Design Patterns

Design Patterns:

These are solutions to recurrent coding challenges. These patterns are evolved over time.

To develop quality software which is more flexible and reusable , there are certain patterns .

Creational

a way to create objects while hiding the creation logic,

rather than instantiating objects directly using new opreator

0.Singleton

1. Abstract factory design pattern

2. Factory method

3.Builder

Behaviourial

These design patterns are specifically concerned with communication between objects. How objects should interact with each other

Stratgy: 1.Strategy pattern :choose algorithm at run time.

Swapping the algorithms at runtime ….sorting : bubblesort /quick sort

Oberver: Observer design pattern : publisher-subscriber…

Structural

Object composition…..programming to interfaces

* Program to an interface not an implementation
* Favor object composition over inheritance

**Gang of Four (GOF)**. According to these authors design patterns are primarily based on the following principles of object orientated design.

* Program to an interface not an implementation
* Favor object composition over inheritance