# ENTERPRISE PATTERNS [EP]

Problems of Enterprise System:

* Complexity of system
* Continuously growing systems
* Monolitic
* Geterogennost - Too many frameworks
* Integrate one system to anther can be also challengable

# PATTERNS

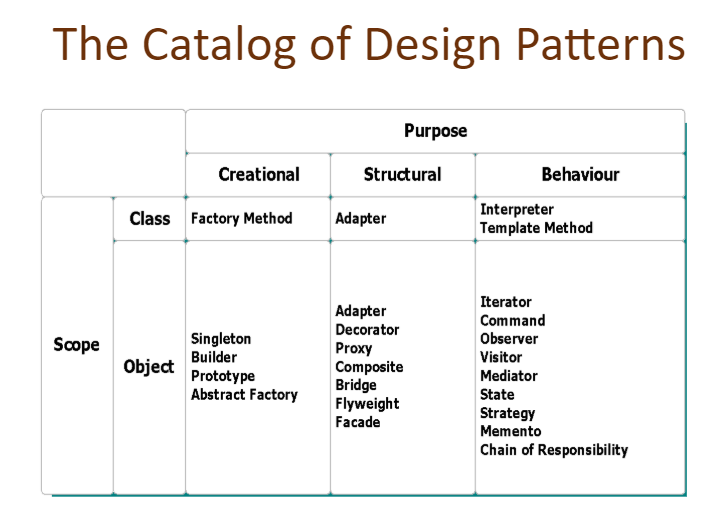
# OVERVIEW

Christopher Alexander was architecture (building)). He published a book about architecture pattens in building. It contained list of approaches to solve common problems

Four people from software took the idea of Christopher Alexander to use it in programming language [SmallTalk].

There are patterns

* GoF (gang of Four) = 24 patterns
* GRASP – actually it’s not pattern. It’s a list of principles



# ENTERPRISE SYSTEM

How build system, steps

1. Decompose model in UML
2. Layer of Business logic
3. Layer of DB
4. UI