

Pattern Based Design

(1) characteristics:

- (i) It solves a specific problem
- (ii) It is a proven concept
- (iii) The solution is not obvious
- (iv) It describes a relationship
- (v) The pattern minimizes the human intervention.

(2) Kinds of Pattern:

- (i) Architectural pattern
- (ii) Data pattern
- (iii) Component pattern
- (iv) Interface design pattern
- (v) web app pattern.

(3) Design Pattern:

- (i) Observer pattern: tell several objects that the state of some other objects are changed

(ii) Facade Pattern:

simplifies complexities system by providing a unified interface

(iii) Iterator pattern:

provide a way to access elements of collection without exposing its internal structure.

(iv) Decorator pattern:

extending the functionality of an existing class.

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Page 1 of 1