Software Engineering and Architecture

Six Patterns

in a few hours

So Far…

- 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**

This Week

- We will look at some recurring problems

- Apply the 3-1-2 process

- And discuss the patterns that surface…

  – Builder and Command only as in-your-own-pace screencasts