



Most Useful Design Patterns

Objectives

After completing this lesson, you should be able to do the following:

- Most Useful Design Patterns
- DAO
- MVC



Course Roadmap

Java Design Patterns



Lesson 1: Introduction to Design Patterns



Lesson02: Creational Design Patterns



Lesson03: Structural Design Patterns



Lesson04: Behavioral Design Patterns



Lesson 5: Most Useful Design Patterns

You are here!



Most Useful Design Patterns

Example

```
// Driver code
public static void main(String args[])
{
    int arr[] = { 2, 3, 4, 10, 40 };
    int x = 10;

    // Function call
    int result = search(arr, x);
    if (result == -1)
        System.out.print("Element is not present in array");
    else
        System.out.print("Element is present at index “ + result);
}
}
```

- There are a lot of design patterns that don't come under Gang of Four design patterns. Let's look at some of these popular design patterns.

1. DAO Design Pattern

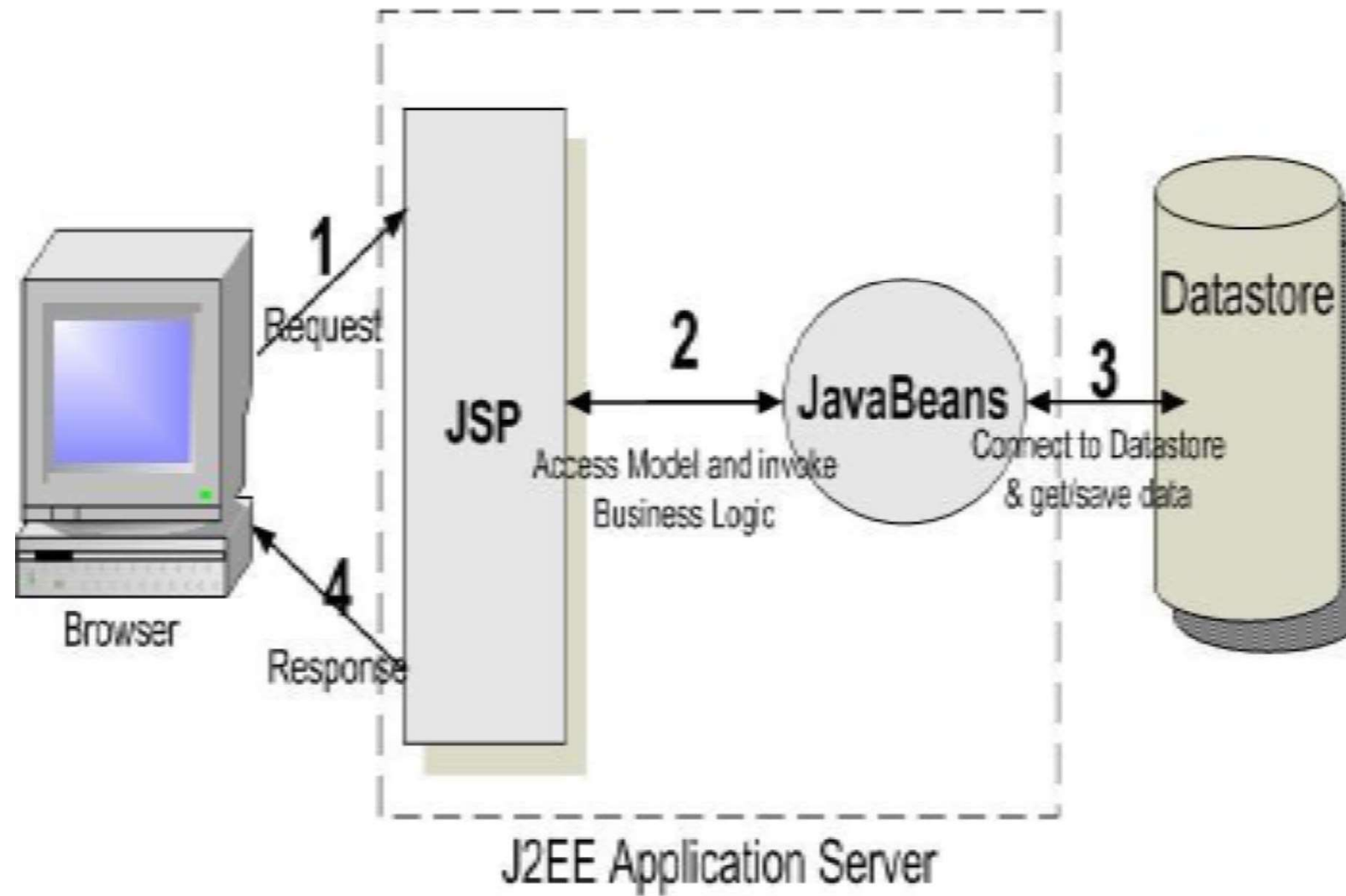
- The Data Access Object (DAO) design pattern is used to decouple the data persistence logic to a separate layer. DAO is a very popular pattern when we design systems to work with databases. The idea is to keep the service layer separate from the data access layer. This way we implement the separation of logic in our application.

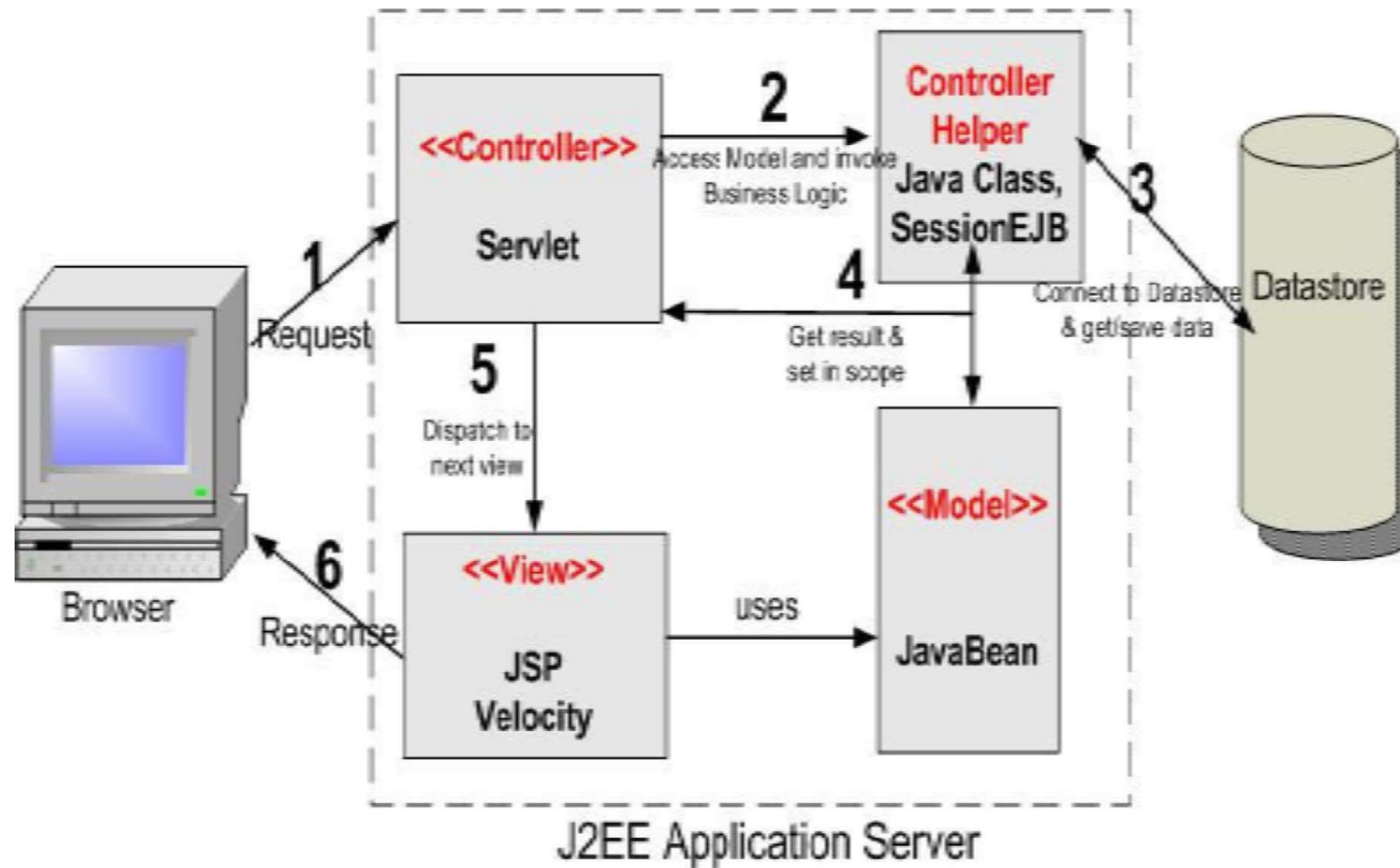
2. Dependency Injection Pattern

- The dependency injection pattern allows us to remove the hard-coded dependencies and make our application loosely-coupled, extendable, and maintainable. We can implement dependency injection in Java to move the dependency resolution from compile-time to runtime. Spring framework is built on the principle of dependency injection.

3. MVC Pattern

- Model-View-Controller (MVC) Pattern is one of the oldest architectural patterns for creating web applications.





Summary

In this lesson, you should have learned how to:

- Most Useful Design Patterns
- DAO
- MVC

