

## Creational

Factory? ✓

Singleton

Abstract Factory? ✓

## Structural

• Decorator? ✓

• Composite

• Facade

• Proxy

• Adapter

## Behavioral

• Strategy

• Iterator

• Observer

• Command? ✓

• ~~Facade?~~

• ~~Proxy?~~

• ~~Adapter?~~

## Pattern Fever

makes the code not function well.

makes code unclear

does not clarify

makes code hard to understand.

pattern doesn't ~~aid~~ aid in reaching design goals.

forced

one pattern conflicts with another

makes implementation complicated.

applied w/out reason.

you try to find a pattern that works, even if there is no need for one.

pattern decreases cohesion and increases coupling.

you need to change your code a lot

you keep looking for patterns until you find one that works.

using MVC w/out a GUI.

## Depends

• spending more time choosing pattern than writing code.

• More difficult than alternative

• Makes code more complex

• Does not simplify.

• Implementation is simpler w/out

• Doesn't add functionality

• you're not quite sure which

pattern to use.

• Increase coupling,

but decreases

cohesion

SAME

## Healthy

• applying no matter how small. Eg: Command

• you invent hybrid patterns as you go.

• doesn't add coupling.