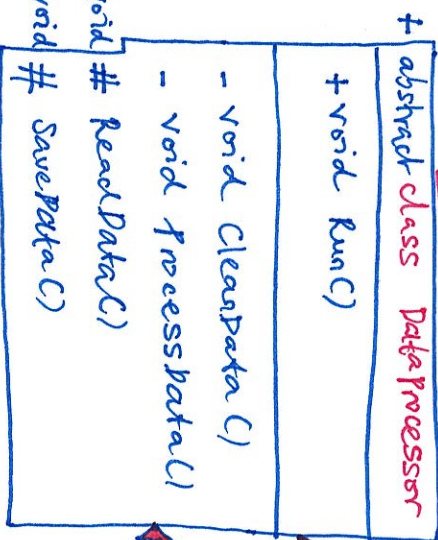


1 Template → Behaviours



Abstract to be implemented
 by subclasses
 implemented by subclasses
 abstract void
 implemented by subclasses

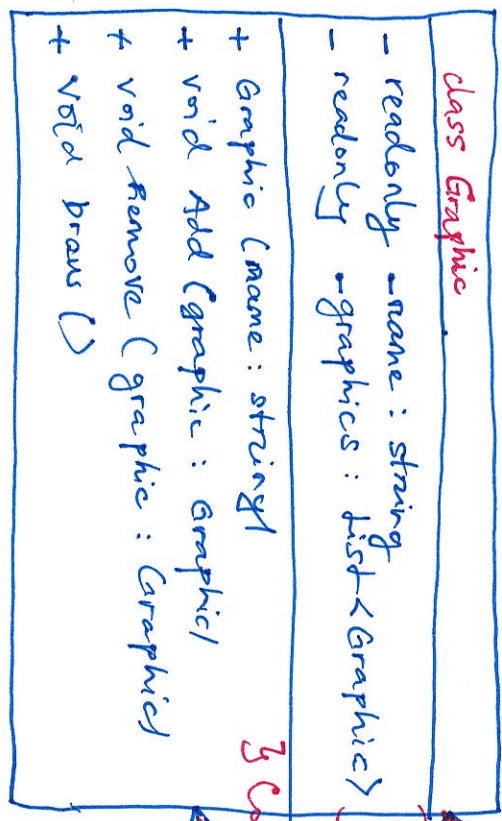
main()

```

DataProcessor processor = new CSVDataProcessor();
processor.Run();

DataProcessor processor = new XMLDataProcessor();
processor.Run();
  
```

2 Composite → Structural



path attributes

= private readonly
 list<Graphic> - graphics = new list<Graphic>();

3 Constructor for leaf nodes.

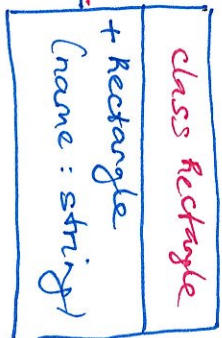
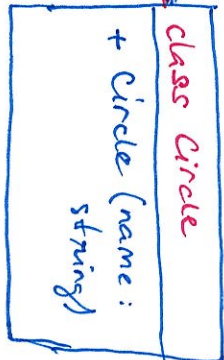
main():

// create leaf objects
 Graphic circle = new Circle ("circle");
 Graphic rectangle = new Rectangle ("Rectangle");

// create composite graphic:
 Graphic composite1 = new Graphic ("Composite 1");
 composite1.Add (circle);
 composite1.Add (rectangle);

// create composite graphic:
 Graphic composite2 = new Graphic ("Composite 2");
 composite2.Add (composite1);

// draw all graphics:
 composite2.Draw ();



3. Factory method → Creational Design

