

Introduction to Design Patterns



Mel Grubb

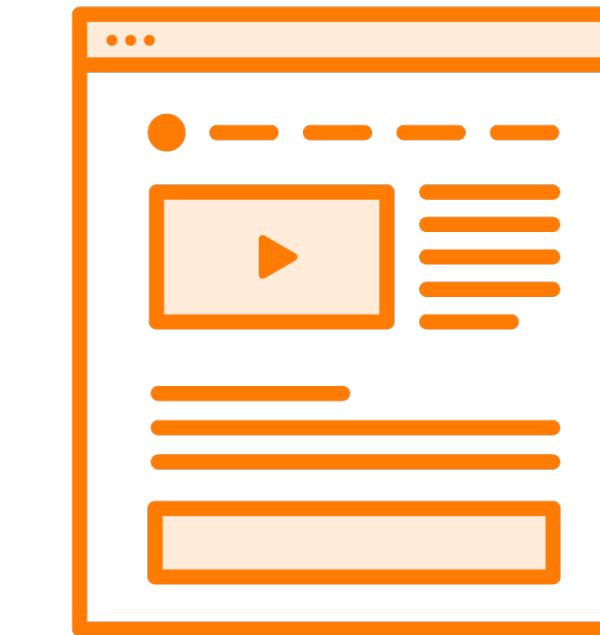
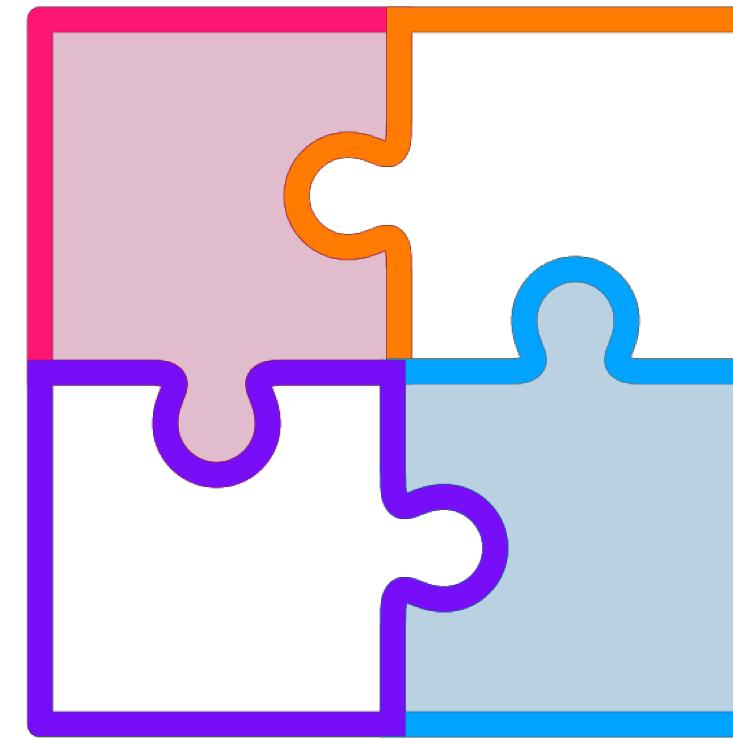
Developer

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Traditional Samples



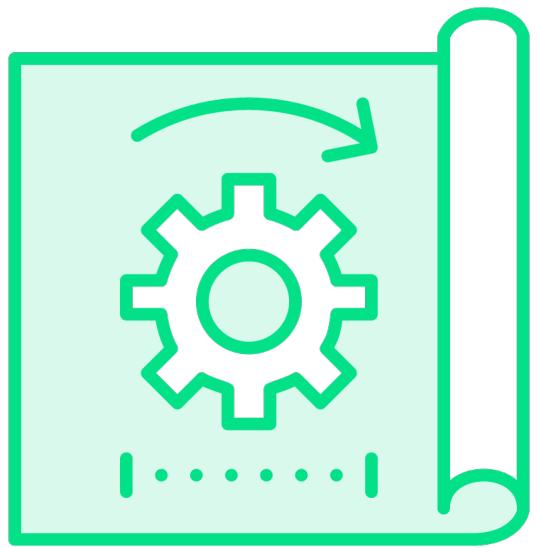
Online Storefront



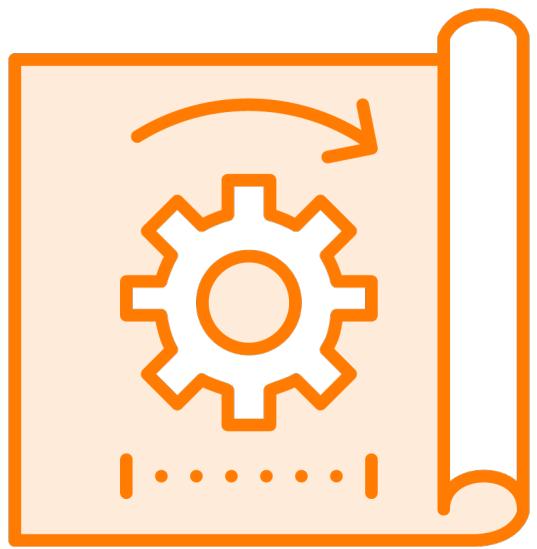
Blogging Engine



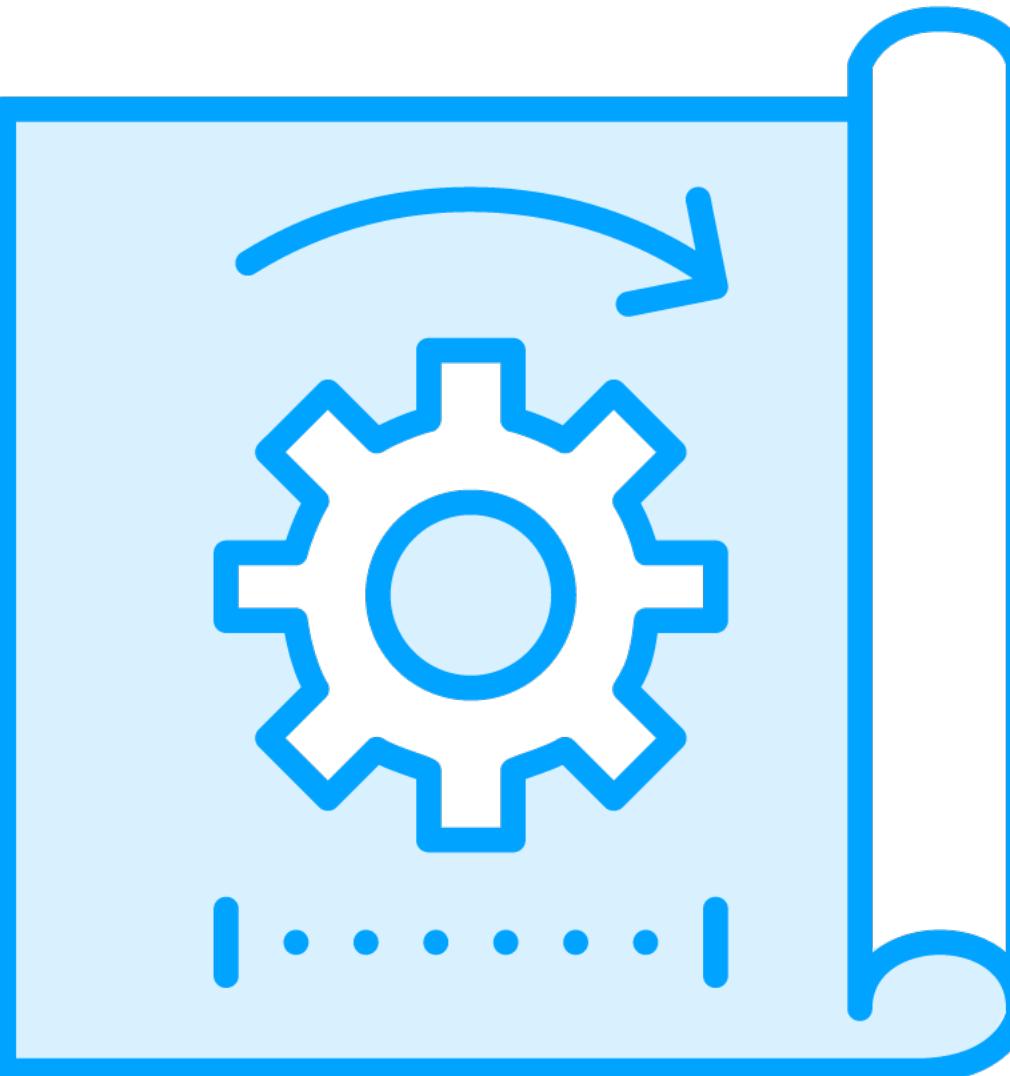
Design Patterns



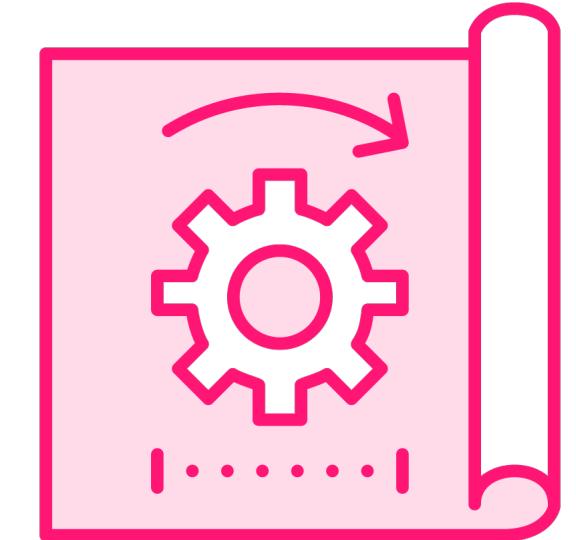
Singleton



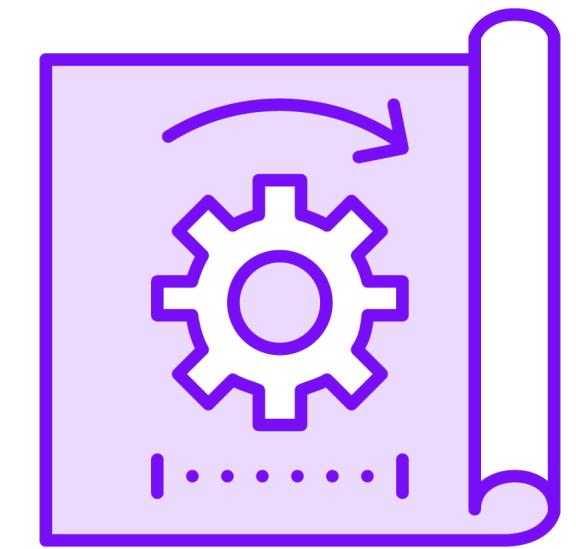
Observer



Pattern



Factory



Strategy



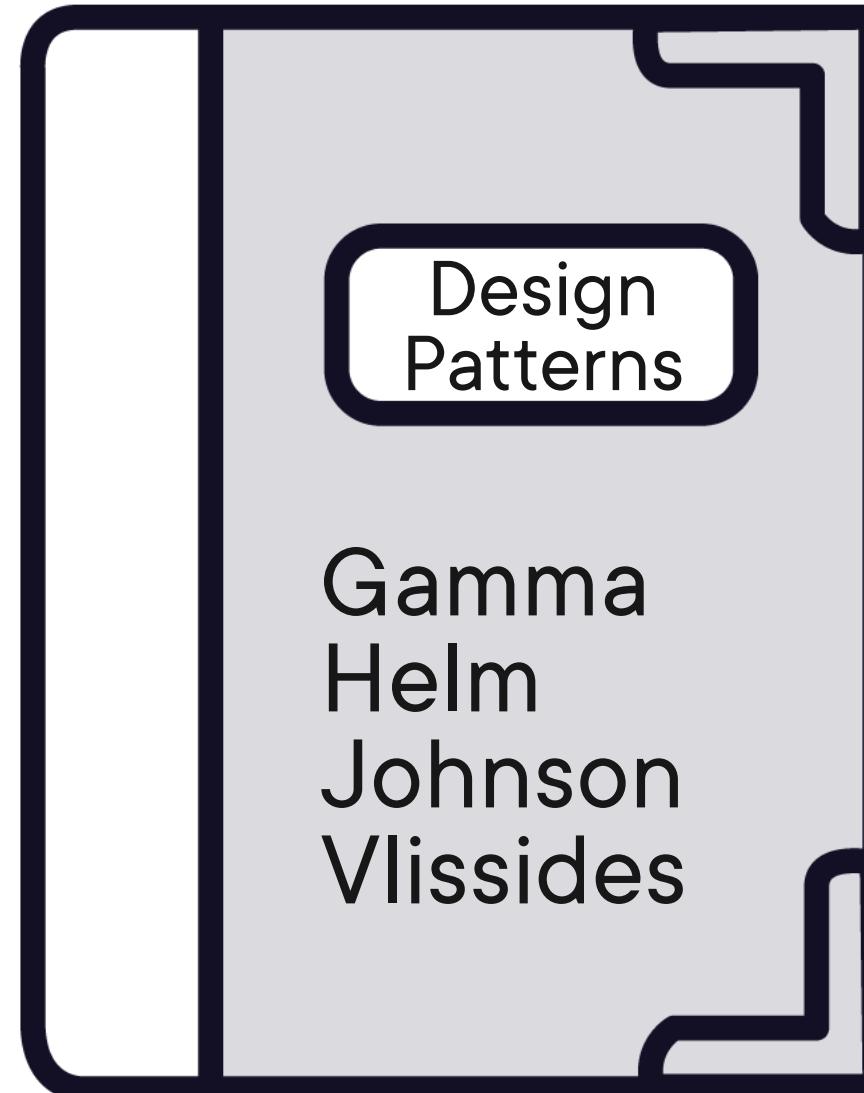
“Design Patterns”

Creational:

- Abstract Factory
- Builder
- Factory Method
- Prototype
- Singleton

Structural:

- Adapter
- Bridge
- Composite
- Decorator
- Façade
- Flyweight
- Proxy



Behavioral:

- Chain of Responsibility
- Command
- Interpreter
- Iterator
- Mediator
- Memento
- Observer
- State
- Strategy
- Template Method
- Visitor





For more information

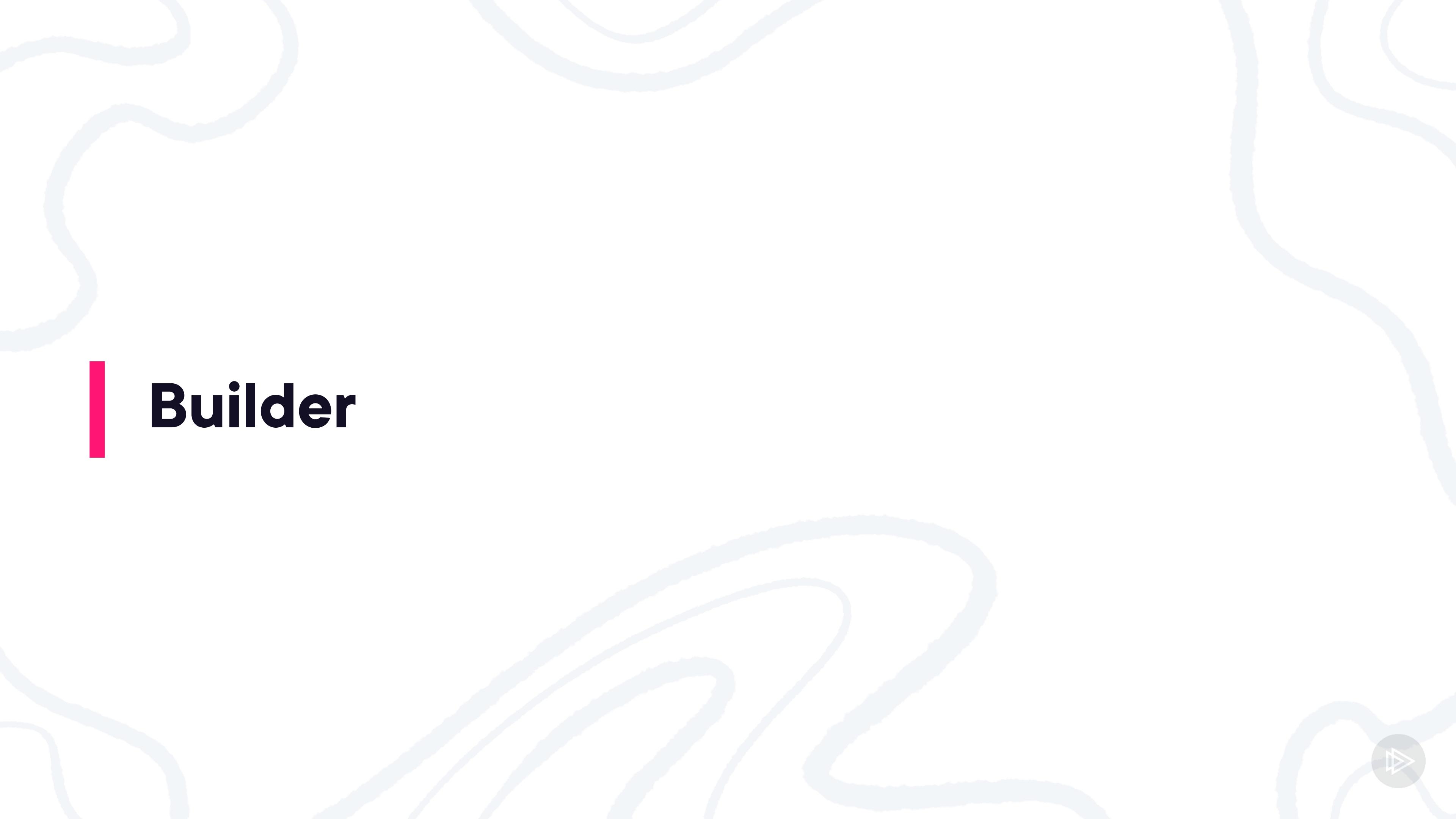
C# Design Patterns

Kevin Dockx



Singleton





| **Builder**





**For more information about
builders in testing scenarios
[Creating Maintainable Contexts
for Automated Testing](#)**

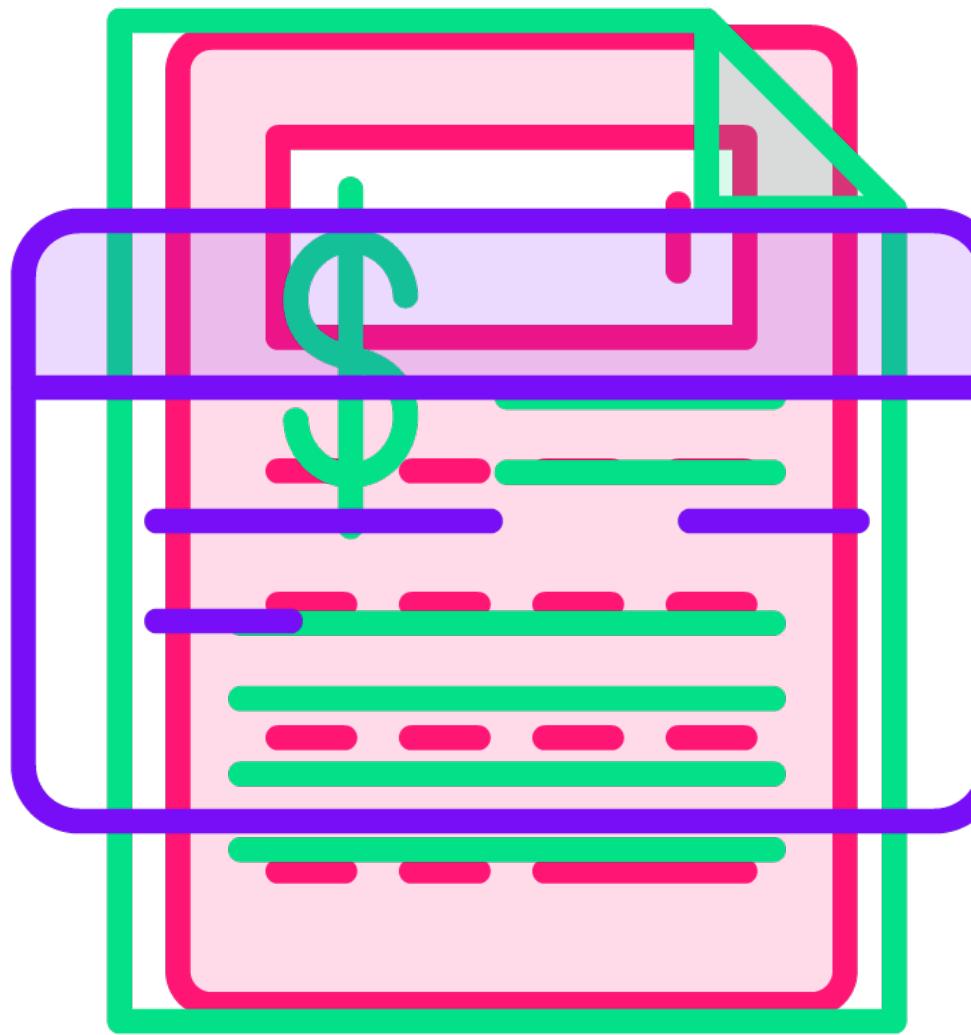
Mel Grubb



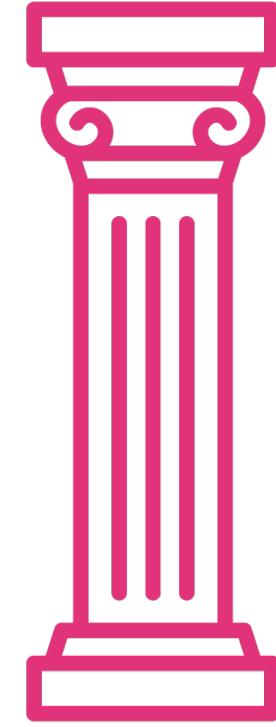


Strategy

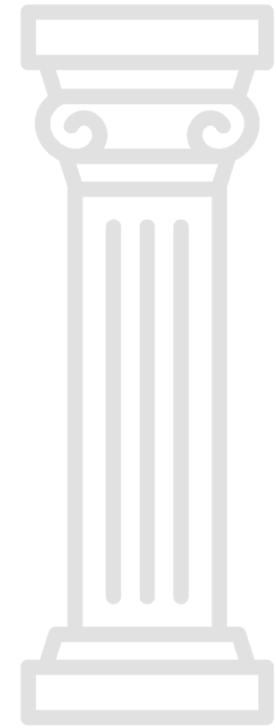
Discount Calculator



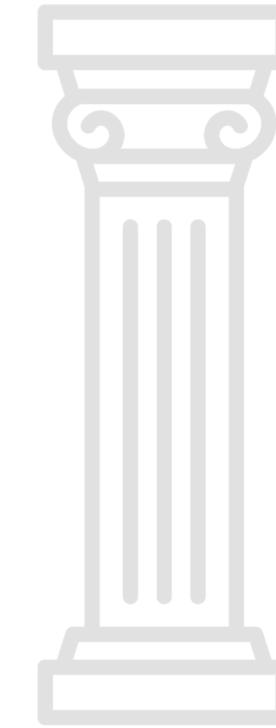
Singleton



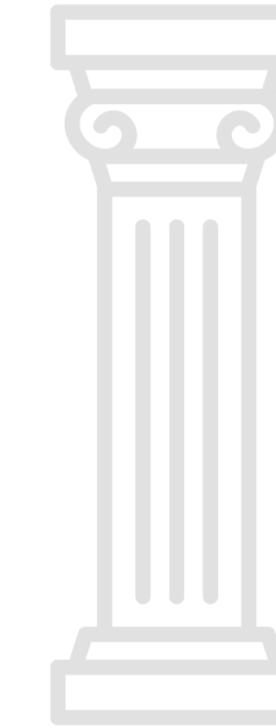
Abstraction



Encapsulation



Inheritance



Polymorphism

SRP

OCP

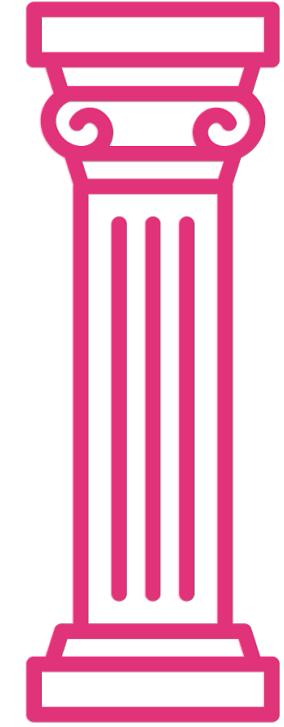
LSP

ISP

DIP



Builder



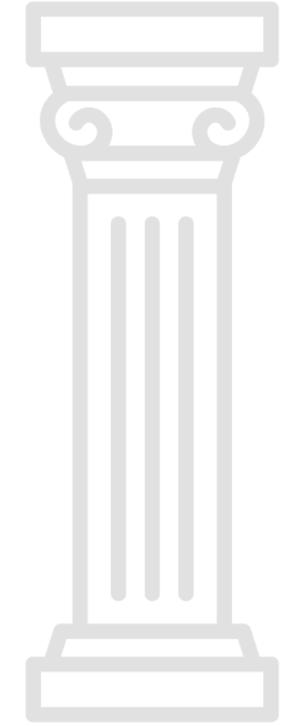
Abstraction

SRP



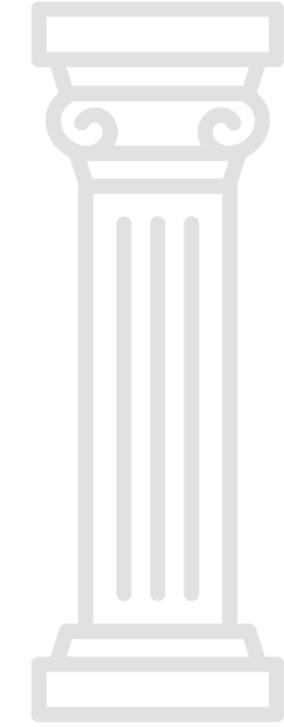
Encapsulation

OCP



Inheritance

LSP



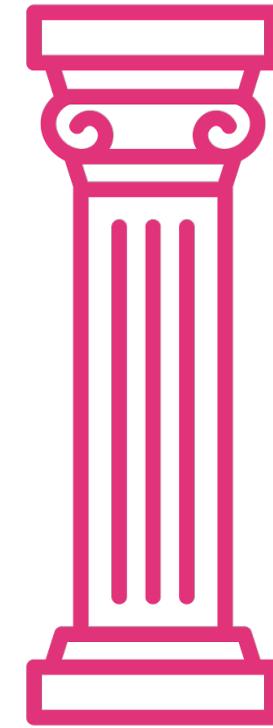
Polymorphism

ISP

DIP

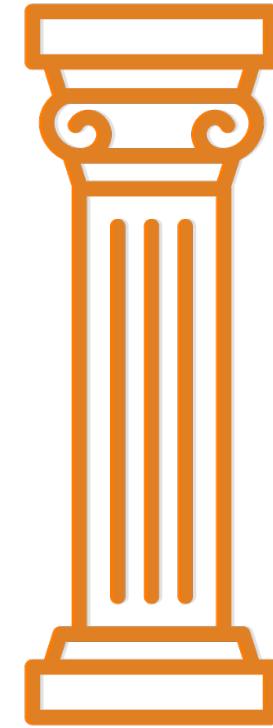


Strategy



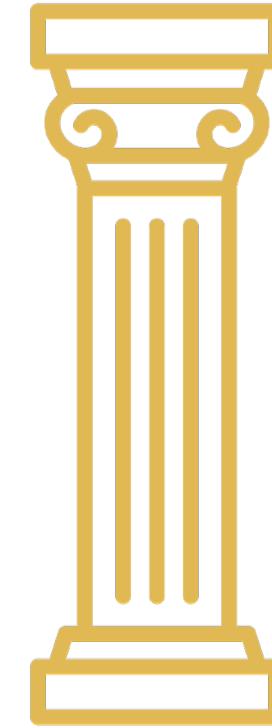
Abstraction

SRP



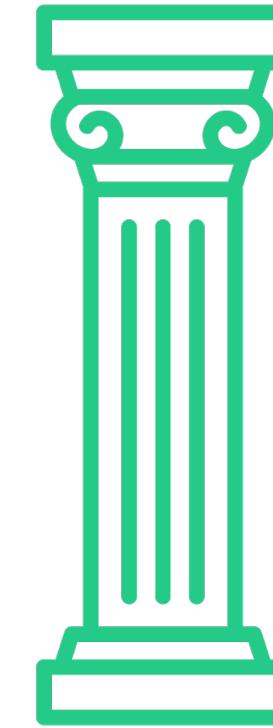
Encapsulation

OCP



Inheritance

LSP



Polymorphism

DIP



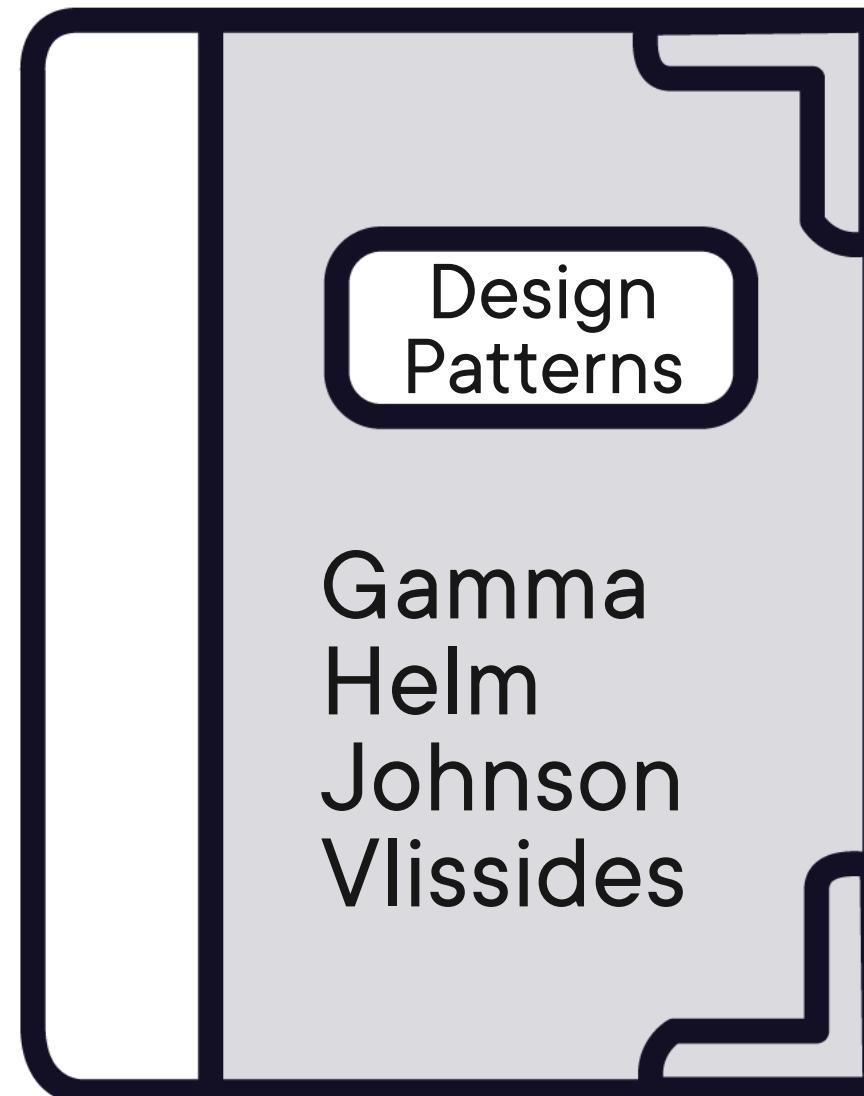
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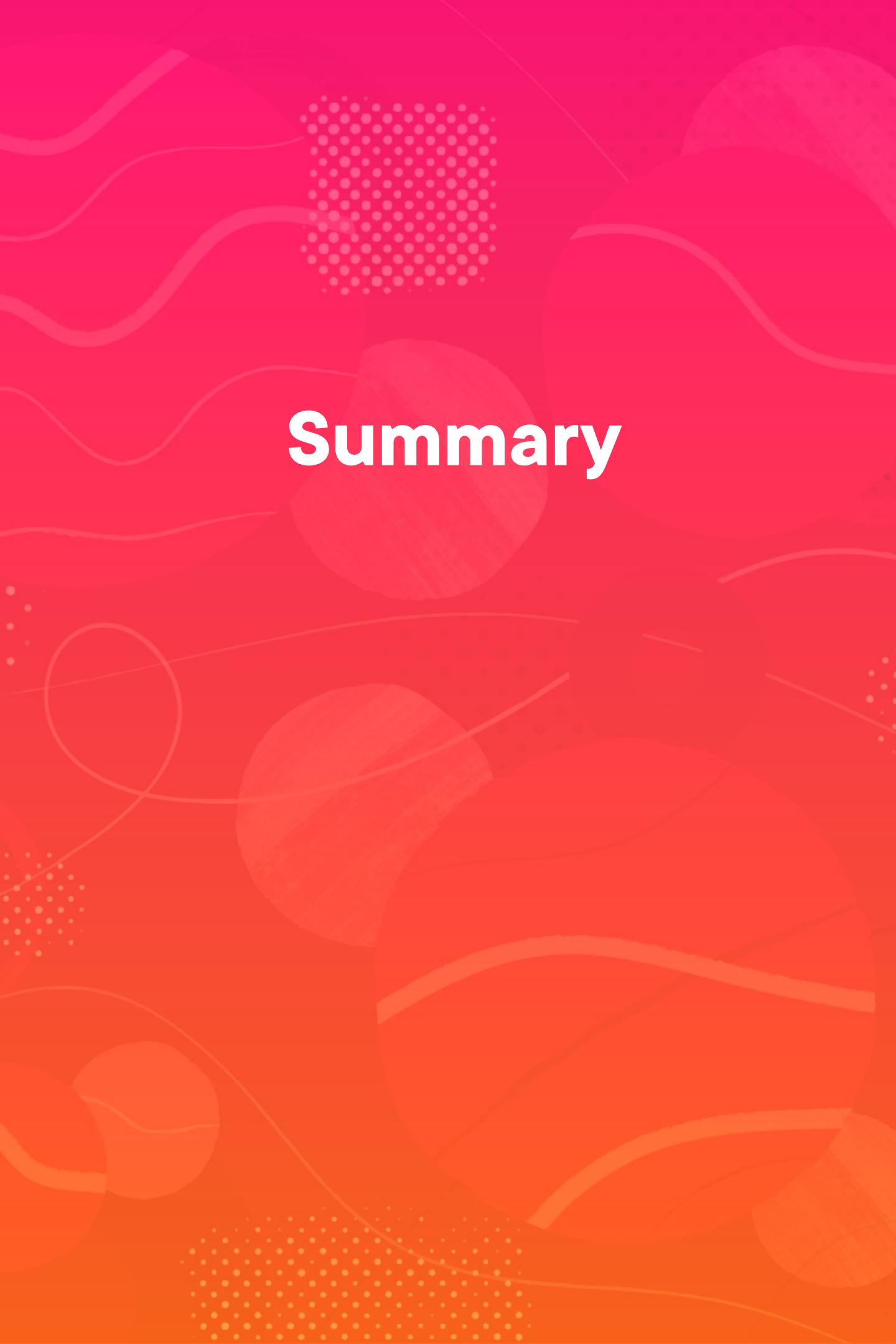
Pattern Fever / Patternitis

An obsession with design patterns, to the exclusion of one's own problem-solving skills.

A belief that there must be a pre-existing pattern for every conceivable problem.

A desire to find a fit for every pattern in every project.





Summary

What are design patterns?

Singleton

Builder

Strategy

Recognizing patterns

Pattern fever (Patternitis)



Nullability

