

EN.601.421 / EN.601.621

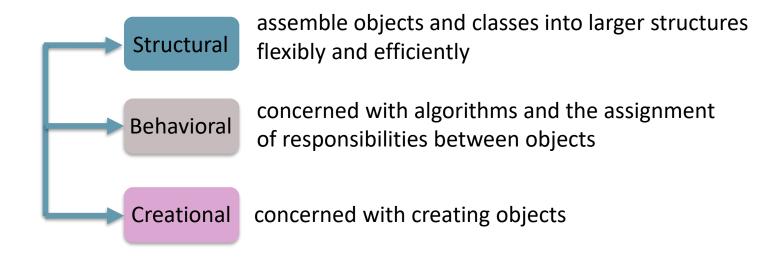
Object Oriented Software Engineering

Design Pattern

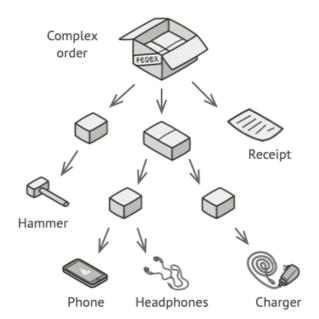


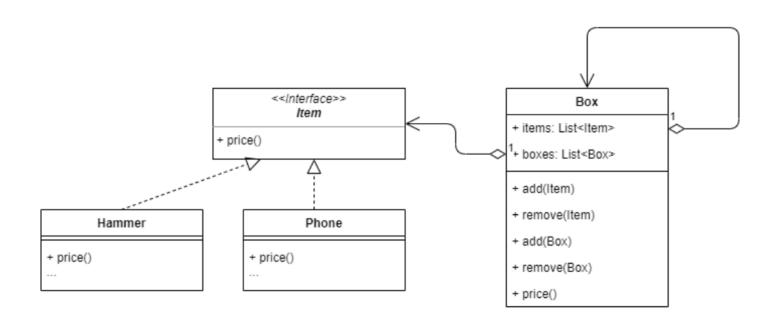
- ► A design pattern is a proven, reusable solution to a commonly occurring problem.
 - help you write code that is more reusable and maintainable
 - easier communication among developers

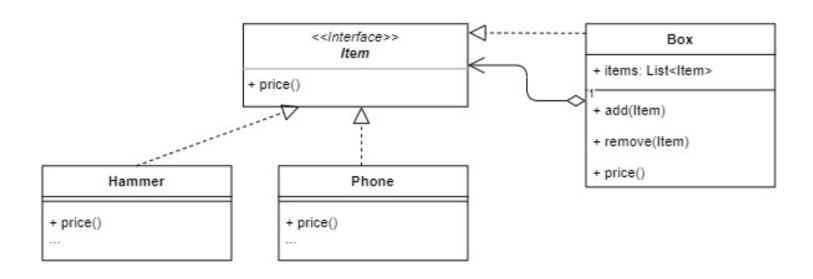
Design Patterns Kinds

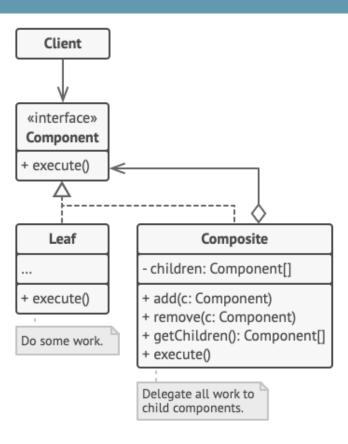


a structural pattern to compose objects into tree structures and work with these structures as if they were individual objects







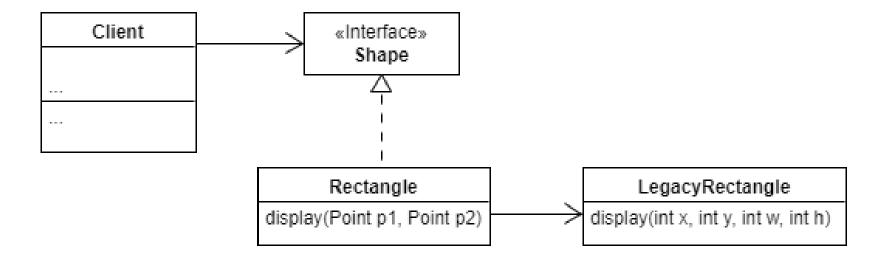


Adapter Pattern

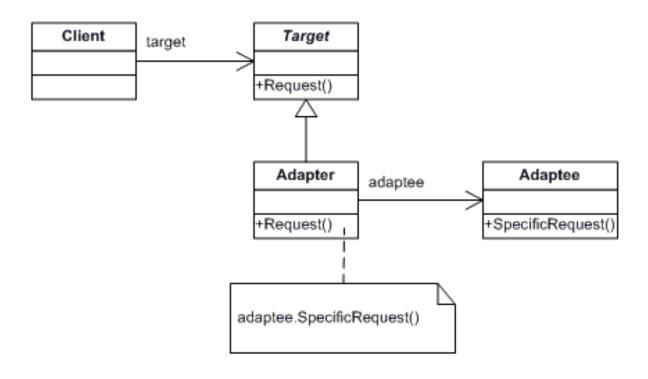
a structural pattern to allow the interface of an existing class to be used as another interface



Adapter Pattern

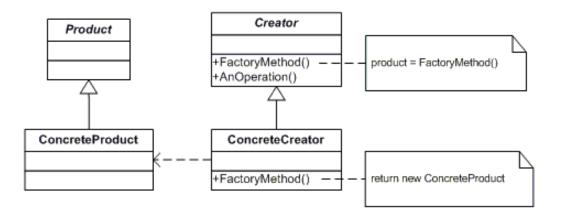


Adapter Pattern



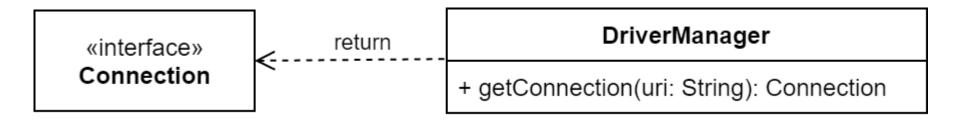
Factory Pattern

a creational pattern to allow replacing direct object construction calls (using the *new* operator) with calls to a special factory method



Factory Pattern

- Factory pattern:
 - * makes client code more robust, less coupled
 - when significant setup work needed to instantiate successfully
 - preventing duplicate code (potentially)

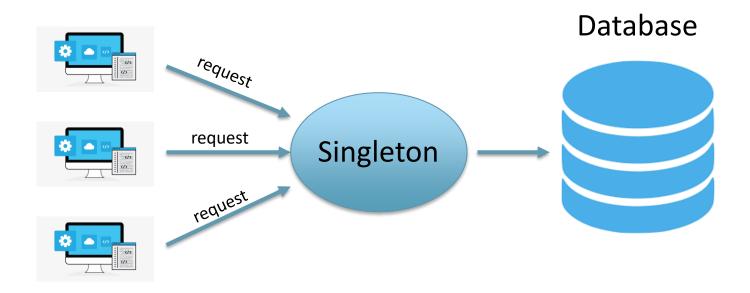


Singleton Design Pattern

a creational pattern to ensure that a class has only one instance

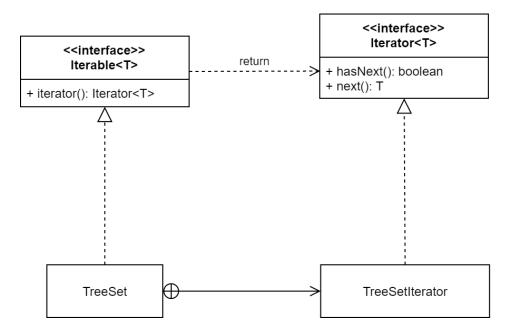
```
public final class Singleton {
private static final Singleton INSTANCE = new Singleton();
private Singleton() {}
public static Singleton getInstance() {
  return INSTANCE;
```

Singleton Design Pattern



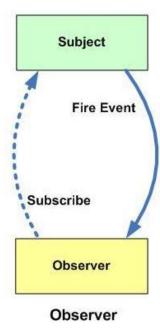
Iterator Design Pattern

 a behavioral pattern to traverse elements of a collection without exposing its underlying representation (tree, list, stack)

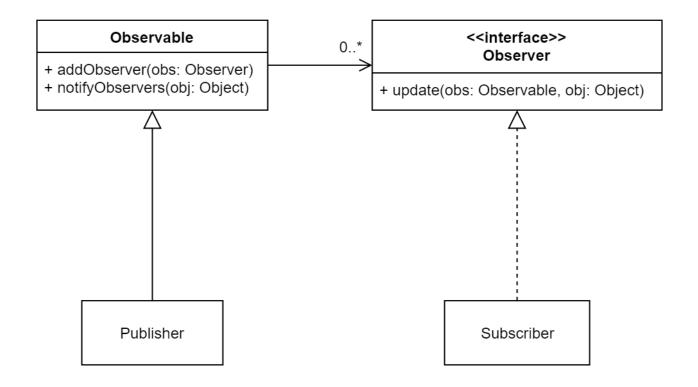


Observer Design Pattern

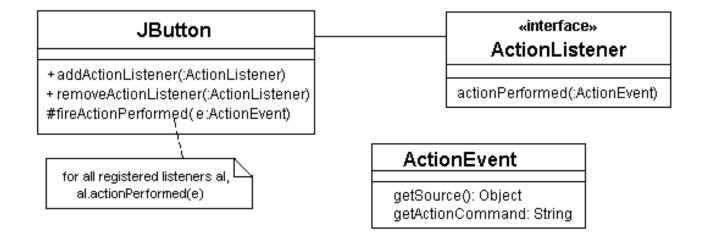
▶ a behavioral pattern to define a subscription mechanism to notify multiple objects about events of interest.



Observer Design Pattern



Observer Design Pattern





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