

Design Patterns

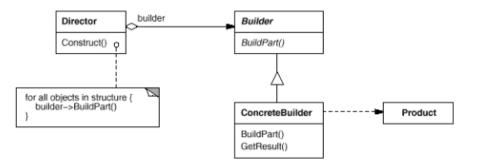
- Builder
- Prototype
- Flyweight
- Iterator
- Memento
- Mediator



Creational Patterns

Builder

- Separates construction of complex class
- Can hide the creation of complex objects

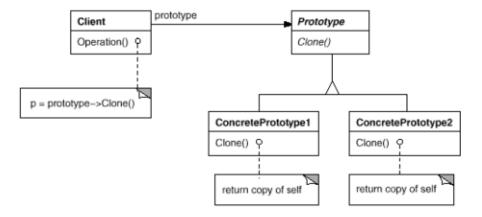




Creational Patterns

Prototype

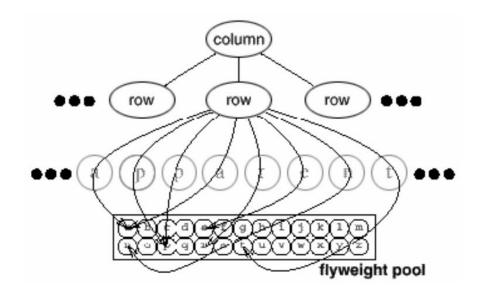
- Factory Method for objects
- Cloning a concrete object
- Clone function is crucial

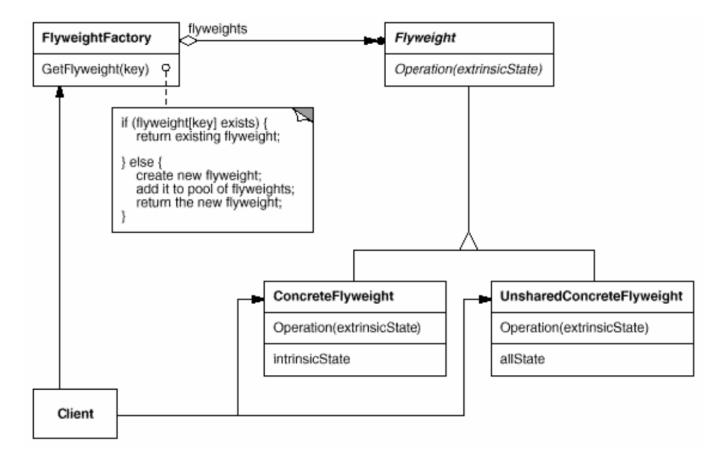




Structural Patterns

Flyweight



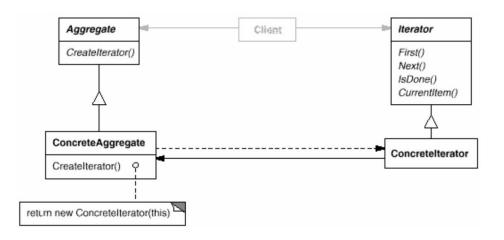




Behavioral Patterns

Iterator

- Used to access items in data structure uniformly
- Hides implementation of the data structure

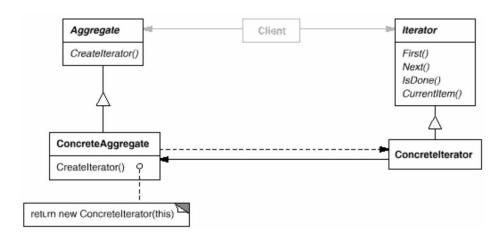




Behavioral Patterns

Memento

- Store internal state
- Restore internal state





Behavioral Patterns

Mediator

