Design Patterns in Java: The Big Picture

<https://app.pluralsight.com/library/courses/java-design-patterns-big-picture/table-of-contents>

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-Is about identifying the essential details or characteristics of an object with hiding complexity of how they are implemented

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Encapsulation

-deciding what an object should expose to the world

-When you change one part, you don’t have to change all the other parts?

-Can also work on behavior

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Polymorphsm

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Principles

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Single Responsibility:

-Class should do only one thing

Open-closed

-Classes will be open for extension and closed for modification

-Means allowing change but doesn’t require you to modify existing code (Inheritance)

Liskov Substitution

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