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

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TF - 解决添加新游戏物体的问题
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1: TF - Facade

Frame - > 展示

GameModel -> 内部逻辑计算

2: GameObject

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spring配置文件
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```
<?xml version="1.0" encoding="UTF-8"?>
```

<beans xmlns="http://www.springframework.org/schema/beans"</pre>

xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"

xsi:schemaLocation="http://www.springframework.org/schema/beans

http://www.springframework.org/schema/beans/springbeans.xsd">

```
</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");
}
```