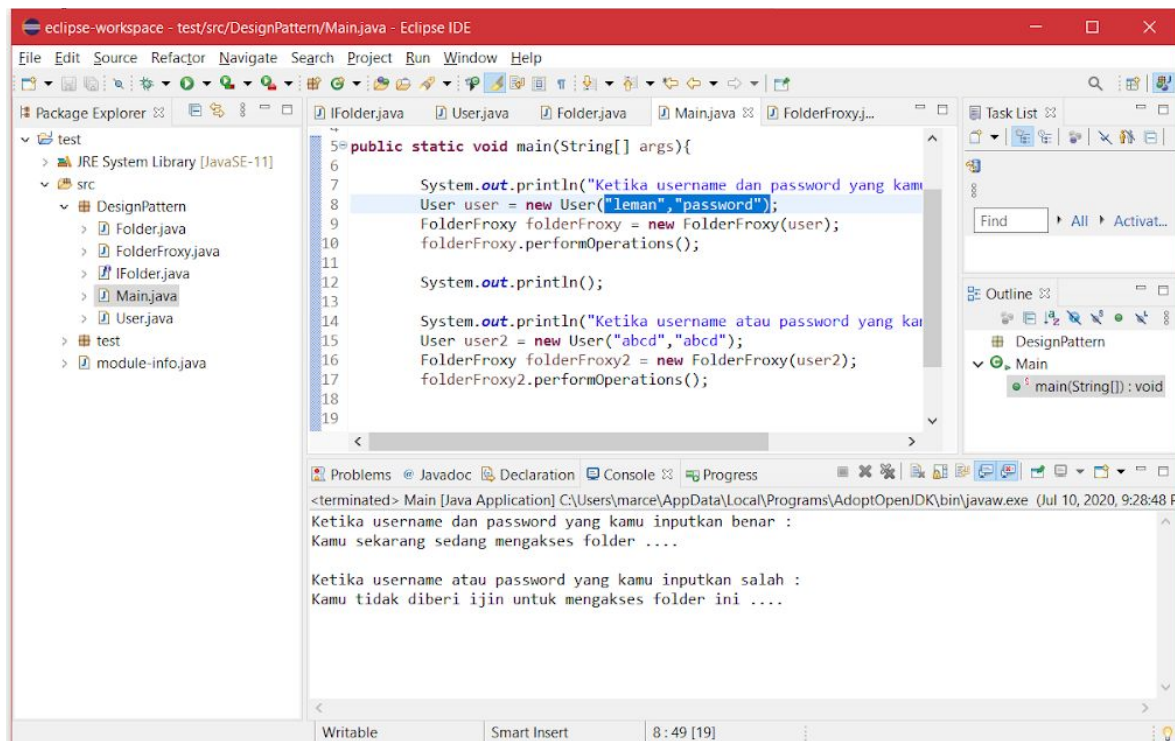


Output

Proxy pattern



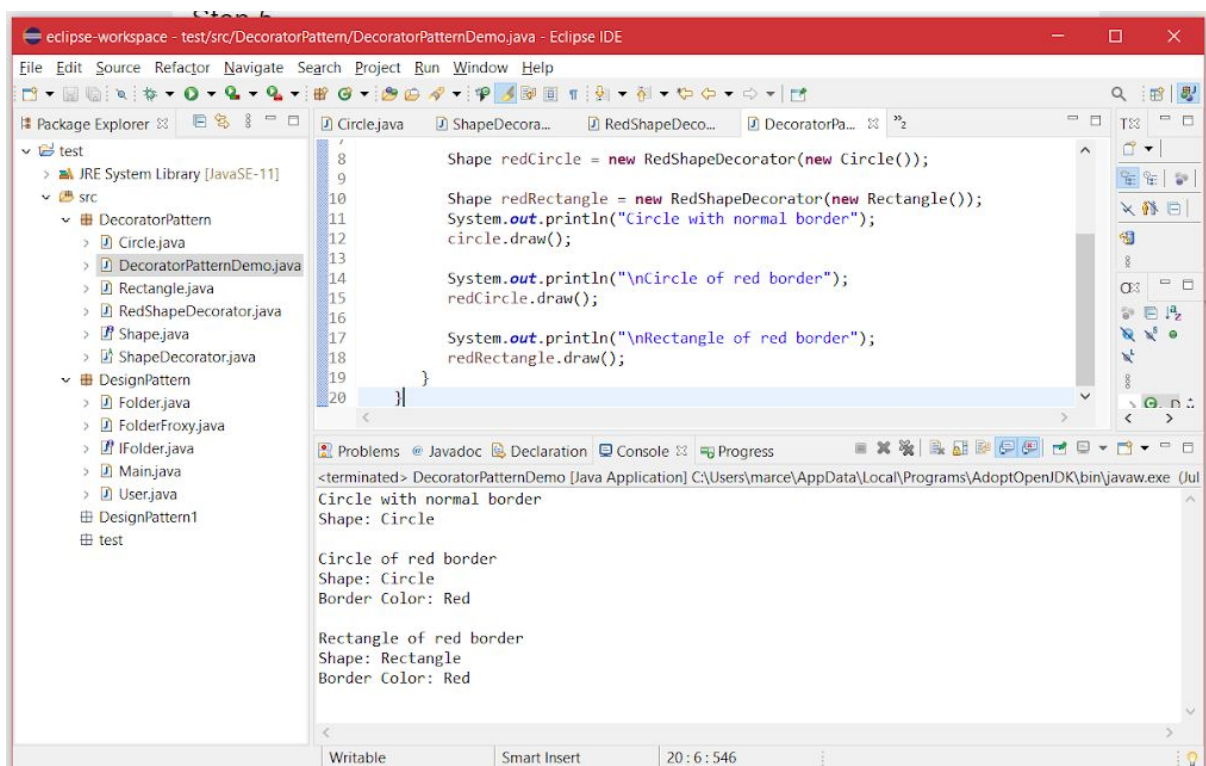
```
5 public static void main(String[] args){
6
7     System.out.println("Ketika username dan password yang kamu inputkan benar :");
8     User user = new User("Ieman", "password");
9     FolderFroxy folderFroxy = new FolderFroxy(user);
10    folderFroxy.performOperations();
11
12    System.out.println();
13
14    System.out.println("Ketika username atau password yang kamu inputkan salah :");
15    User user2 = new User("abcd", "abcd");
16    FolderFroxy folderFroxy2 = new FolderFroxy(user2);
17    folderFroxy2.performOperations();
18
19 }
```

Console Output:

```
<terminated> Main [Java Application] C:\Users\marce\AppData\Local\Programs\AdoptOpenDK\bin\javaw.exe (Jul 10, 2020, 9:28:48 F
Ketika username dan password yang kamu inputkan benar :
Kamu sekarang sedang mengakses folder ....

Ketika username atau password yang kamu inputkan salah :
Kamu tidak diberi izin untuk mengakses folder ini ....
```

Decorator Pattern



```
8 Shape redCircle = new RedShapeDecorator(new Circle());
9
10 Shape redRectangle = new RedShapeDecorator(new Rectangle());
11 System.out.println("Circle with normal border");
12 circle.draw();
13
14 System.out.println("\nCircle of red border");
15 redCircle.draw();
16
17 System.out.println("\nRectangle of red border");
18 redRectangle.draw();
19
20 }
```

Console Output:

```
<terminated> DecoratorPatternDemo [Java Application] C:\Users\marce\AppData\Local\Programs\AdoptOpenDK\bin\javaw.exe (Jul
Circle with normal border
Shape: Circle

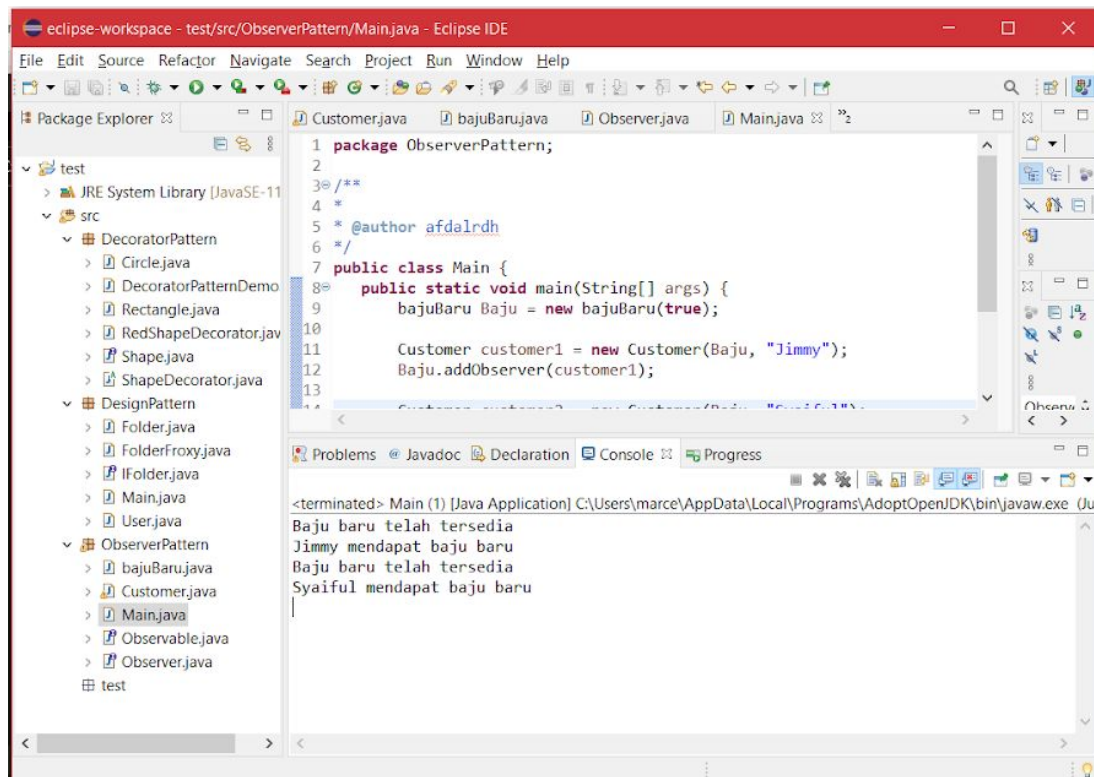
Circle of red border
Shape: Circle
Border Color: Red

Rectangle of red border
Shape: Rectangle
Border Color: Red
```

Ref: https://www.tutorialspoint.com/design_pattern/decorator_pattern.htm

Output

Observer Pattern

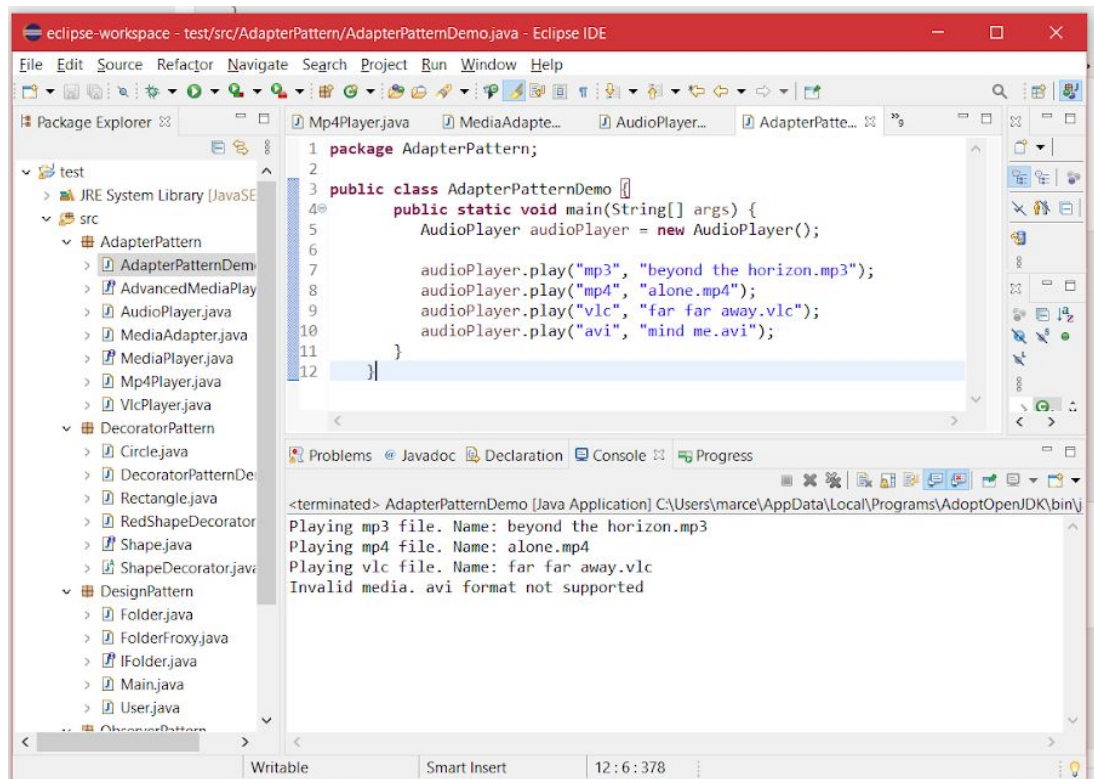


```
1 package ObserverPattern;
2
3 /**
4  *
5  * @author afdalrdh
6  */
7 public class Main {
8     public static void main(String[] args) {
9         bajuBaru Baju = new bajuBaru(true);
10
11         Customer customer1 = new Customer(Baju, "Jimmy");
12         Baju.addObserver(customer1);
13     }
14 }
```

<terminated> Main (1) [Java Application] C:\Users\marce\AppData\Local\Programs\AdoptOpenJDK\bin\javaw.exe (J...
Baju baru telah tersedia
Jimmy mendapat baju baru
Baju baru telah tersedia
Syaiful mendapat baju baru

Ref: Afdal RDH program

Adapter Pattern



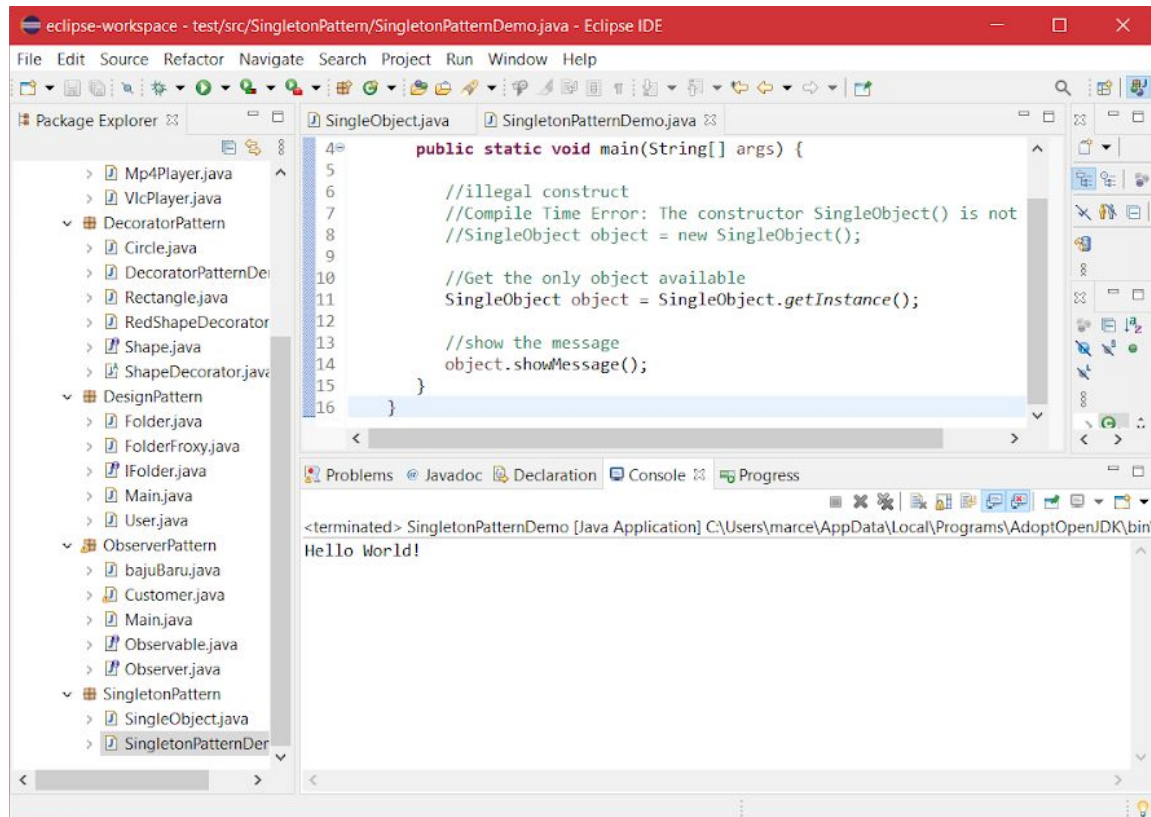
```
1 package AdapterPattern;
2
3 public class AdapterPatternDemo {
4     public static void main(String[] args) {
5         AudioPlayer audioPlayer = new AudioPlayer();
6
7         audioPlayer.play("mp3", "beyond the horizon.mp3");
8         audioPlayer.play("mp4", "alone.mp4");
9         audioPlayer.play("vlc", "far far away.vlc");
10        audioPlayer.play("avi", "mind me.avi");
11    }
12 }
```

<terminated> AdapterPatternDemo [Java Application] C:\Users\marce\AppData\Local\Programs\AdoptOpenJDK\bin\javaw.exe (J...
Playing mp3 file. Name: beyond the horizon.mp3
Playing mp4 file. Name: alone.mp4
Playing vlc file. Name: far far away.vlc
Invalid media. avi format not supported

Ref: https://www.tutorialspoint.com/design_pattern/adapter_pattern.htm

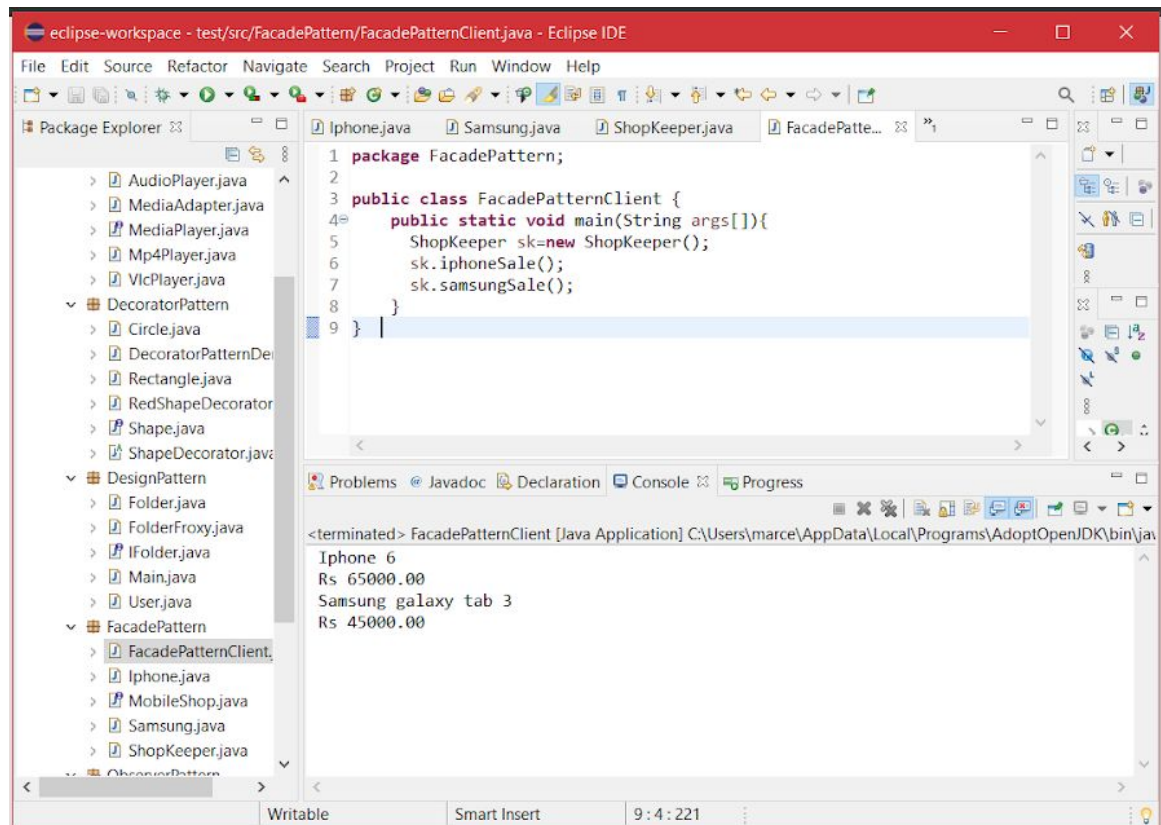
Output

Singleton Pattern



Ref: https://www.tutorialspoint.com/design_pattern/singleton_pattern.htm

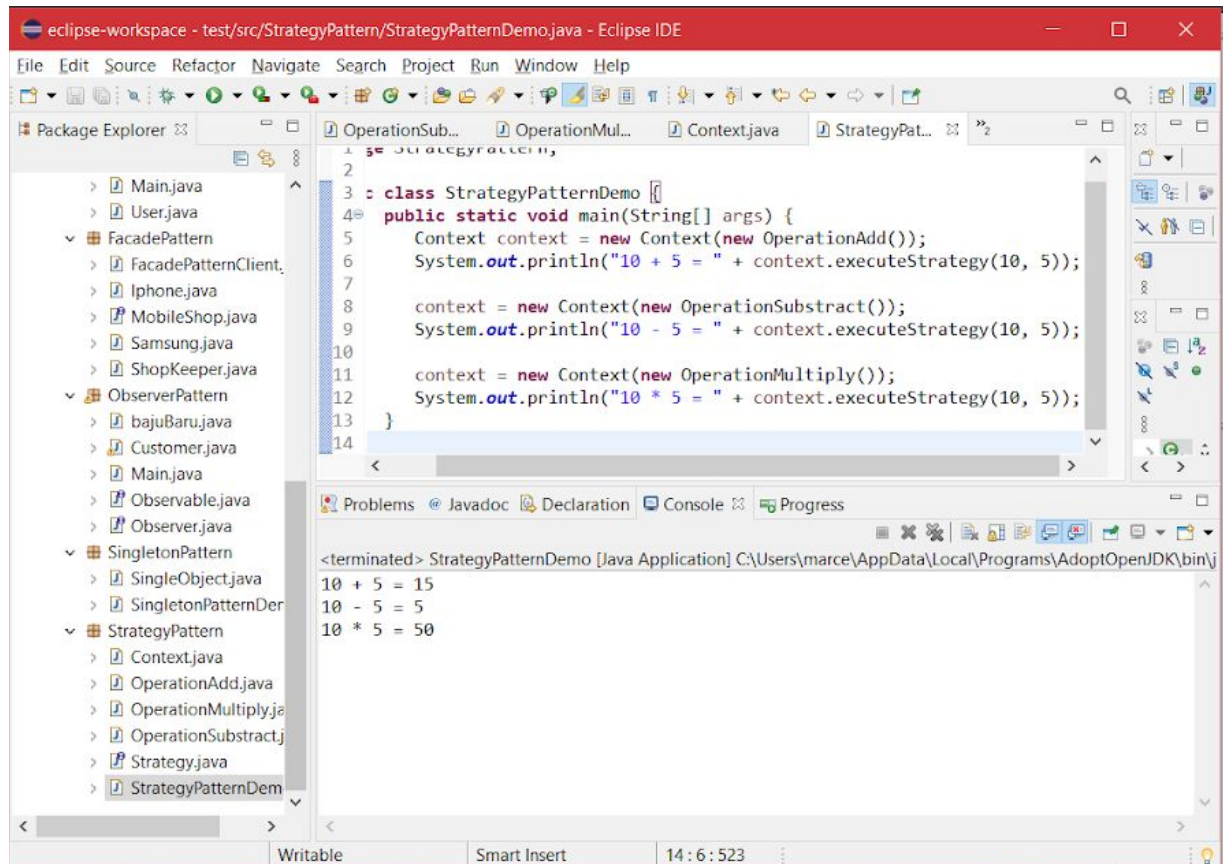
Facade Pattern



Ref: <https://medium.com/@bayupaoh/facade-pattern-design-pattern-fc000d593dcc>

Output

Strategy Pattern



The screenshot shows the Eclipse IDE interface. The Package Explorer on the left lists several design patterns: FacadePattern, ObserverPattern, SingletonPattern, and StrategyPattern. The StrategyPattern folder is expanded, showing files like Context.java, OperationAdd.java, OperationMultiply.java, OperationSubtract.java, Strategy.java, and StrategyPatternDemo.java. The main editor displays the code for StrategyPatternDemo.java. The code defines a Context class with three strategies: OperationAdd, OperationSubtract, and OperationMultiply. The main method demonstrates the use of these strategies by creating Context objects and calling executeStrategy(). The Console at the bottom shows the output of the program: 10 + 5 = 15, 10 - 5 = 5, and 10 * 5 = 50.

```
1 // StrategyPatternDemo.java
2
3 class StrategyPatternDemo {
4     public static void main(String[] args) {
5         Context context = new Context(new OperationAdd());
6         System.out.println("10 + 5 = " + context.executeStrategy(10, 5));
7
8         context = new Context(new OperationSubtract());
9         System.out.println("10 - 5 = " + context.executeStrategy(10, 5));
10
11        context = new Context(new OperationMultiply());
12        System.out.println("10 * 5 = " + context.executeStrategy(10, 5));
13    }
14 }
```

Console Output:

```
<terminated> StrategyPatternDemo [Java Application] C:\Users\marce\AppData\Local\Programs\AdoptOpenJDK\bin\j
10 + 5 = 15
10 - 5 = 5
10 * 5 = 50
```

Ref: https://www.tutorialspoint.com/design_pattern/strategy_pattern.htm