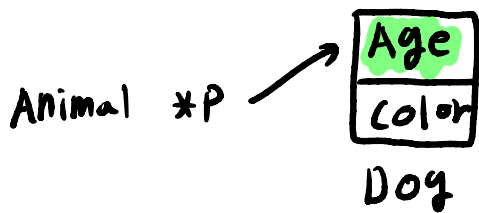
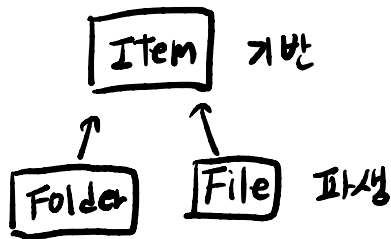


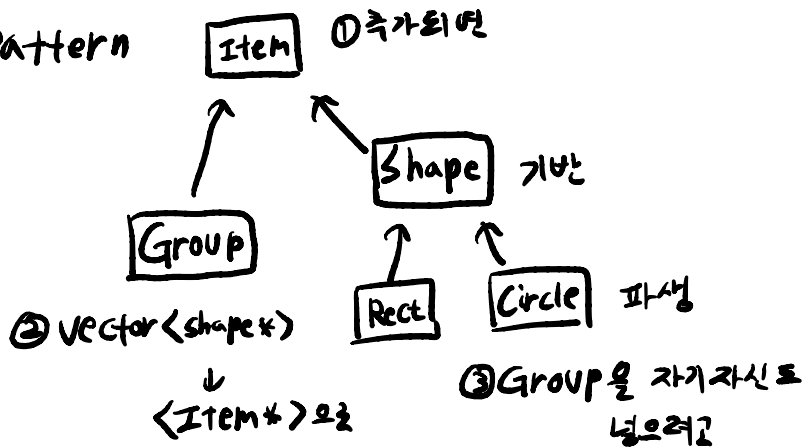
1-4



결국 칠해진  
Animal과 같다

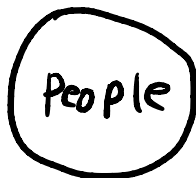


Composition pattern



1-6

약한결합

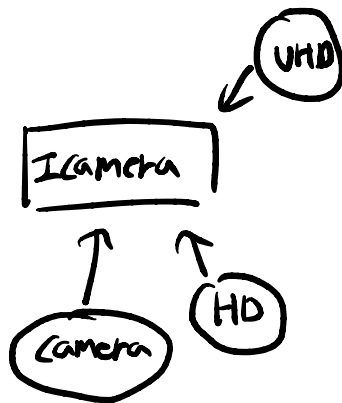


UseCamera(camera \* p)

강한결합



UseCamera(ICamera \* p)



2-3

```
Validate(char c) {}  
get data  
{  
  :  
  변하는 것  
  :  
}
```

변하는 것을  
가상함수로

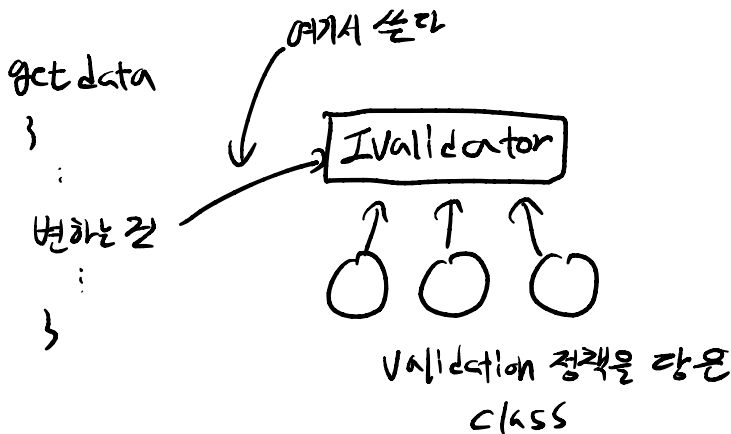
Edit



```
Validate(char c)  
{  
  :  
}
```

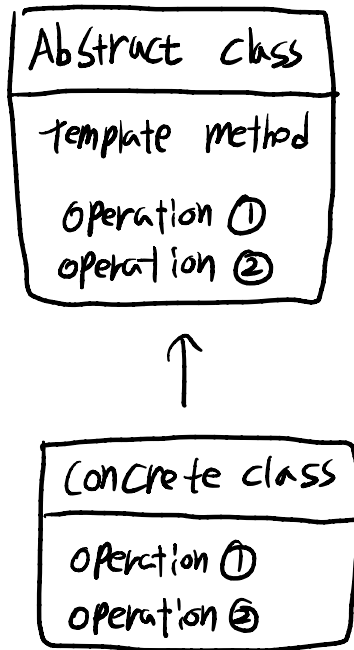
Address Edit

상속기반  
template method

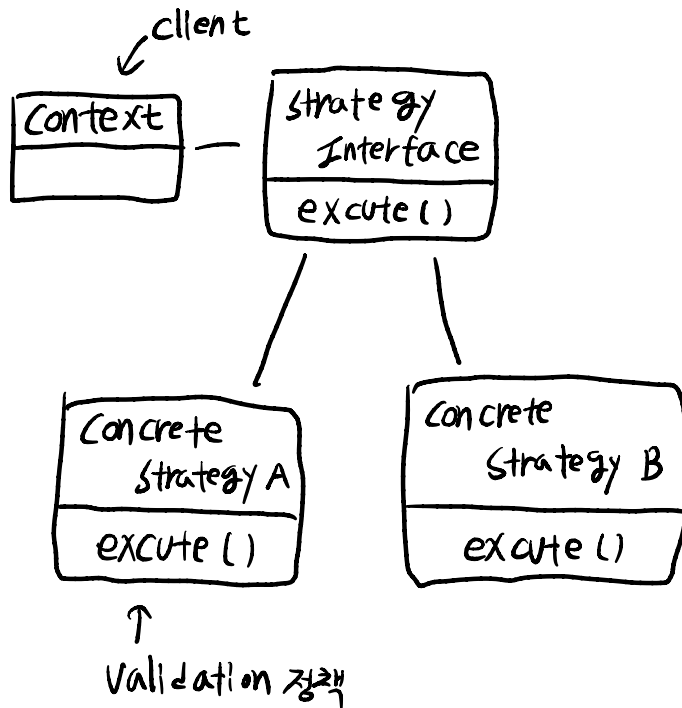


전략 패턴  
구성 (composition)

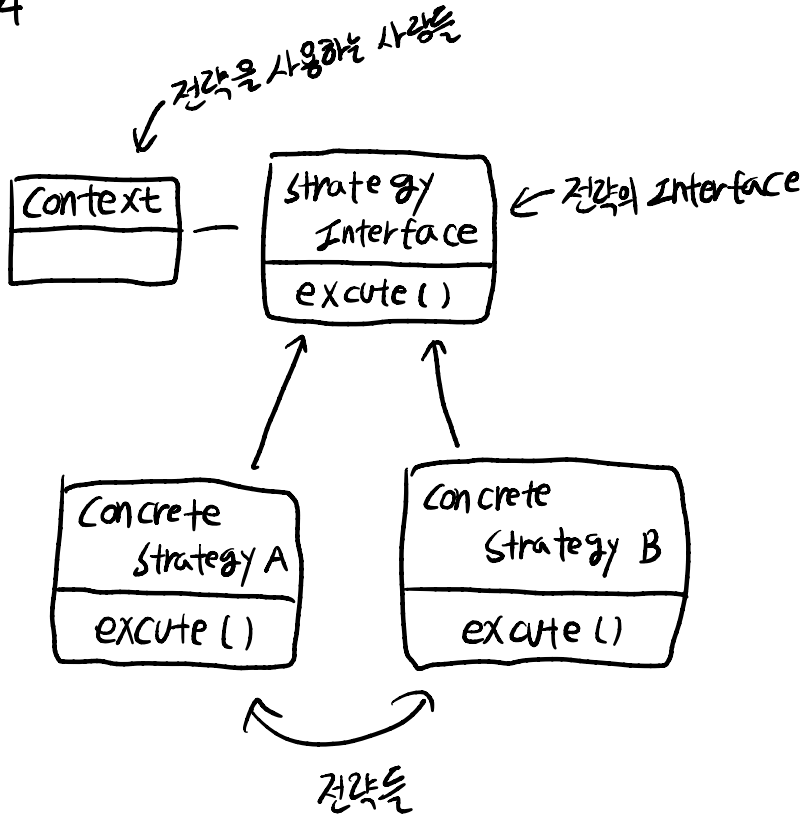
3



4

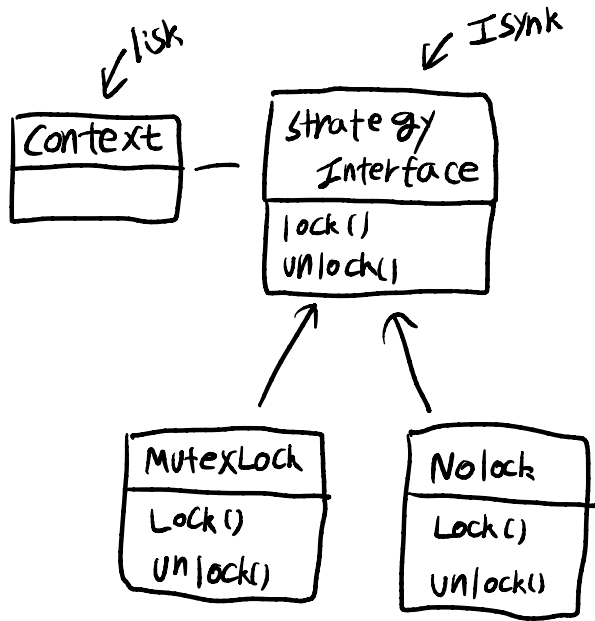


2-4



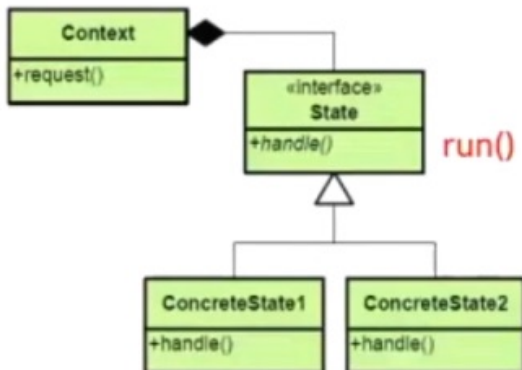
• 전략을 사용하는 것 list

• 전략의 Interface는 lock과 unlock  
이 전략들은 lock과 unlock을 구현해서  
어떻게 동작할지 구현

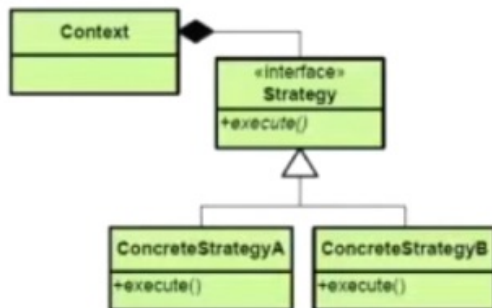


2-1

Character



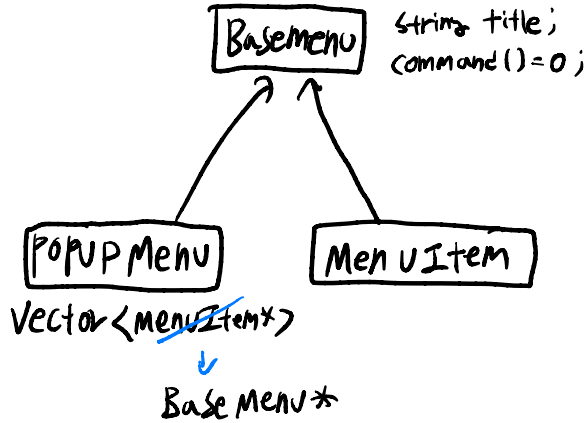
전략 패턴(Strategy)



3-1

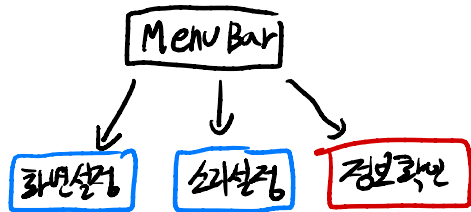


MenuItem : 클릭하면 작업 시작  
PopupMenu : 다른 메뉴가 보임

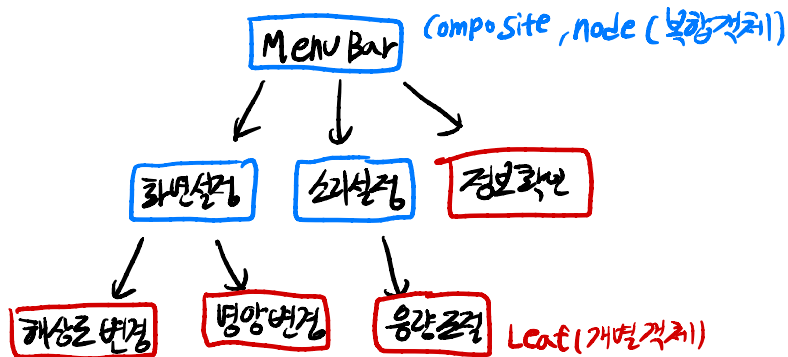




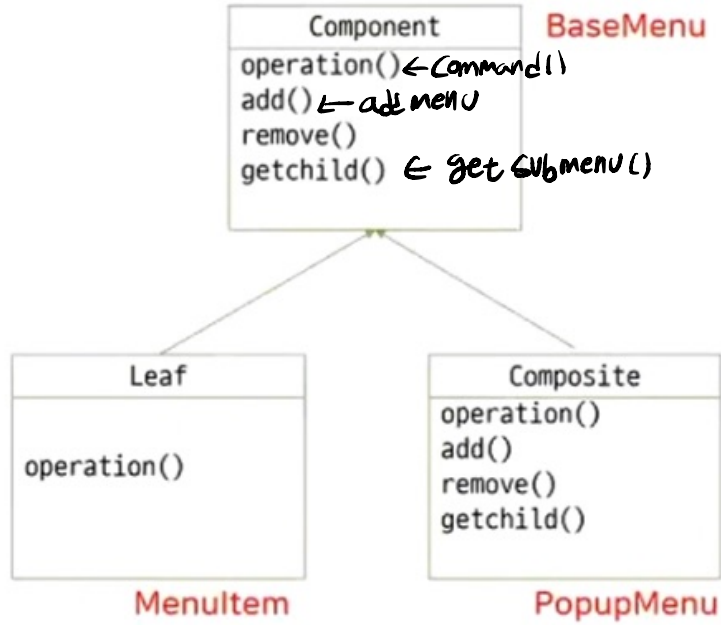
3-1 ②



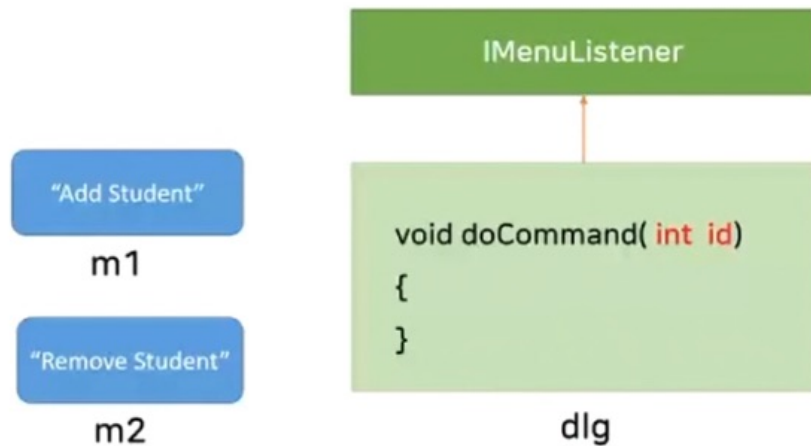
③



④



3-2



방법 3. 메뉴에 객체가 아닌 함수를 연결한다.

