Design Pattern #2

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Design Pattern – GRASP (General Responsibility Assignment Software Patterns)

- Information Expert

- Creator Pattern
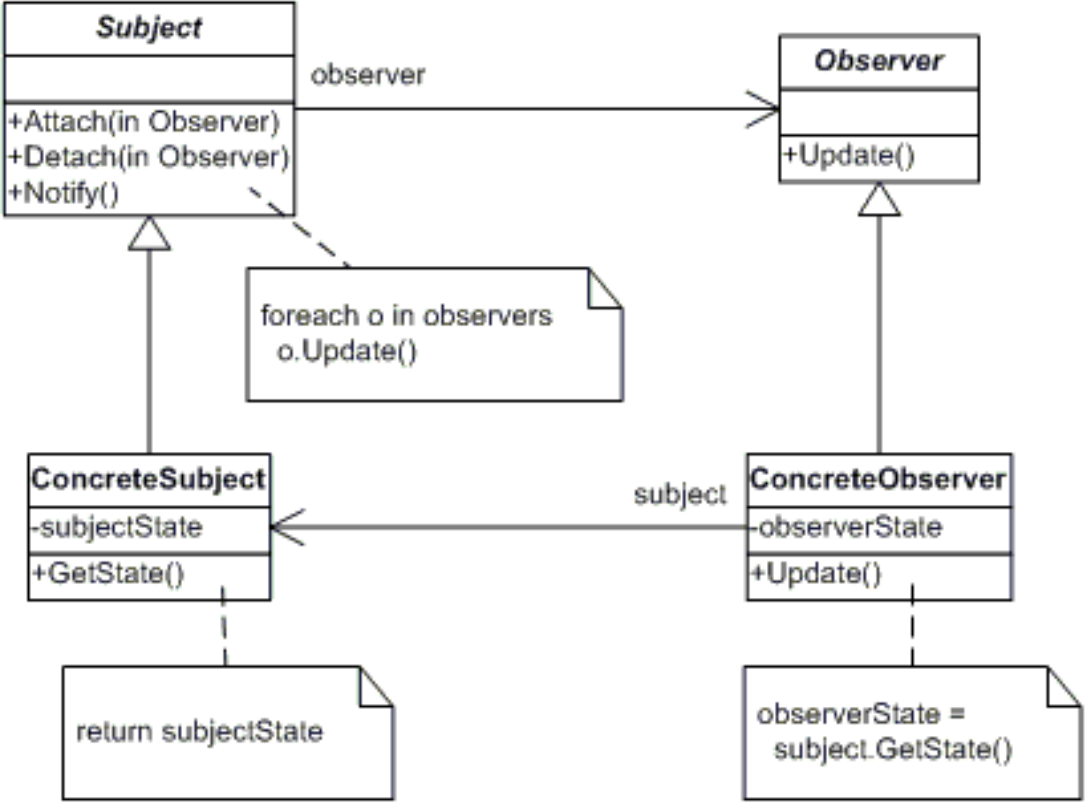
- Controller

- Low Coupling

- High Cohesion

Design Pattern – Kategorier

- **Creational Patterns**
  - Factory, Abstract Factory, Singleton …

- **Structural Patterns**
  - Adaptor, Proxy, Decorator …

- **Behavioural Patterns**
  - Observer, Template, Chain of Responsibility, Strategy, …

Design Pattern – Behavioral Patterns

- **Observer** *(kender fra 1 semester)*
  Problem: How to handle different kinds of subscriber objects are interested in the state changes or events of a publisher object
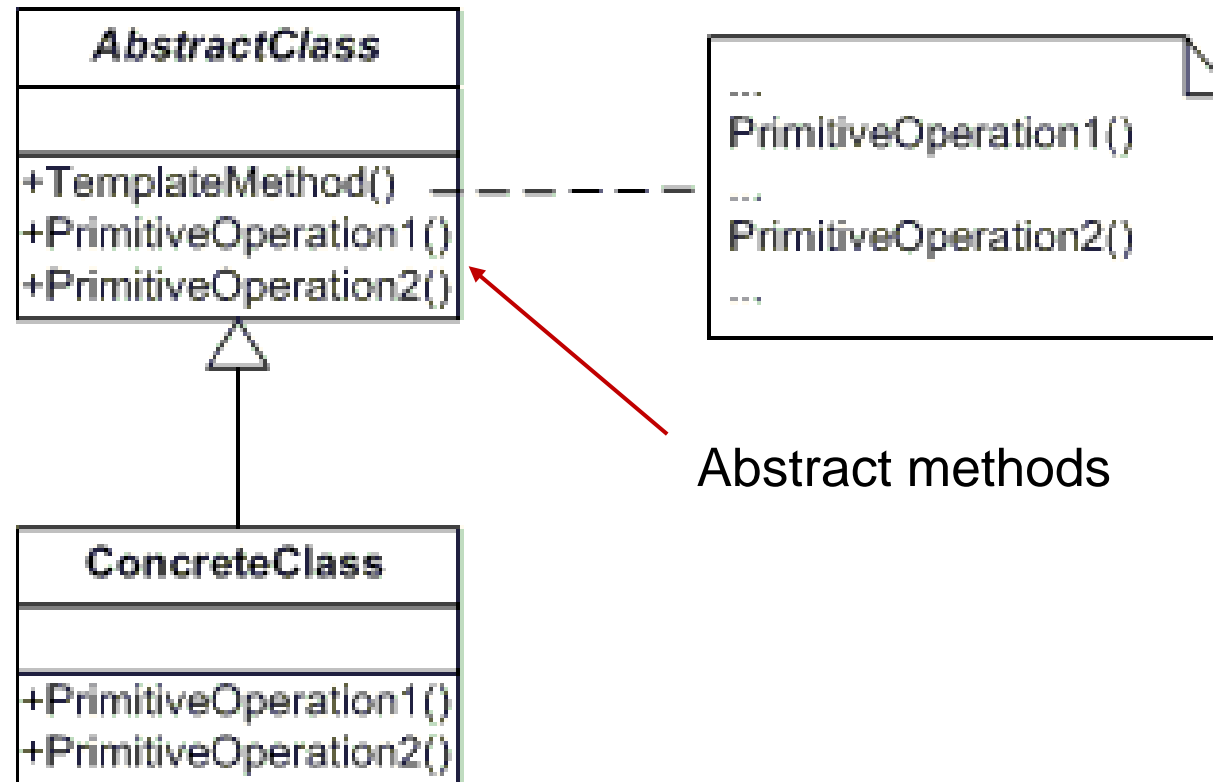
- Løsning:

Design Pattern – Behavioral Patterns
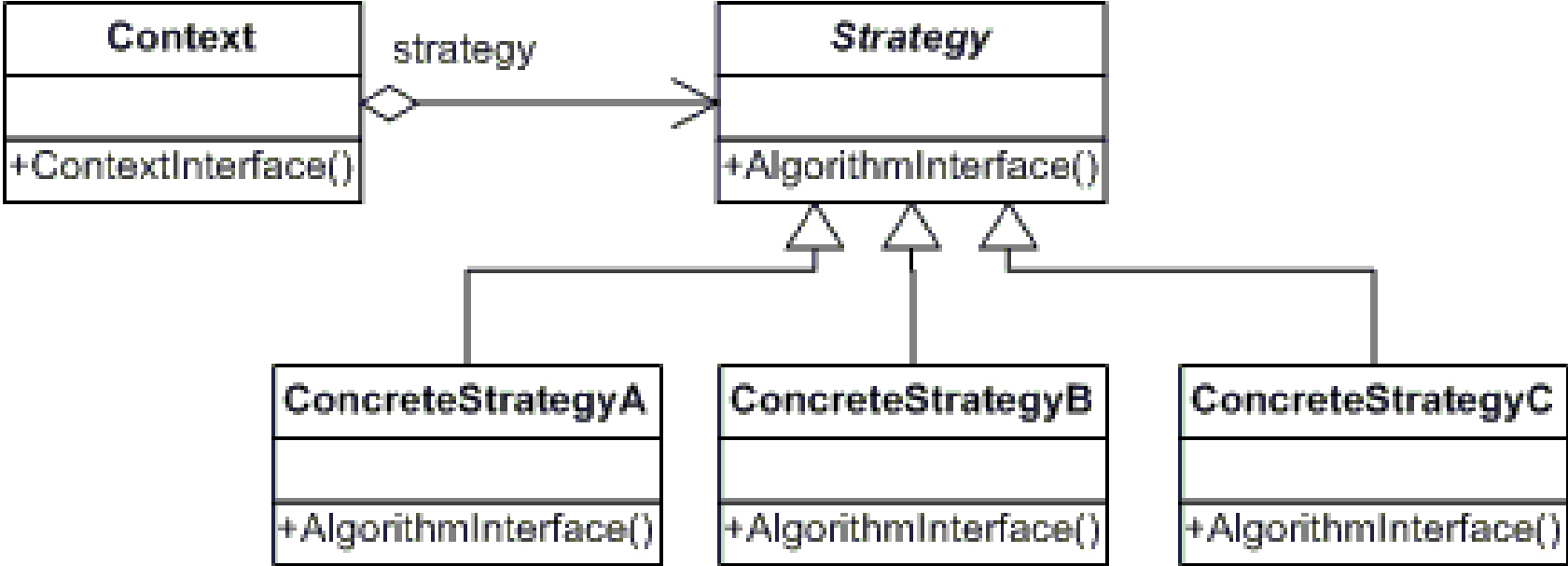
- **Template**
    Problem: How to reuse a skeleton of an algorithm in an operation

- Løsning:

Abstract methods

Design Pattern – Behavioral Patterns

- **Strategy**
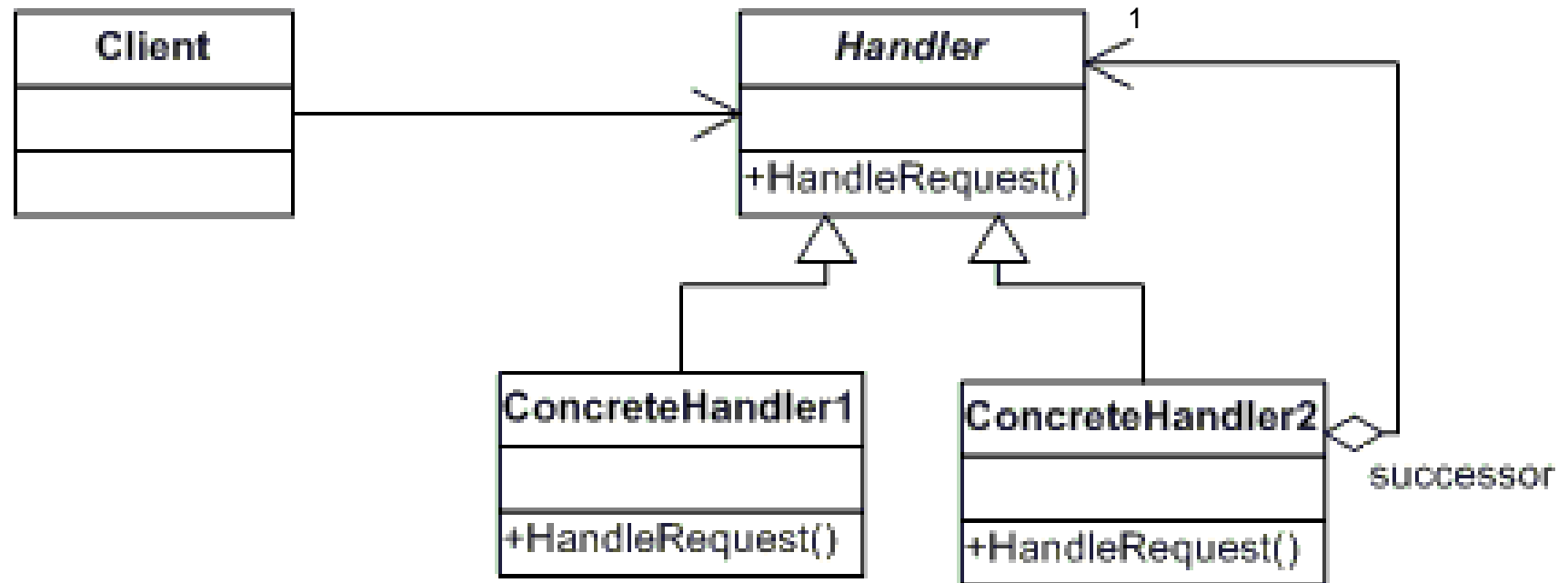   Problem: How to interchange part of algorithm dynamicly

- Løsning:

Design Pattern – Behavioral Patterns

- **Chain of Responsibility**
    Problem: How to avoid coupling the sender of a request to its receiver

- Løsning:

Jeres Tur

- Først en kort demo af Observer, Template og Strategy

- Opgaverne: Patterns.5, Patterns.6