

1. SpringIOC
2. Facade
 - a. 门面
3. Mediator
 - a. 调停者
4. Decorator
 - a. 装饰器
5. 责任链开头

TF - 解决添加新游戏物体的问题

1: TF - Facade

Frame - > 展示

GameModel -> 内部逻辑计算

2: GameObject

spring配置文件

```
<?xml version="1.0" encoding="UTF-8"?>
<beans xmlns="http://www.springframework.org/schema/beans"
        xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
        xsi:schemaLocation="http://www.springframework.org/schema/beans
        http://www.springframework.org/schema/beans/spring-
beans.xsd">

    <bean id="d" class="com.mashibing.Driver"></bean>
    <bean id="tank" class="com.mashibing.Tank">
        <property name="driver" ref="d"></property>
    </bean>

</beans>
```

spring的写法:

```
public class Main {  
    public static void main(String[] args) {  
        ApplicationContext context = new  
        ClassPathXmlApplicationContext("app.xml");  
  
        //Driver d = (Driver)context.getBean("driver");  
        Tank t = (Tank)context.getBean("tank");  
  
    }  
}
```