# CE204 Object-Oriented Programming

OO Design Principles & Design Patterns

Author: Asst. Prof. Dr. Uğur CORUH

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### 0.3 OO Design Principles & Design Patterns

#### 0.3.1 Outline

• Design Patterns https://refactoring.guru/design-patterns/factory-method

 $First \ Design \ Pattern \ https://www.amazon.com/Pattern-Language-Buildings-Construction-Environmental/dp/0195019199$   $Gof \ Book \ https://www.amazon.com/gp/product/0201633612/$ 

https://www.cisecurity.org/controls/cis-controls-list

SOLID https://www.monterail.com/blog/solid-principles-cheatsheet-printable https://www.monterail.com/hubfs/PDF%20chttps://www.freecodecamp.org/news/solid-principles-explained-in-plain-english/

java - true - liskov substitution principle uncle bob https://code-examples.net/en/q/a476f2

 $<sup>^{1}</sup>$ ce204-week-10.tr.md\_doc.pdf

<sup>&</sup>lt;sup>2</sup>ce204-week-10.tr.md\_word.docx

 $<sup>^3{\</sup>rm ce204\text{-}week\text{-}10.tr.md\_slide.pdf}$ 

 $<sup>^4</sup>$ ce204-week-10.tr.md\_slide.pptx

## 0.4 References

TBD