

DESIGN PATTERNS

Décembre 2022

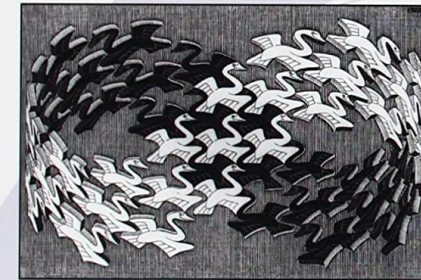
Gang of four



Design Patterns

Elements of Reusable
Object-Oriented Software

Erich Gamma
Richard Helm
Ralph Johnson
John Vlissides



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Foreword by Grady Booch



ADDISON-WESLEY PROFESSIONAL COMPUTING SERIES



**REFACTORING
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TROIS TYPES

Creational

- Builder
- Factory
- Prototype
- Singleton

Structural

- Decorator
- Adapter
- Facade

Behavioral

- Iterator
- Mediator
- Observer
- State
- Strategy



<https://github.com/n-tardieu/design-patterns>



Sources :

https://www.youtube.com/watch?v=ns_EL8pOsdQ&list=PL1DJI_-tqhvs85_APrIvitGc-xc8WE7w5

<https://www.youtube.com/playlist?list=PLUZtlHdjLt2luxnlSVmrdc8xEmvgwpxa5>

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