



AARHUS UNIVERSITET

Software Engineering and Architecture

Seven Patterns
in a few hours



- Up until now we have discussed
 - Strategy, State, Abstract Factory
- More as *examples of variability problems*
- ... that can be solved by
 - ③ **Encapsulate behavior that varies**
 - ① **Program to an interface**
 - ② **Favour object composition**



- We will look at seven recurring problems
- Apply the 3-1-2 process
- And discuss the patterns that surface...