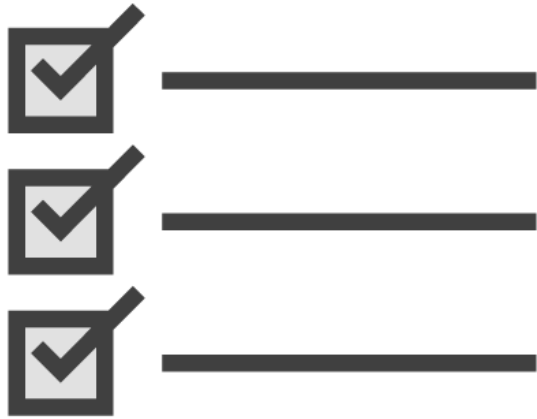
**Behavioral patterns**

**Creational patterns**

**Structural patterns**



# Course Summary



GoF patterns are the foundation to understand other types of patterns

It's easy to overuse patterns





## For Beginners

**Design Patterns Playbook: Structural Patterns**  
Paolo Perrotta





# Implementing Design Patterns

**Design Patterns in Java: Behavioral**  
Bryan Hansen





# Implementing Design Patterns

**Design Patterns in Java: Creational**  
Bryan Hansen







# Implementing Design Patterns

**Design Patterns in Java: Structural**  
Bryan Hansen





# Implementing Design Patterns

Implementing Design Patterns  
Using Java 8 Lambda

Jose Paumard



Thank you

