TECNOLOGÍAS DE LA INFOMACIÓN ÁREA DESARROLLO DE SOFTWARE

GROUP: 4toD

CLASS:

DISEÑO DE APLICACIONES

ACTIVITY:

MOBILE DESIGN PATTERNS

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Mobile Design Patterns

A design pattern is a reusable approach to solving a common design problem. This solution has been utilized and refined by designers and developers over time to address a specific requirement in an app's user interface.

Design patterns are great for:

- Creating a common language between developers
- Fast-tracking developer onboarding.
- Making the development process faster and simpler.
- To not have to always think of something new, but outwit the challenge with an already existing solution.
- Also, knowing design and architectural patterns allows a developer to spot similarities between codes.

We can say that there are three types of design patterns:

Creational: describe how to create or instantiate objects, and the most used ones are Builder and Singleton.

Structural: describe how objects are composed and combined to form larger structures (Model-View-Controller, Model-View-ViewModel, Decorator, Adapter, Facade).

Behavioral: describe how objects communicate with each other (Delegation, Strategy, and Observer).

Using well-established design patterns can make an app's interface more intuitive and familiar to users, as they may have interacted with similar design patterns in other apps. Now some of the most popular mobile design patterns:

- Tab bar
- List view
- Grid View
- Navigation Drawer
- Cards

- Splash Screen

- Floating Action Button

- Swipe to refresh

Bibliographies

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