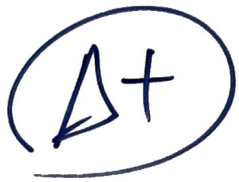
+ Retro Δ+



enum

Теория по дизайну

Хоп, и понятно

Retro

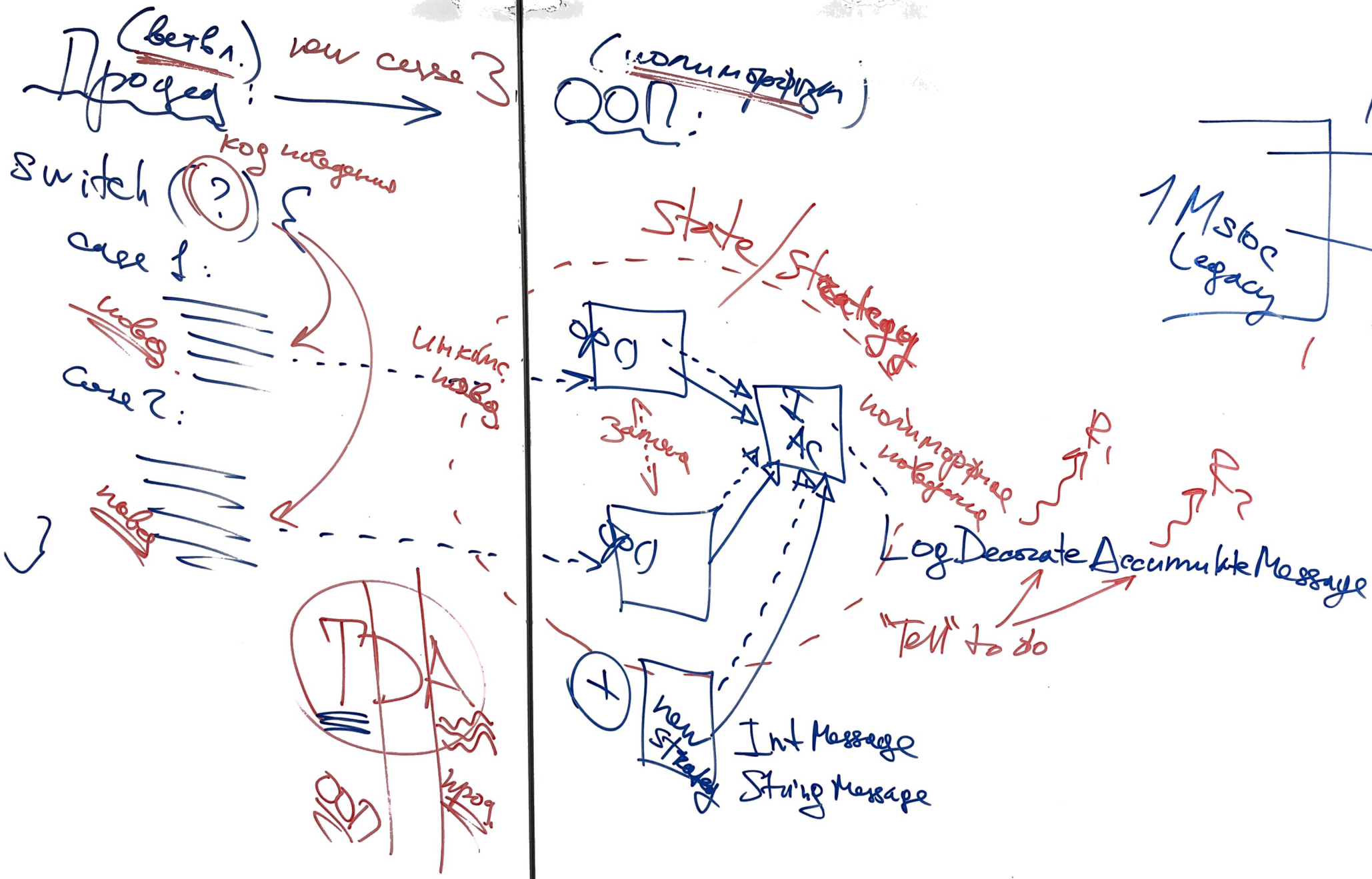
final — class
— m()
— var

Patterns → creational

OOAD — инк.
— пол.
— наслед.

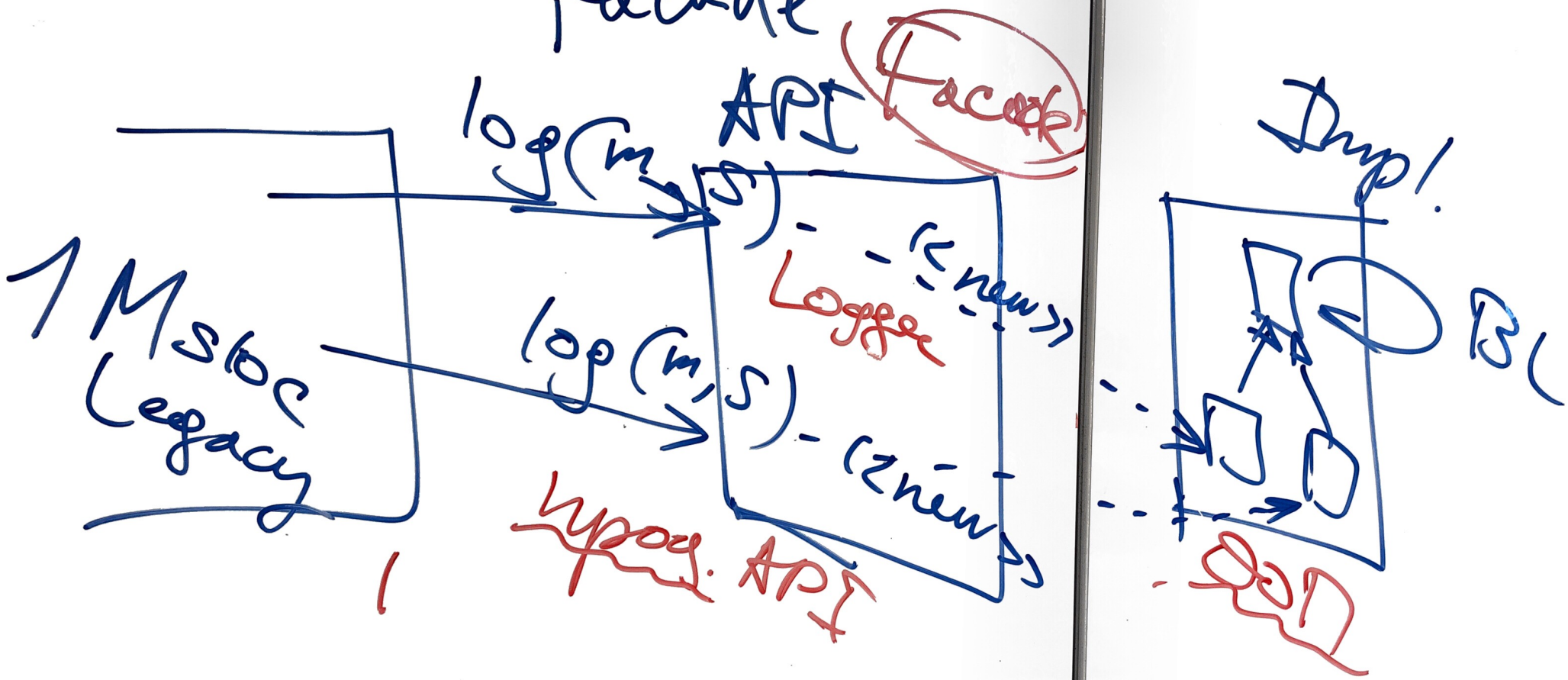
Factories NOT DEAD

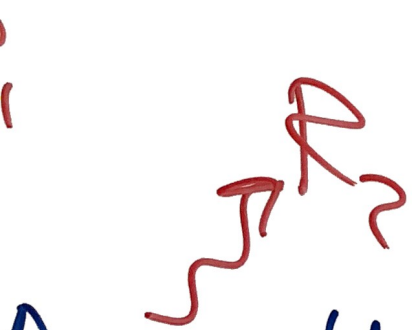
|



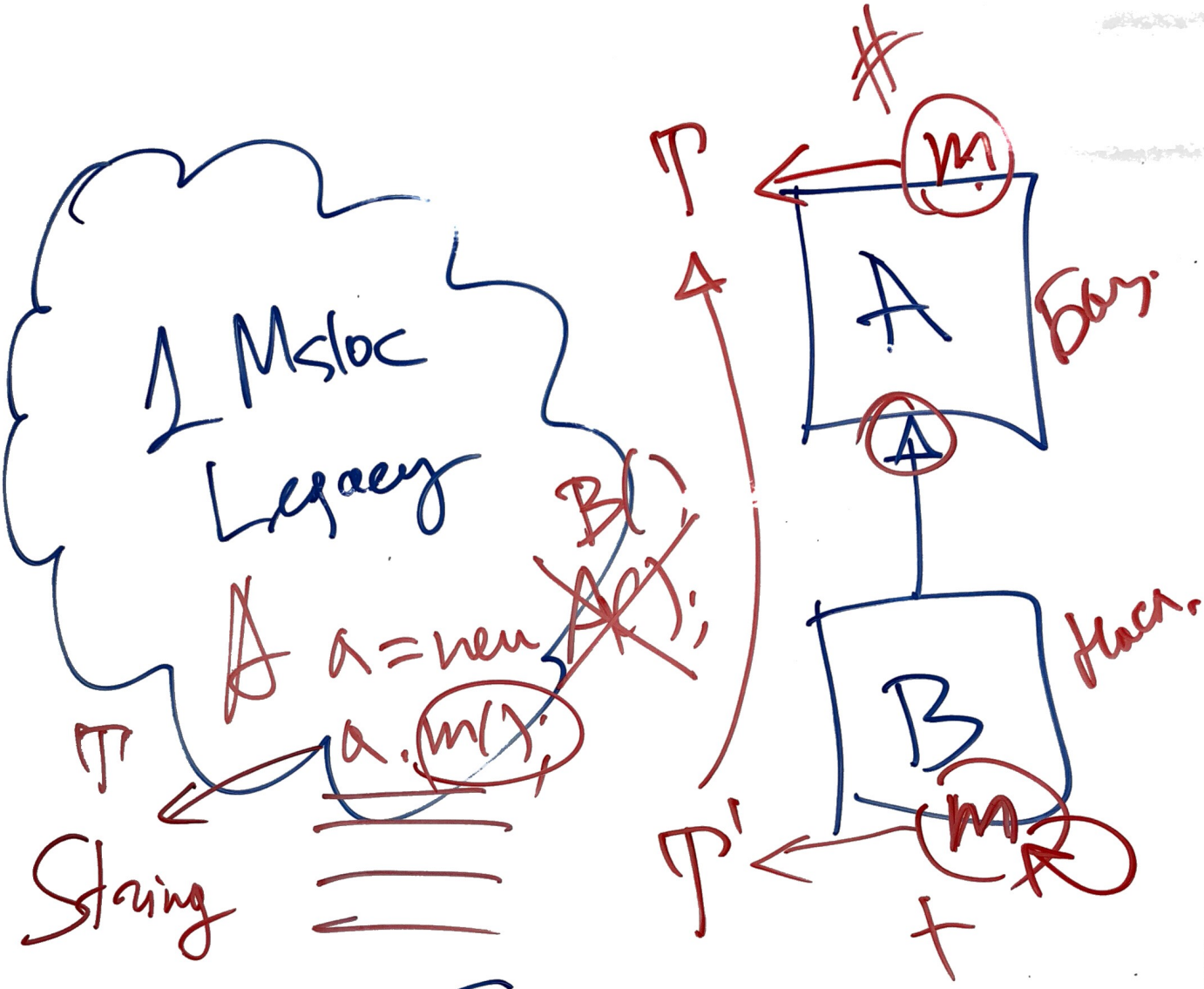
Проц (ветвл.)
new case 3
ООП: (полиморфизм)
switch (?)
код поведения
case 1:
повед
case 2:
повед
ТДА
ООП
проц
State/Strategy
Инкапс. повед
Замена
I AC
полиморфное поведение
R1
R2
LogDecorateAccumulateMessage
"Tell" to do
new strategy
Int Message
String Message
1 Msloc Legacy

Facade





AccumulateMessage



LSP

↓

контрактов