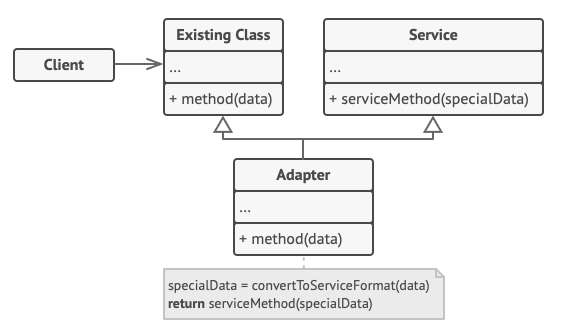
Notes lecture 13

Design patterns

* Behavioural patterns
  + Command
  + Interpreter
  + Iterator
  + Mediator
  + Memento
  + Observer !!!!!!!!! – for the practical exam (in messaging app)
  + State
  + Strategy – (general) save to file, save to HTML/CSV/...
  + Template method
  + Visitor
* Observer
  + [Seminar link](https://ubbcluj.sharepoint.com/:b:/r/sites/FundamentalsofProgramming746/Shared%20Documents/General/Seminars/Seminar%207.pdf?csf=1&web=1&e=Xy48ht)
* Adapter
  + Convert the interface of a class to the interface of another class such that the 2 can communicate
  + Inherits from both classes



* //