

Design Pattern #2

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Design Pattern – GRASP (General Responsibility Assignment Software Patterns)

- Information Expert
- Creator Pattern
- Controller
- Low Coupling
- High Cohesion

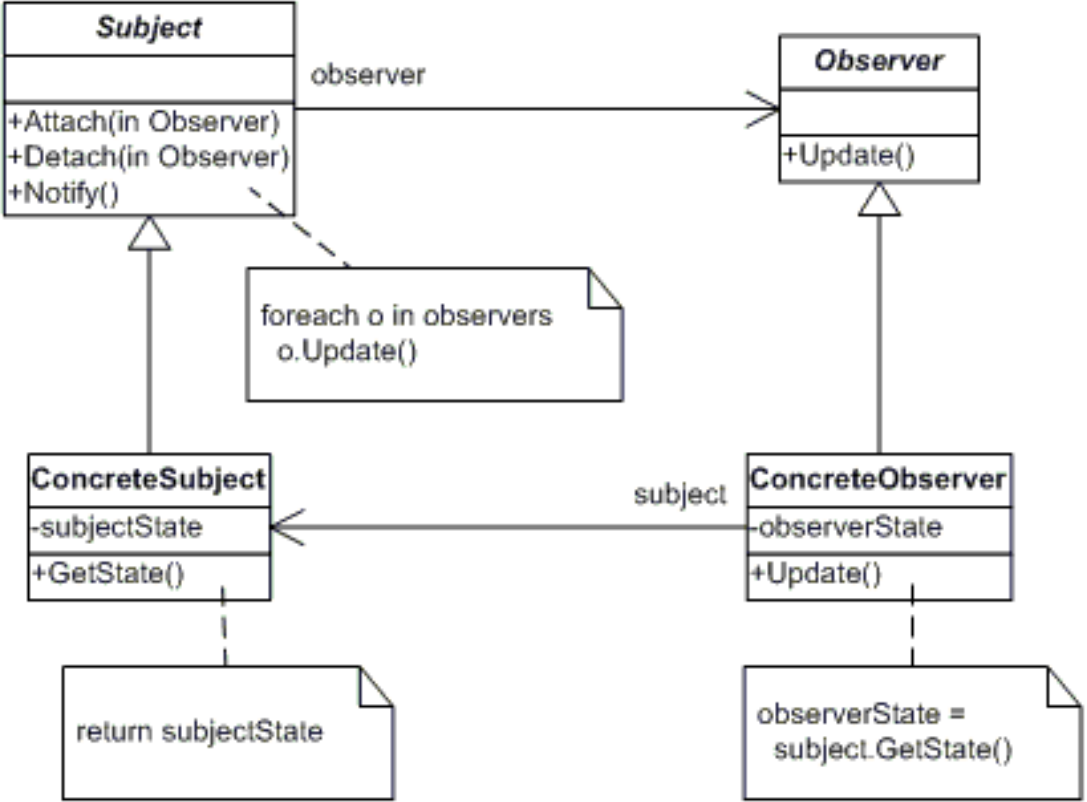
Design Pattern – Kategorier

- **Creational Patterns**
 - Factory, Abstract Factory, Singleton ...
- **Structural Patterns**
 - Adaptor, Proxy, Decorator, Facade ...
- **Behavioural Patterns**
 - Observer, Template, Chain of Responsibility, ...

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

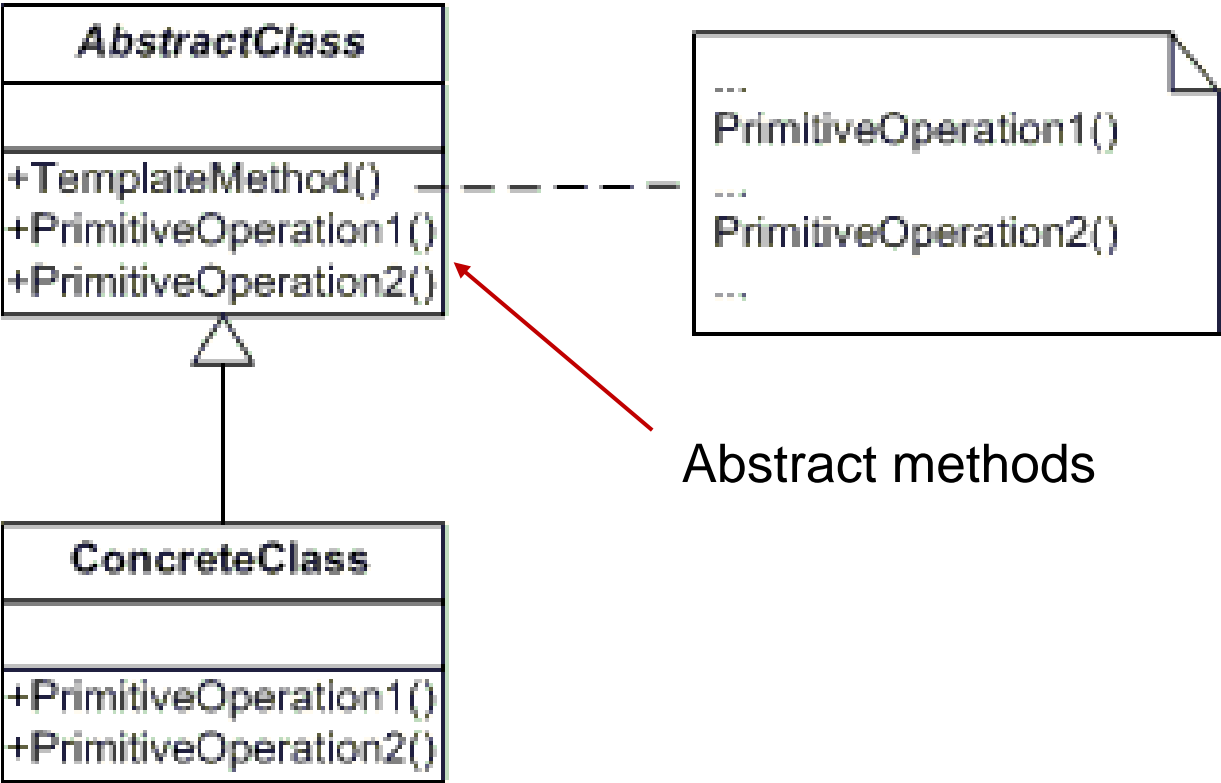
• Løsning:



Design Pattern – Behavioral Patterns

- **Template**
Problem: How to reuse a skeleton of an algorithm in an operation

- Løsning:

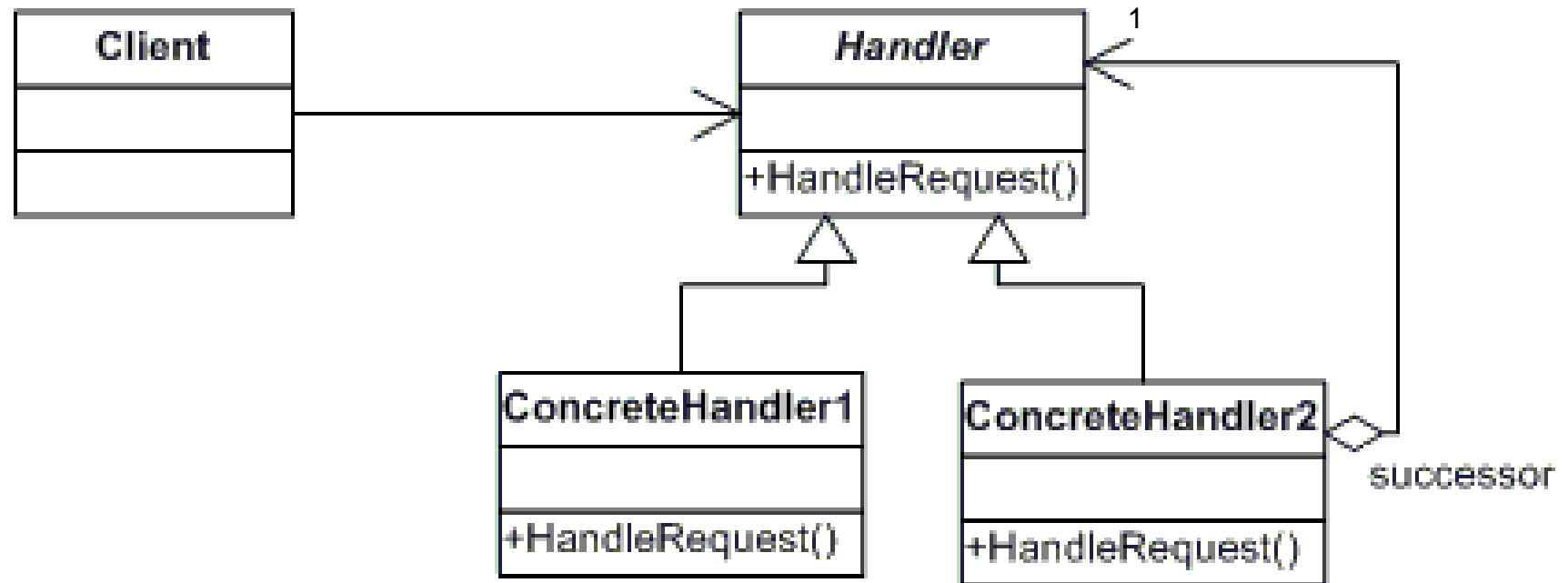


Design Pattern – Behavioral Patterns

- **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 og Template
- Opgaverne: Patterns.5
- Ekstra Opgave Patterns.6