

Midterm 3 Study Guide

Topics covered: Design Patterns

Videos:

- Design Patterns Video¹
- Design Patterns Activity²
- Factories interjecting video segments³
- Factories video⁴
- Template and Strategy patterns⁵
- Template and Strategy handout⁶
- Facade and Mediator⁷
- Singleton and Monostate Patterns⁸
- Handout on Singleton Pattern⁹
- Null Object Pattern¹⁰
- Adapter, Bridge, Proxy¹¹
- The Observer Pattern¹²
- Visitor Pattern¹³

Book sections:

- Agile Software Development textbook, chapter 13 (p. 151-159)
- Agile Software Development textbook, chapter 14 (p. 161-172)
- Agile Software Development textbook, chapter 15 (p. 173-176)
- Agile Software Development textbook, chapter 16 (p. 177-187)

¹ [../videos/22-design_patterns.html](#)

² [../activities/activity13-1designPatterns.html](#)

³ [../activities/activity14-1factories.html](#)

⁴ [../videos/24-factories.html](#)

⁵ [../activities/activity13-2StrategyTemplate.html](#)

⁶ [../activities/activity13-2HandoutStrategyTemplate.html](#)

⁷ [../activities/activity14-2facadeMediator.html](#)

⁸ [../activities/activity15-1singleton.html](#)

⁹ [../activities/activity15-1handoutSingleton.html](#)

¹⁰ [../activities/activity15-2nullObject.html](#)

¹¹ [../activities/activity16-2adapterBridgeProxy.html](#)

¹² [../activities/activity16-1observerPattern.html](#)

¹³ [../activities/activity17-2visitorPattern.html](#)

- Agile Software Development textbook, chapter 17 (p. 189-192)
- Agile Software Development textbook, chapter 21 (p. 269-274)
- Agile Software Development textbook, chapter 24 (p. 297-316)
- Agile Software Development textbook, chapter 25 (p. 317-325)
- Agile Software Development textbook, chapter 26 (p. 327-347)
- Agile Software Development textbook, chapter 28 (p. 387-391)