

# Design Pattern #2

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## Design Pattern – GRASP (General Responsibility Assignment Software Patterns)

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

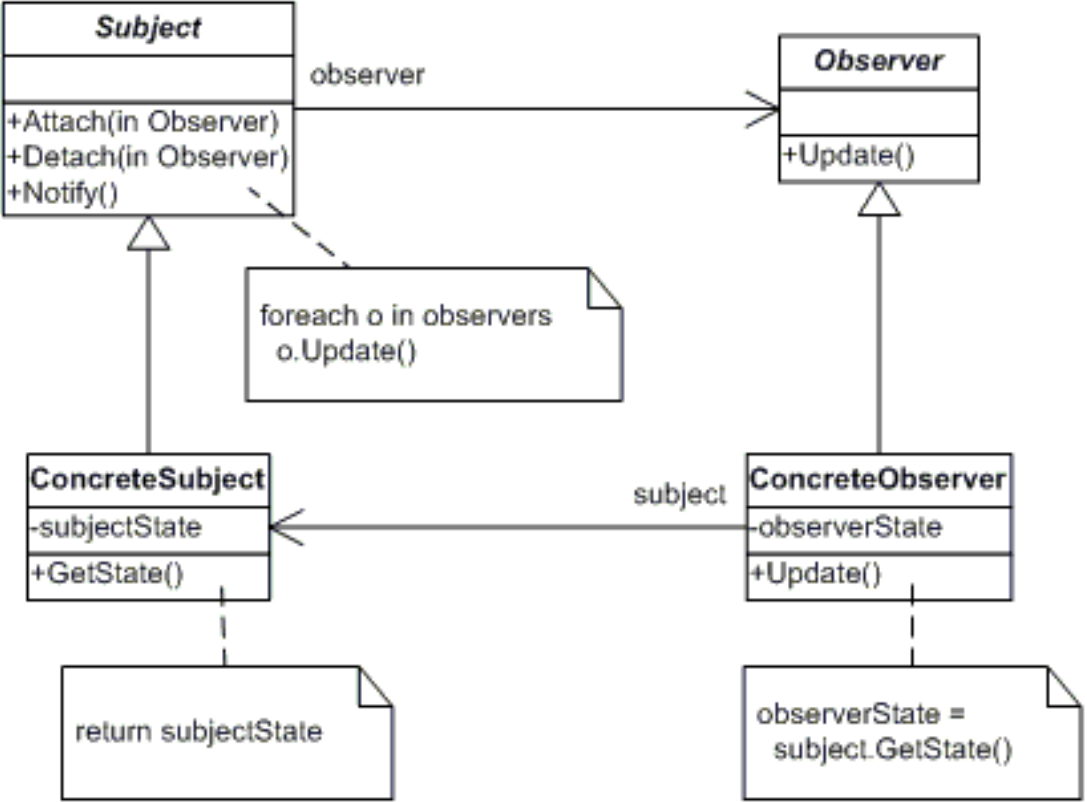
# Design Pattern – Kategorier

- **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

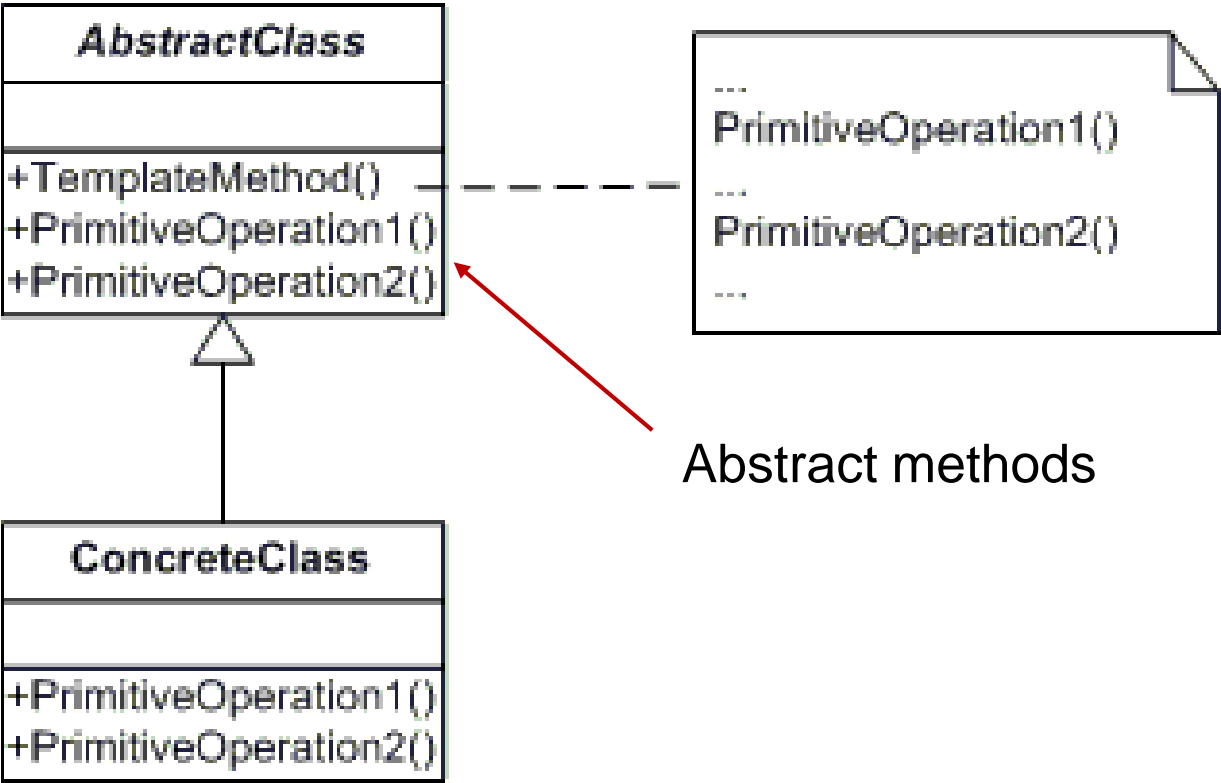
• Løsning:



# Design Pattern – Behavioral Patterns

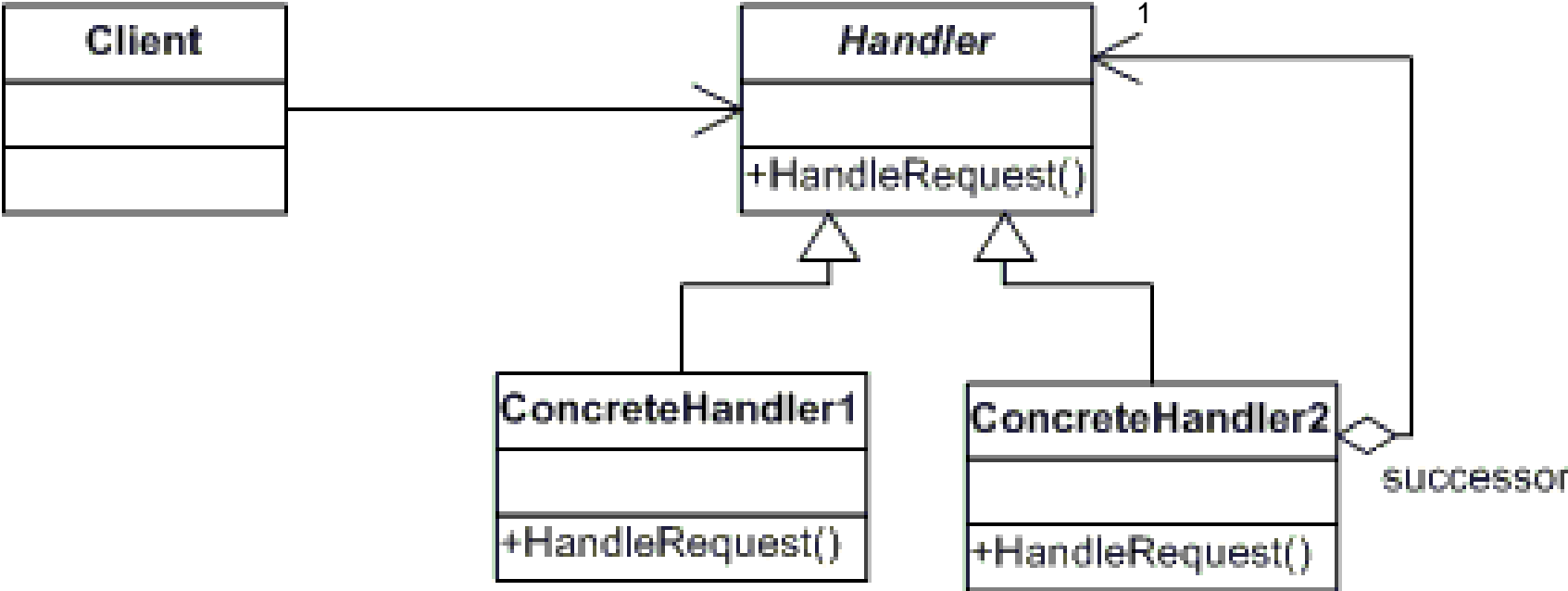
- **Template**  
Problem: How to reuse a skeleton of an algorithm in an operation

• 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