Design Patterns: Elements of Reusable Object-Oriented Software

* By: Gamma, Helm, Johnson, and Vlissides
* Close to tropes
  + Eg. Heroes journey, shonen

Pattern Language

* Eg:
  + Gaming software – quests, characters, level up
  + Accounting software – banks, dollars, accountants

3 Categories of Patterns

* Creational
  + JS – clones by protype
  + Java, C# - instantiation
* Structural
  + Combinations
* Behavioral
  + Every member of the crew has a role, but together they work as a team to achieve a common goal

Note: patterns can overlap/mix these 3 categories