

# Design Patterns

## 1. C# Meets Design Patterns

About Patterns

About UML

About C# 3.0

About the Examples

## 2. Structural Patterns: Decorator, Proxy, and Bridge

Decorator Pattern

Proxy Pattern

Bridge Pattern

Example: OpenBook

Pattern Comparison

## 3. Structural Patterns: Composite and Flyweight

Composite Pattern

Flyweight Pattern

Exercises

Pattern Comparison

## 4. Structural Patterns: Adapter and Façade

Adapter Pattern

Façade Pattern

Pattern Comparison

## 5. Creational Patterns: Prototype, Factory Method, and Singleton

Prototype Pattern

Factory Method Pattern

Singleton Pattern

Pattern Comparison

## 6. Creational Patterns: Abstract Factory and Builder

Abstract Factory Pattern

Builder Pattern

Pattern Comparison

## 7. Behavioral Patterns: Strategy, State, and Template Method

Strategy Pattern

State Pattern

Template Method Pattern

Pattern Comparison

## 8. Behavioral Patterns: Chain of Responsibility and Command

Chain of Responsibility Pattern

Command Pattern

Pattern Comparison

## 9. Behavioral Patterns: Iterator, Mediator, and Observer

Iterator Pattern

Mediator Pattern

Observer Pattern

Pattern Discussion and Comparison

## 10. Behavioral Patterns: Visitor, Interpreter, and Memento

Visitor Pattern

Interpreter Pattern

Memento Pattern

Pattern Comparison

## 11. The Future of Design Patterns

Summary of Patterns

A Future for Design Patterns

Concluding Remarks