

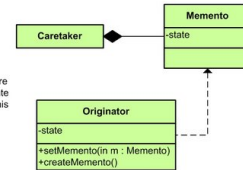
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http://McDonaldLand.wordpress.com

Gamma, Erich Helm, Richard Johnson, Ralph Vlissides, John (1995). Design Patterns: Elements of Reusable Object-Oriented Software. Reading, Massachusetts: Addison Wesley Longman, Inc.

Memento

Type: Behavioral

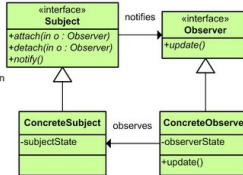
What it is:
Without violating encapsulation, capture and externalize an object's internal state so that the object can be restored to this state later.



Observer

Type: Behavioral

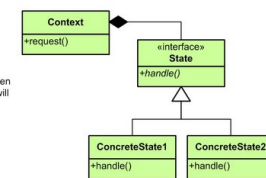
What it is:
Define a one-to-many dependency between objects so that when one object changes state, all its dependents are notified and updated automatically.



State

Type: Behavioral

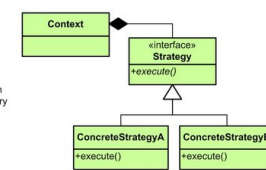
What it is:
Allow an object to alter its behavior when its internal state changes. The object will appear to change its class.



Strategy

Type: Behavioral

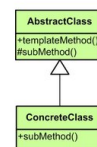
What it is:
Define a family of algorithms, encapsulate each one, and make them interchangeable. Lets the algorithm vary independently from clients that use it.



Template Method

Type: Behavioral

What it is:
Define the skeleton of an algorithm in an operation, deferring some steps to subclasses. Lets subclasses redefine certain steps of an algorithm without changing the algorithm's structure.



Visitor

Type: Behavioral

What it is:
Represent an operation to be performed on the elements of an object structure. Lets you define a new operation without changing the classes of the elements on which it operates.

