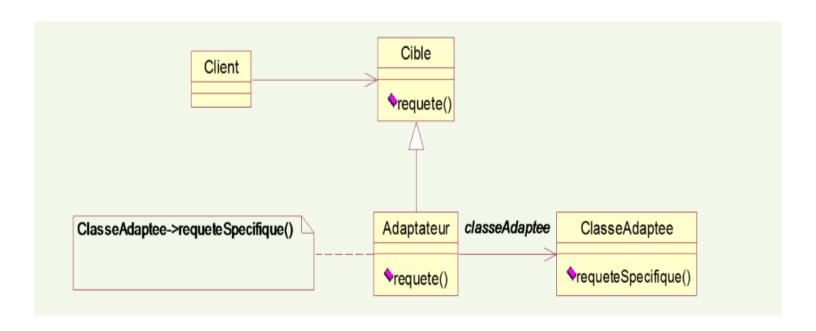
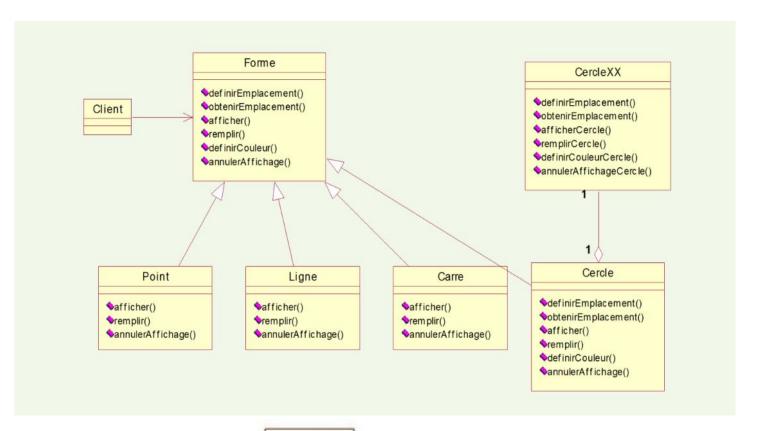
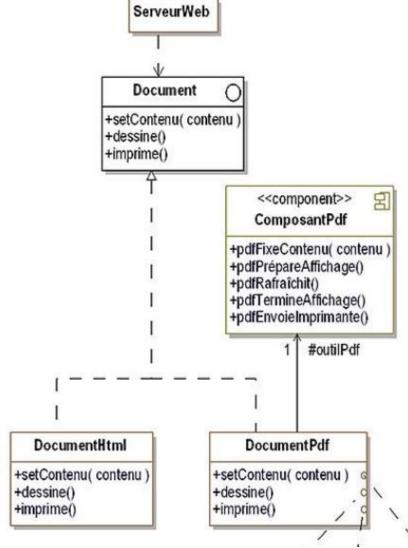
Diagramme UML des Design Patterns:

Rôle		
Créateur	Structuraux	Comportementaux
Fabrication	Adaptateur	Intérprete
Fabrique abstraite	Pont	Patron de méthode
Monteur	Décorateur	Chaîne de responsabilité
Prototype	Façade	Commande
Singleton	Composite	Itérateur
	Poids mouche	Médiateur
	Procuration	Mémento
		Observateur
		Etat
		Stratégie
		Visiteur

1. Patron Adaptateur:



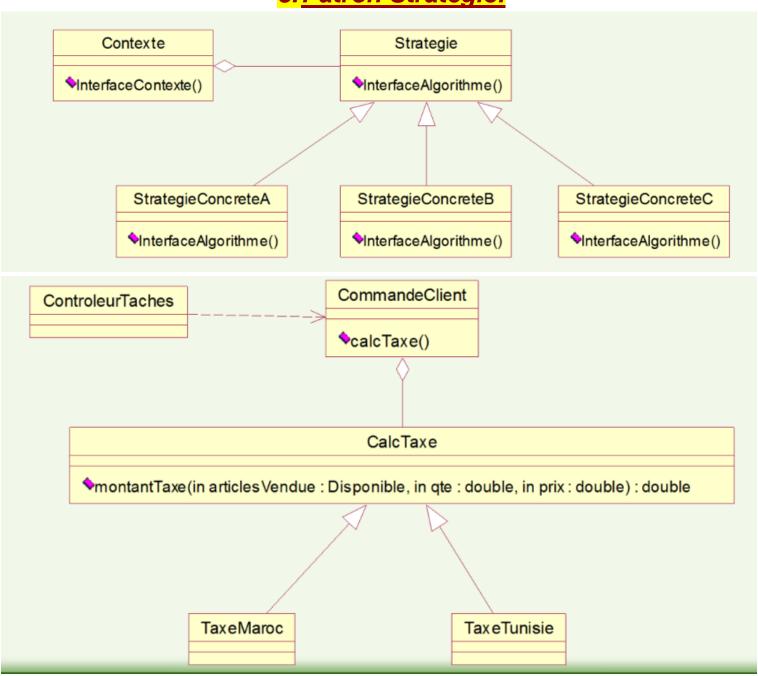


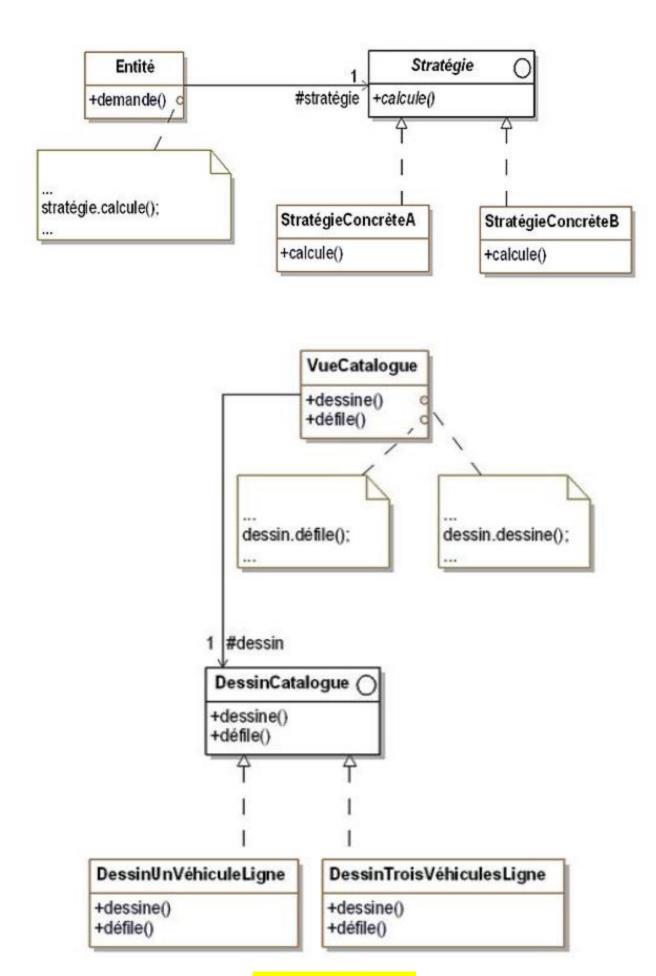


2. Patron Singleton:

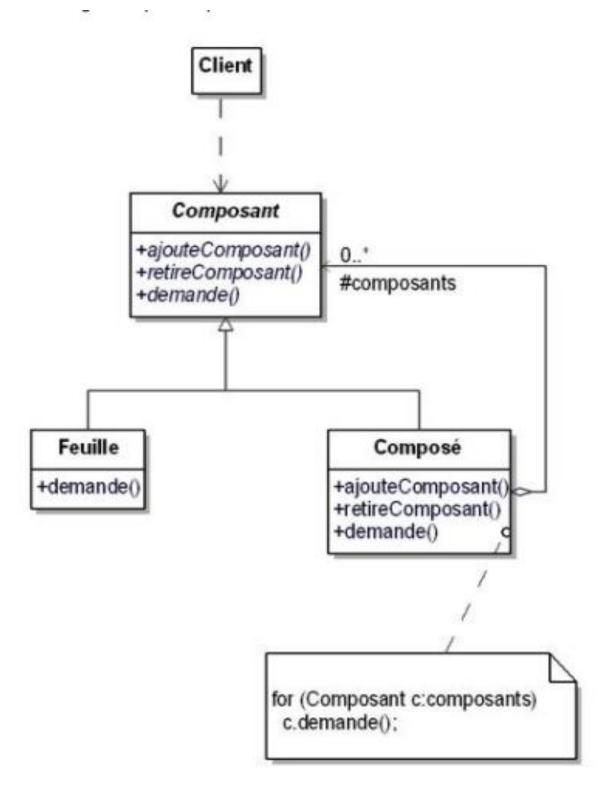
_instance = null; Private constructor;

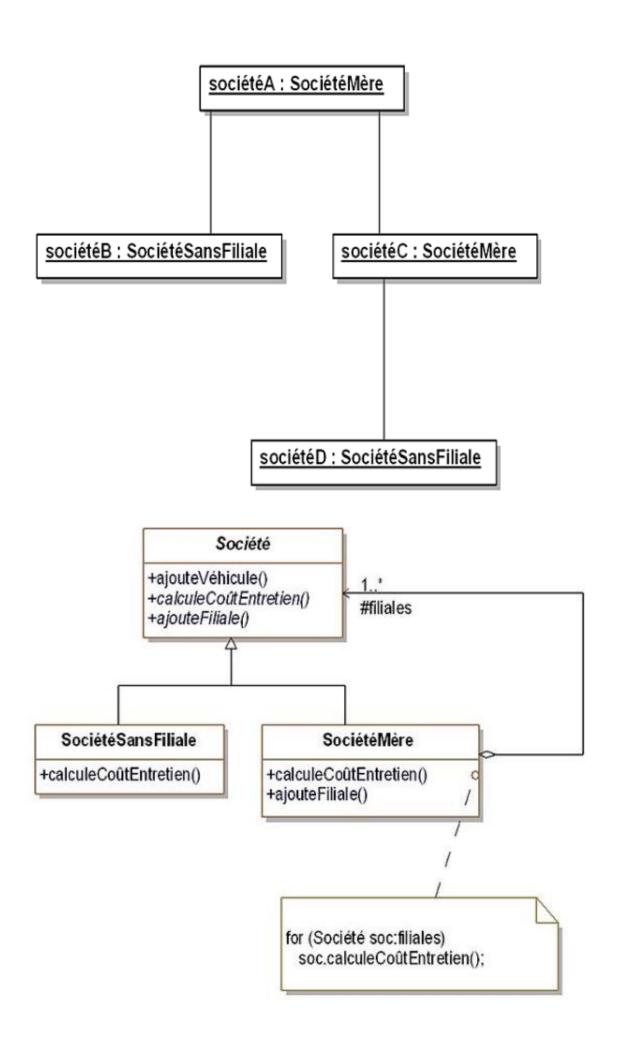
3. Patron Stratégie:

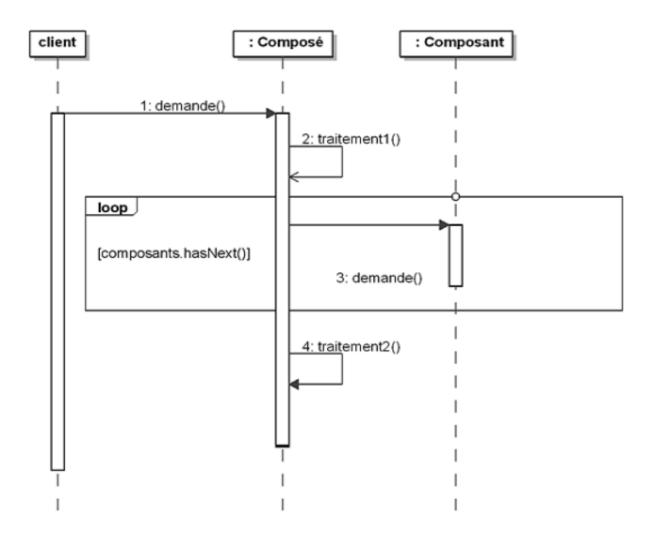




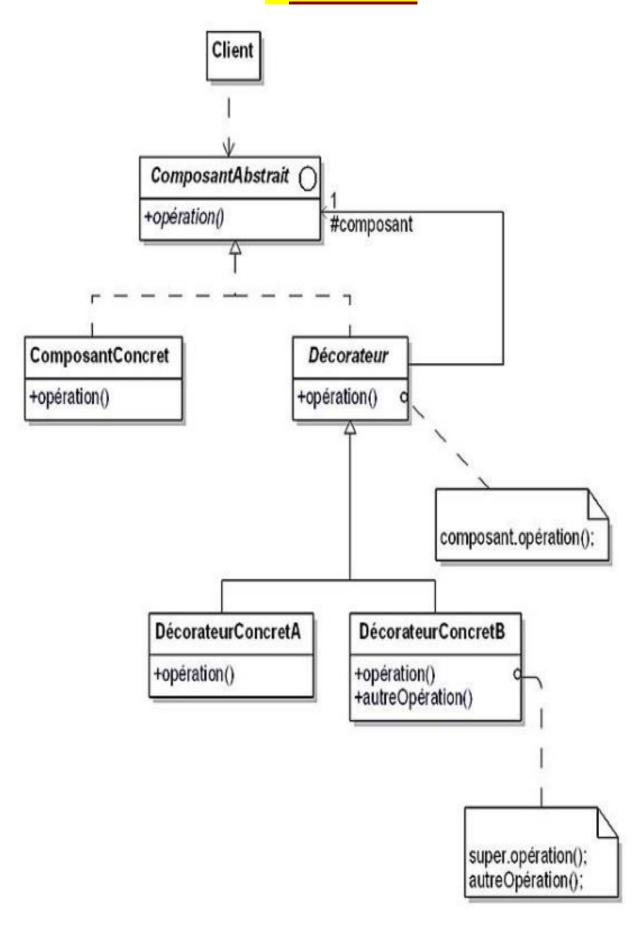
4. Composite:

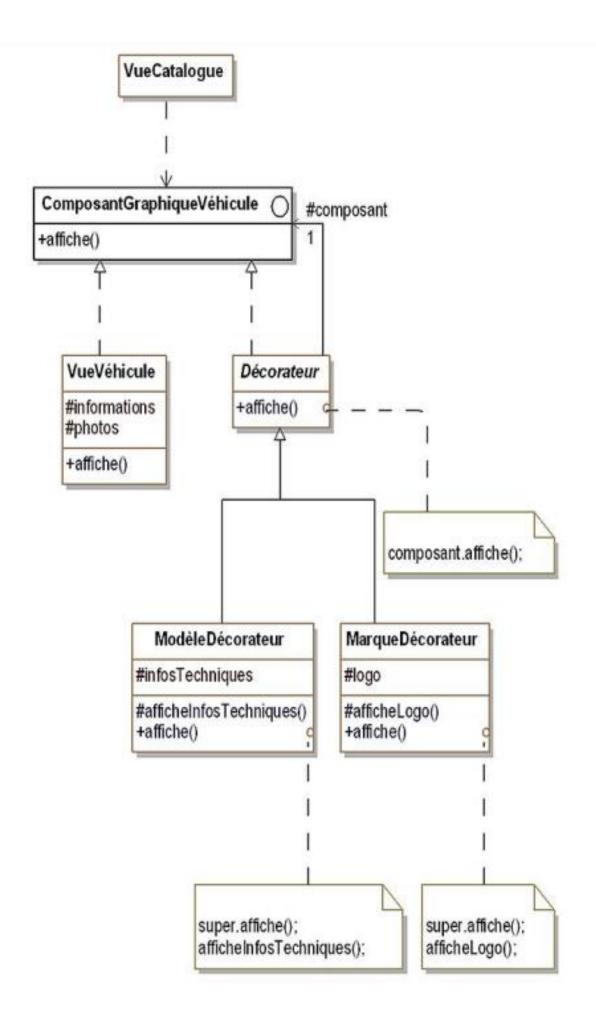


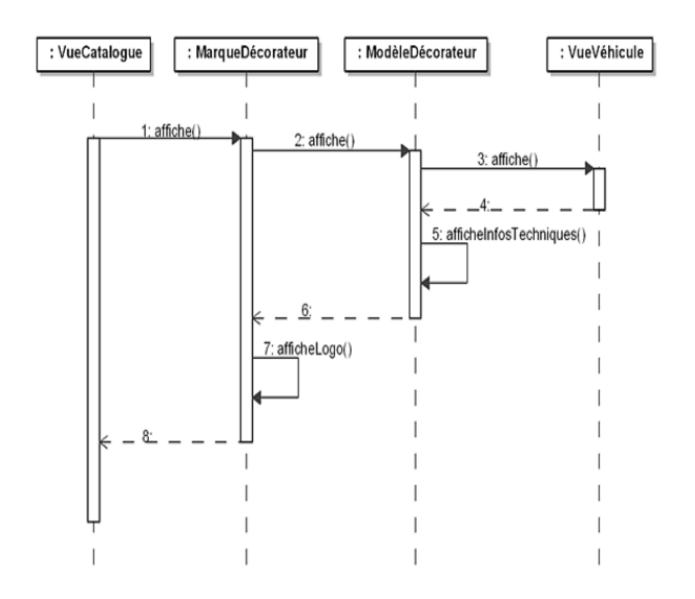


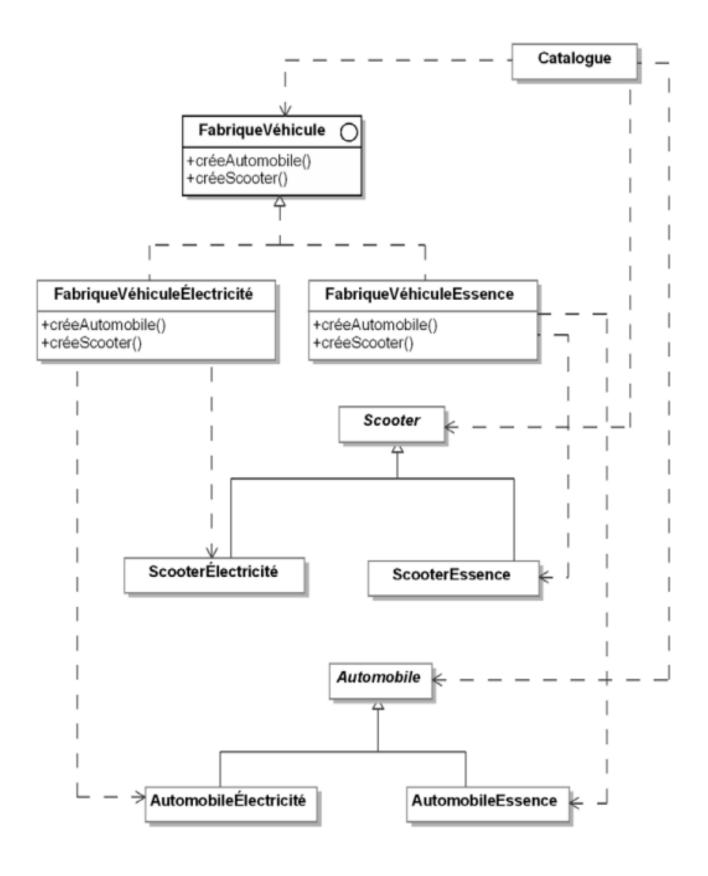


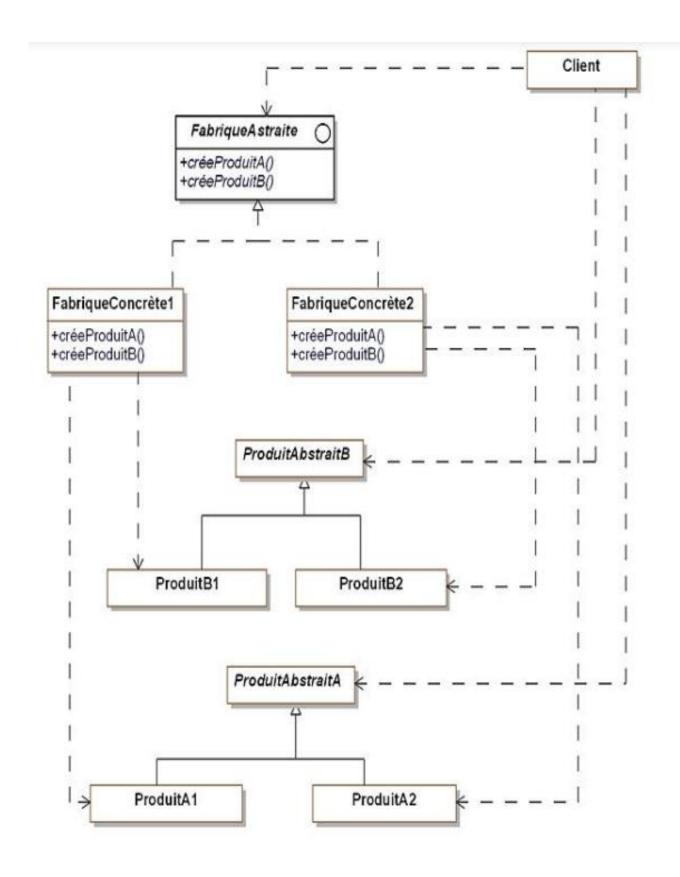
5. <u>Decorator:</u>



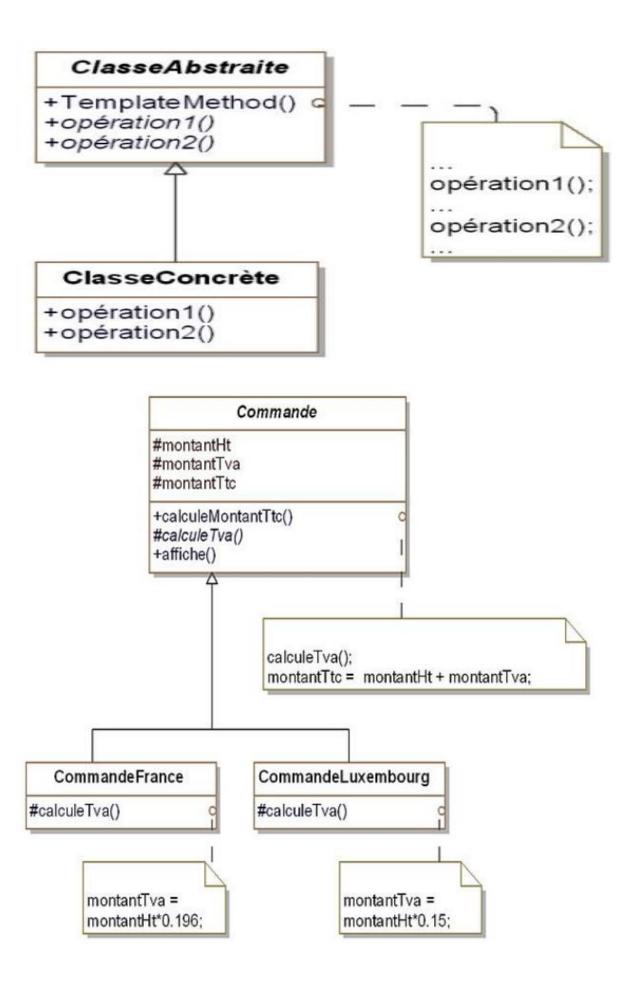


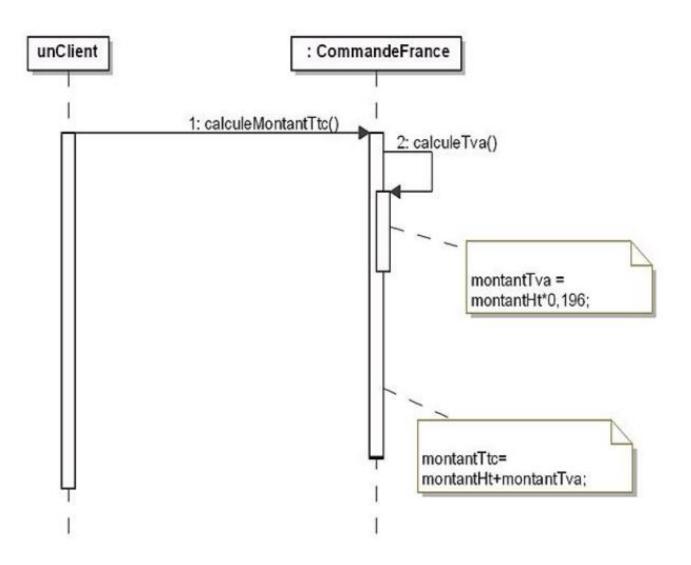


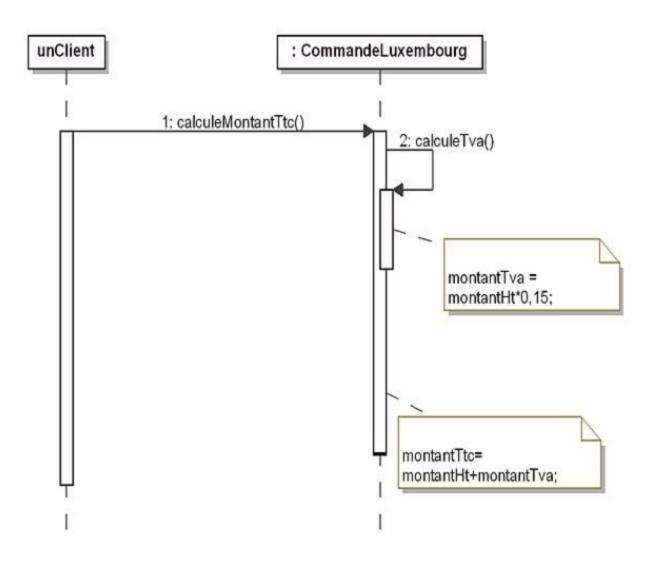




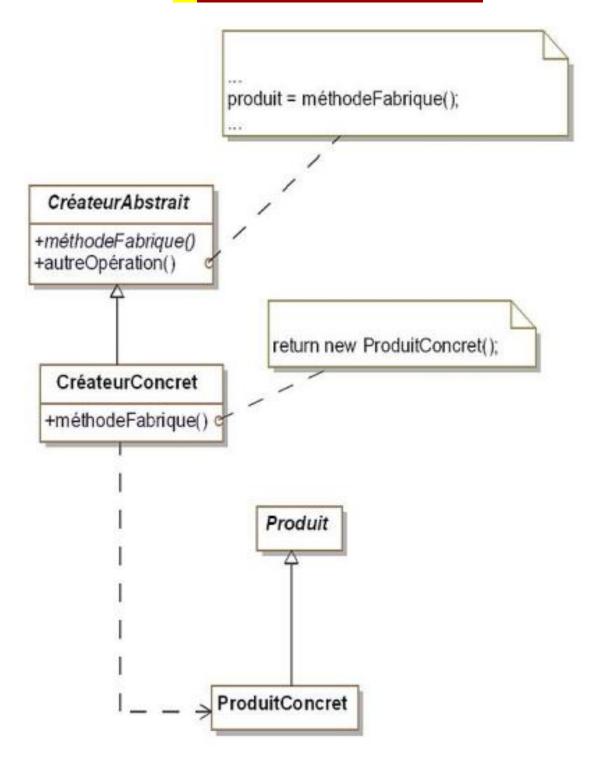
7. Patron Template method:







8. Patron Factory method:



Commande commande = créeCommande(); if (commande.valide()) commande.paye(); Client +nouvelleCommande() #créeCommande() ClientComptant ClientCrédit #créeCommande() #créeCommande() return new CommandeComptant(); return new CommandeCrédit(); Commande +paye() +valide(): boolean CommandeComptant CommandeCrédit +valide(): boolean +valide(): boolean +paye() +paye()

9. Patron Observateur:

