

Design Patterns

Clean Code, Episode 25

link to video¹

Timings:

- 00:00-00:40 opening
- 00:40-03:30 introduction
- 03:30-11:10 astronomy lesson: neutron stars (may skip)
- 11:10-20:05 design patterns
 - **12:00-16:30 bisected oval**
 - **19:20-20:05 the GOF book**
- 20:05-23:56 the GOF book
 - **21:46-23:55 book overview**
- **23:56-29:45 the command pattern**
- **29:45-38:47 do & undo**
- 38:47-52:10 the actor model
- 52:10-54:20 summary
- 54:20-55:55 end credits (may skip)

Concepts

- **pattern** ~ a solution applied more than once to a problem scenario when it occurs in a particular context
- **Types of *design patterns* (for software development)**
 - **creational pattern** pattern that helps with the creation of an instance of an object
 - **structural pattern** pattern that helps with the setup of communication pathway between different groups of objects
 - **behavioral pattern** pattern that helps with the partitioning of system behaviors into discrete classes

¹https://www.safaribooksonline.com/videos/clean-code/9780134661742/9780134661742-CODE_E26

- **command** (in software development) ~ an object whose job is to store all the information needed to execute a particular action. See <https://www.baeldung.com/java-command-pattern>.
- **Command pattern** ~ an interface, typically named Command, with a single method, typically named Execute.