

# Creational Design Patterns

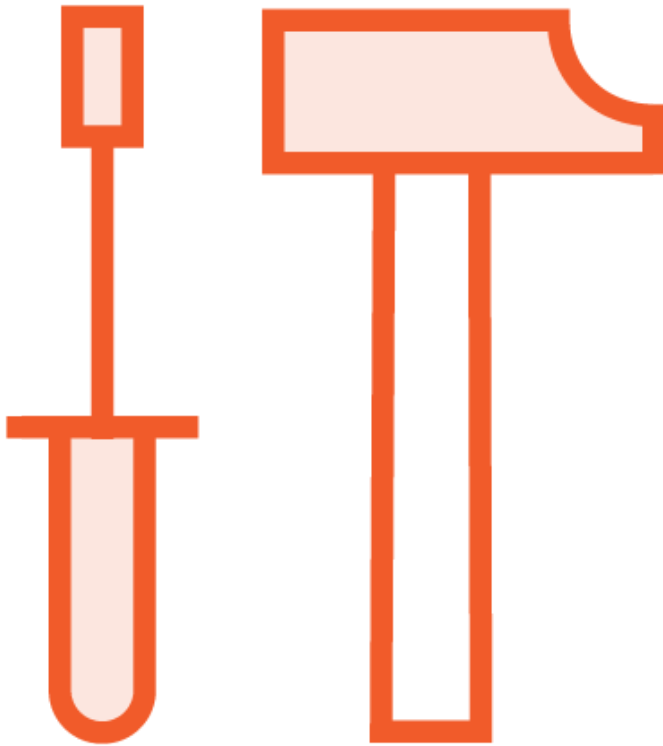
---



**Jonathan Mills**

@jonathanfmills [www.jonathanfmills.com](http://www.jonathanfmills.com)





---

**Creational Design Patterns**  
**Used to Construct New Objects**  
**Adapting Creation to the Situation**



# Constructor Pattern

Use to create new objects with their own object scope.



# The **new** keyword

**Creates a brand new object**

**Links to an object prototype**

**Binds 'this' to the new object scope**

**Implicitly returns this**

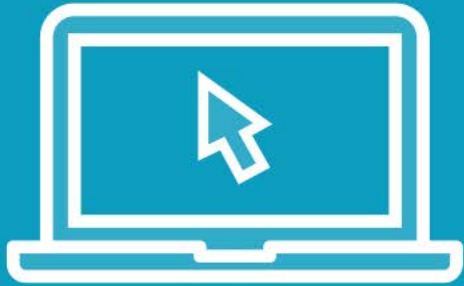


```
function ObjectName(param1, param2){  
    this.param1 = param1;  
    this.param2 = param2;  
    this.toString = function () {  
        return this.param1 + ' ' + this.param2;  
    }  
}
```

Constructor Pattern  
Create objects from functions.



# Demo



Lets Try This Out



```
function ObjectName(param1, param2){  
    this.param1 = param1;  
    this.param2 = param2;  
    this.toString = function () {  
        return this.param1 + ' ' + this.param2;  
    }  
}
```

# Constructor Pattern

## Drawbacks



# Prototypes





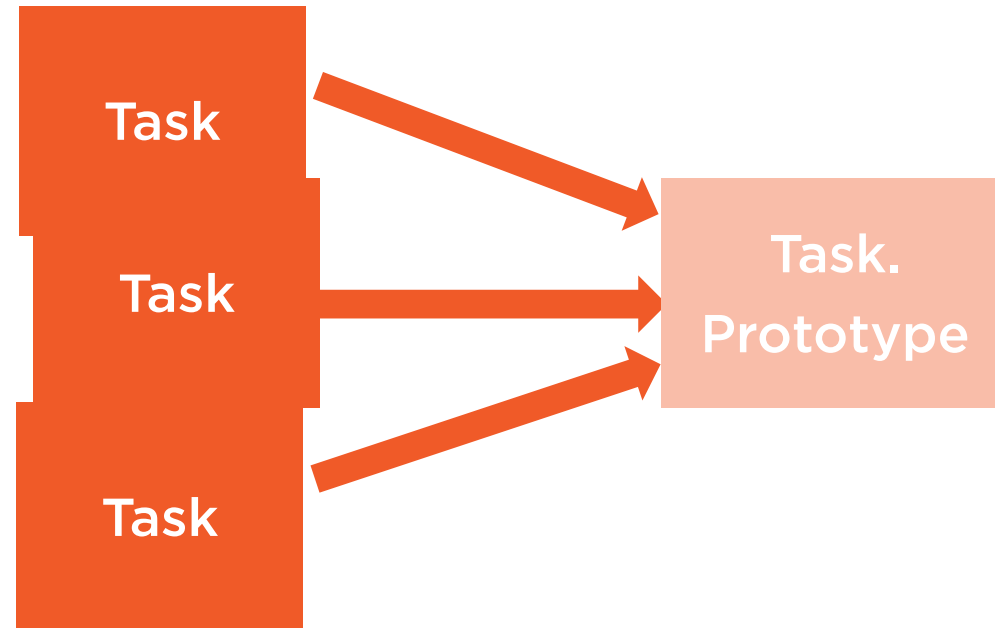
# Prototype

An encapsulation of properties that an object links to.

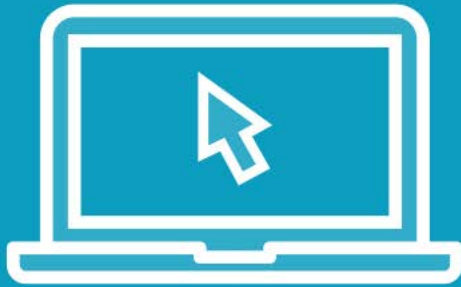


## Prototypes

---



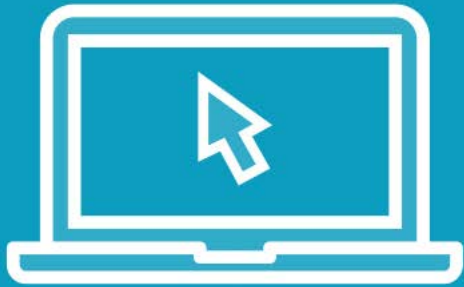
# Demo



## Prototypes



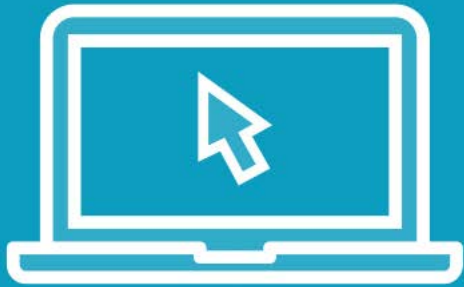
# Demo



In the Node environment



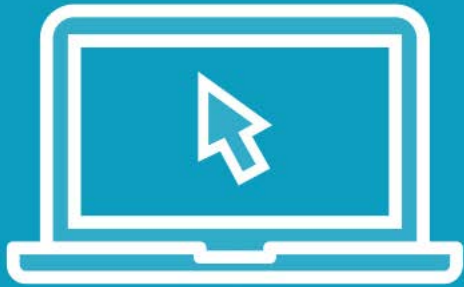
# Demo



In the angular environment



# Demo



## In EcmaScript2015



# Module Pattern



# Module Pattern



Simple Way to Encapsulate Methods  
Creates a “Toolbox” of functions to use.



```
var Module = {  
    method: function(){...},  
    nextMethod: function(){...}  
}
```

# Module Pattern

## Object Literal



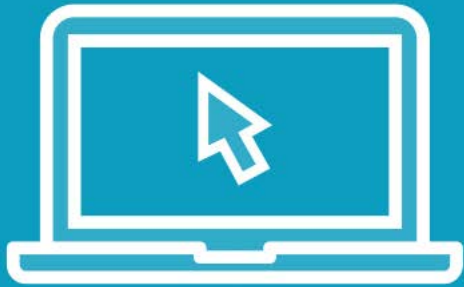
```
var Module = function () {  
    var privateVar = 'I am private...';  
    return {  
        method: function () {...  
        },  
        nextMethod: function () {...  
        }  
    }  
}
```

## Module Pattern

**Wrap it in a function!**



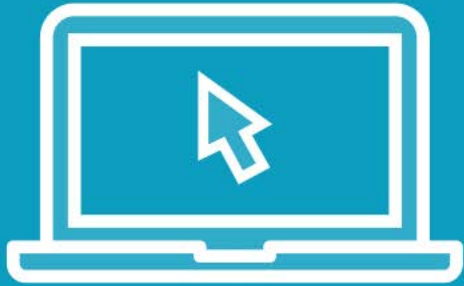
# Demo



## Module Pattern Demo



# Demo



## Module Pattern in Angular



# Factory Pattern

A pattern used to simplify object creation.





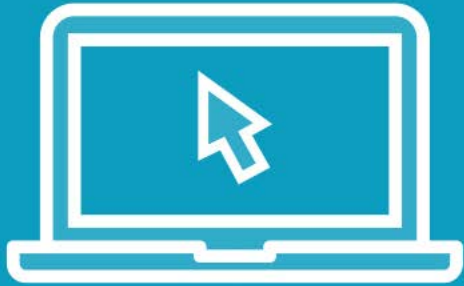
**Simplifies object creation**

**Creating different objects based on need**

**Repository Creation**



# Demo



## Factory Pattern in our Node App



# Singleton

Used to restrict an object to one instance of that object across the application.



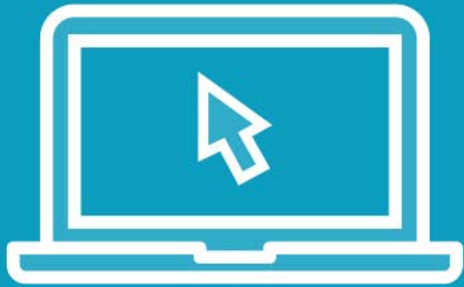




Remembers the last time you used it  
Hands the same instance back  
Node.js uses CommonJS



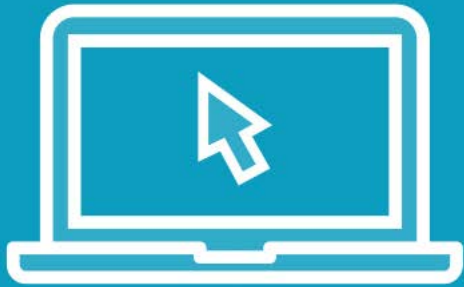
# Demo



## Singletons in Node



# Demo



## Singletons in Angular



# Summary



**Creational Design Patterns**

**Constructor Pattern**

**Module Pattern**

**Factories**

**Singletons**

