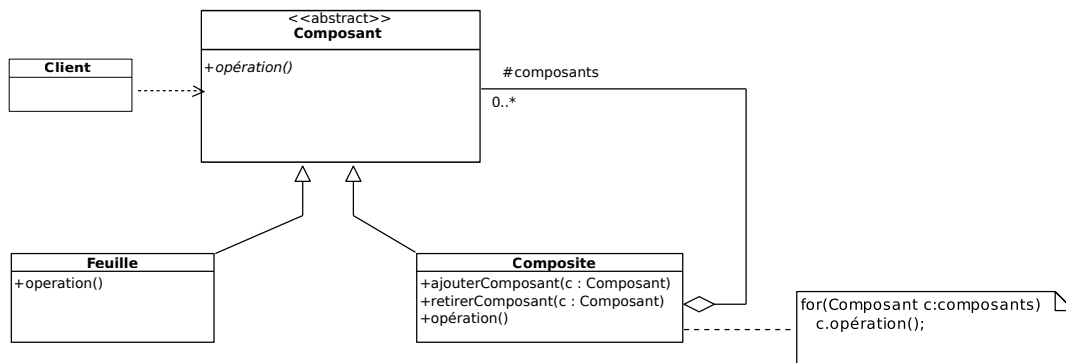


Récapitulatif Patrons de conception

Design Patterns

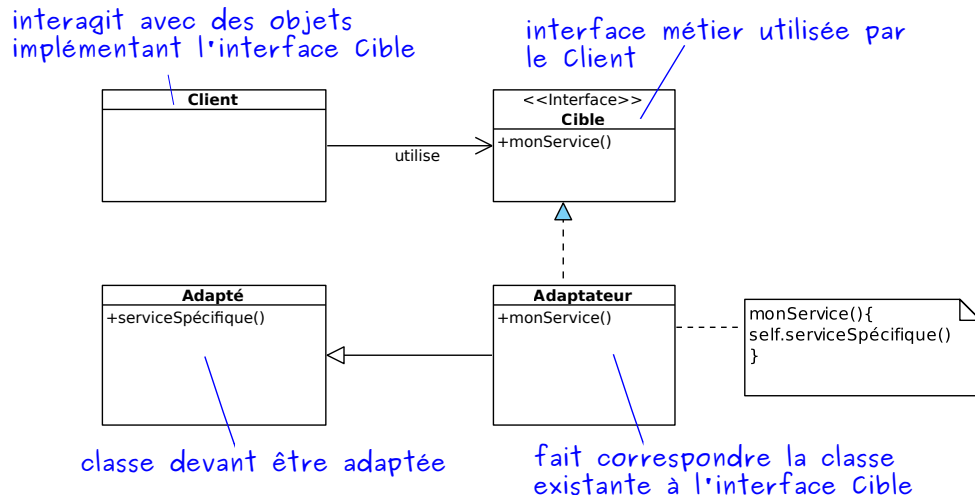
Laëtitia Maignon
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Département Informatique - Polytech Lyon
Université Claude Bernard Lyon 1
4A Info 2016 - 2017

Composite (*Composite*)



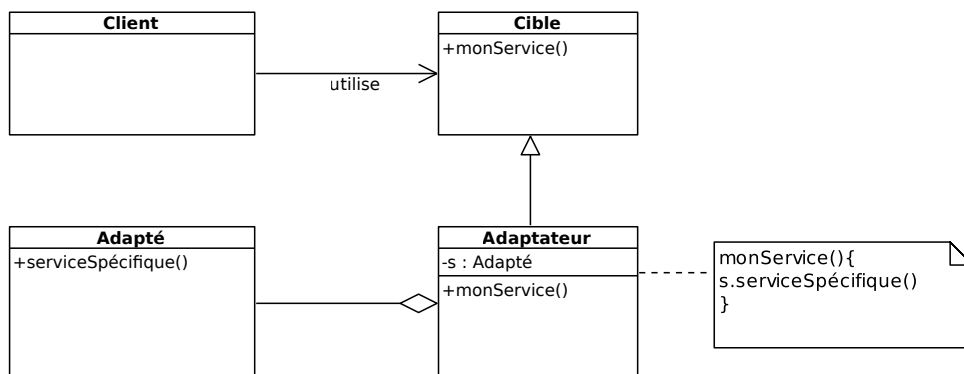
Adaptateur (Adapter)

Moyen : Adaptateur de classe avec héritage

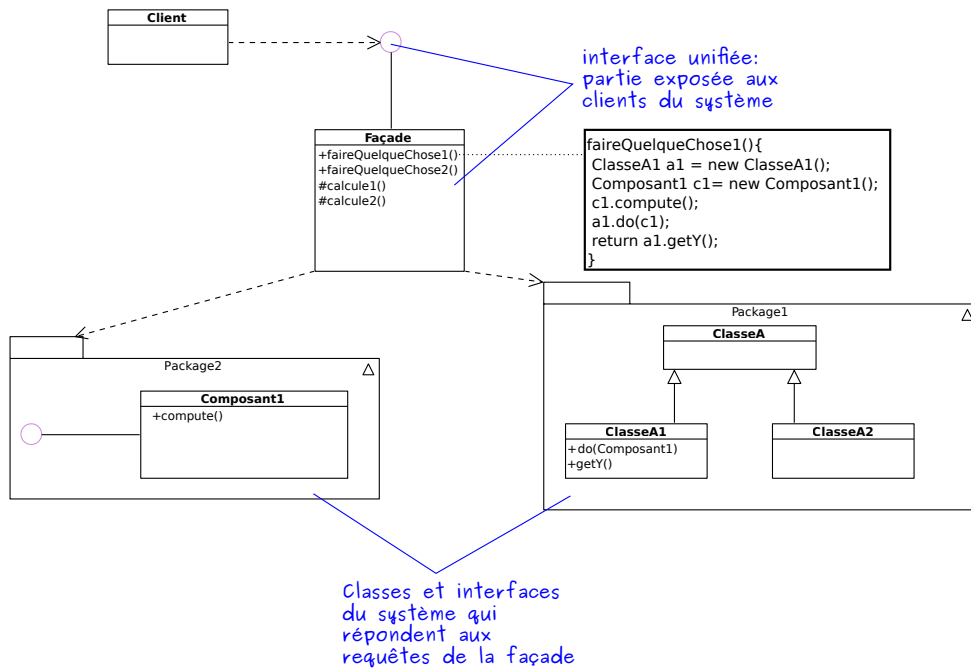


Adaptateur (Adapter)

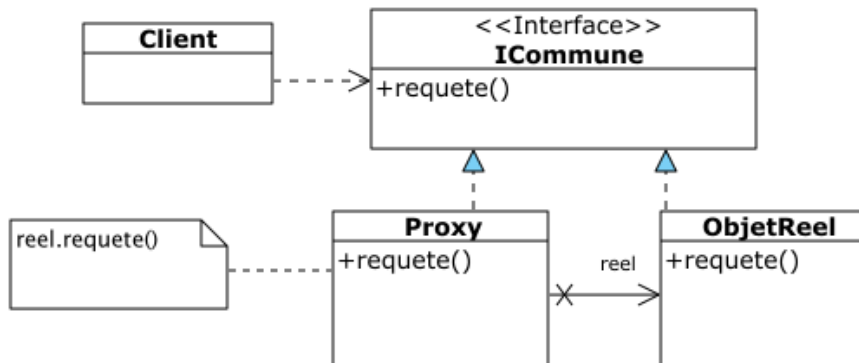
Moyen : Adaptateur d'objet avec délégation



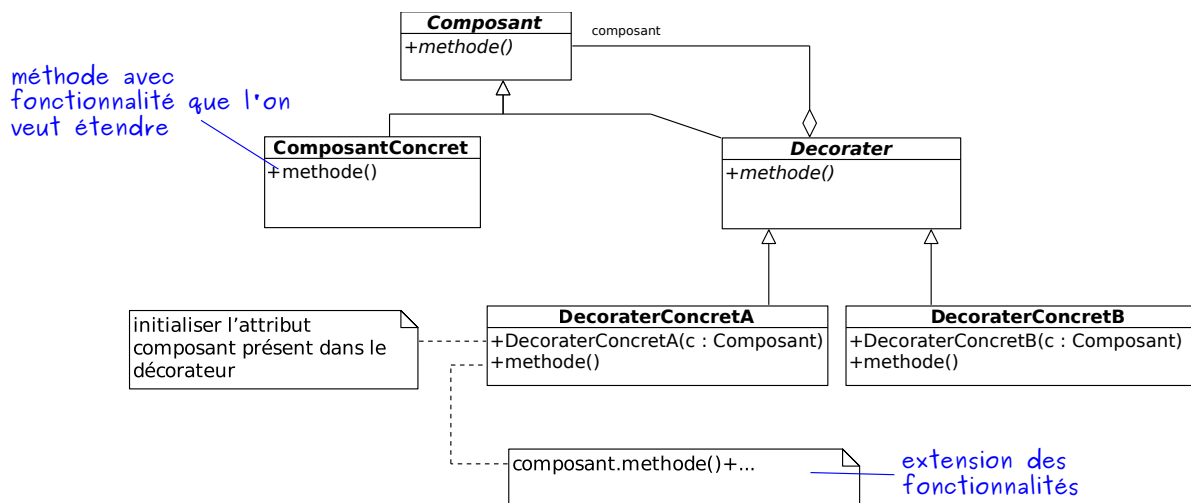
Façade (Facade)



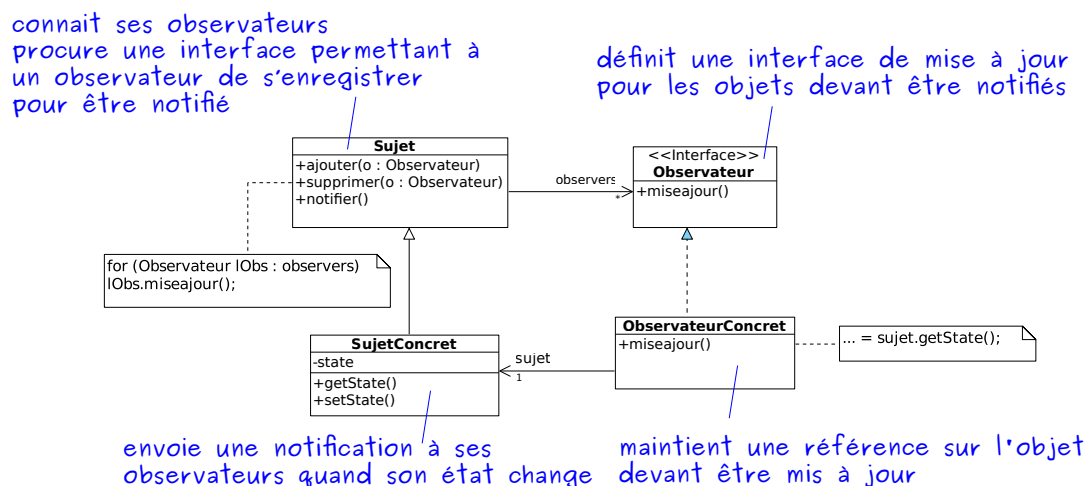
Pattern Proxy



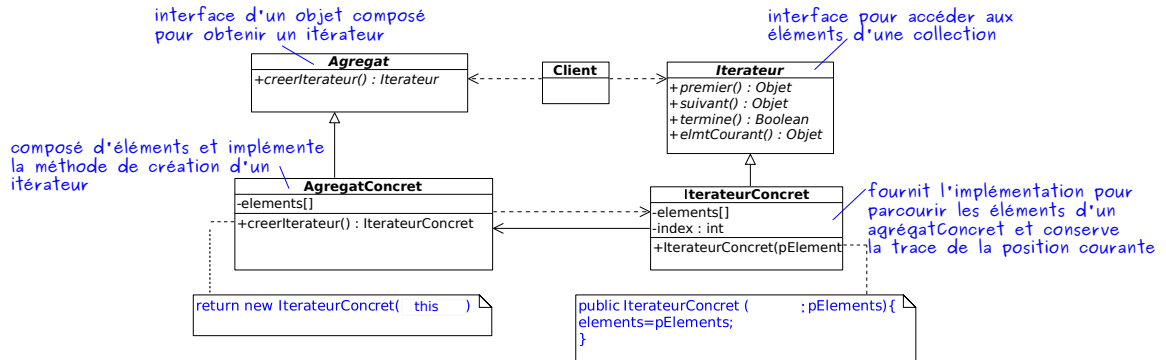
Pattern Décorateur (Decorator)



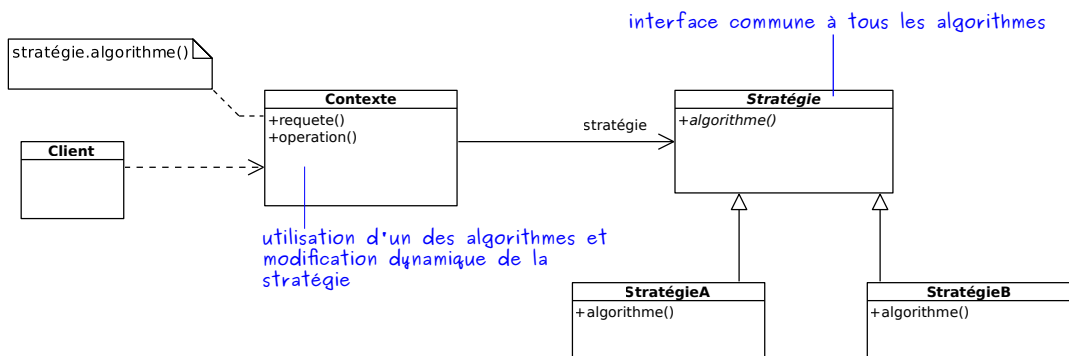
Pattern Observateur/Observé (Observer)



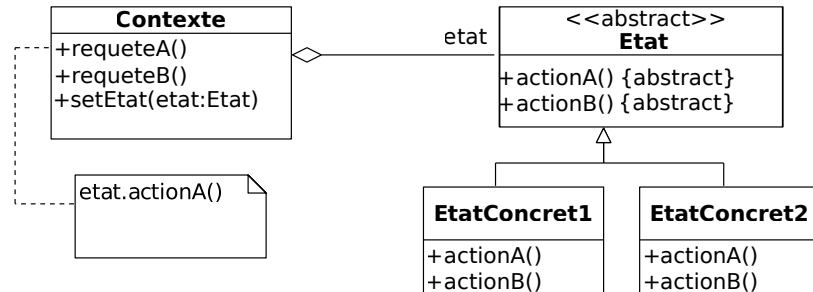
Pattern Iterateur (*Iterator*)



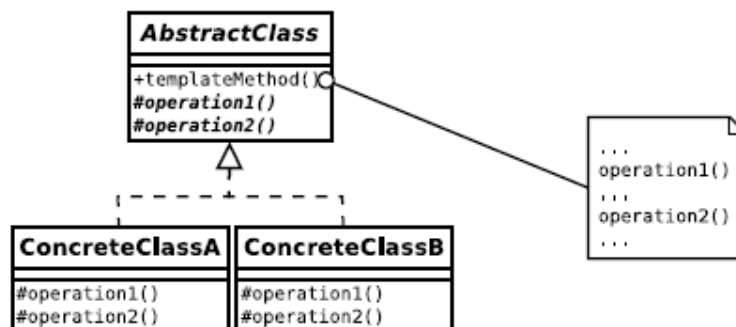
Pattern Stratégie (*Strategy*)



Etat (*State*)

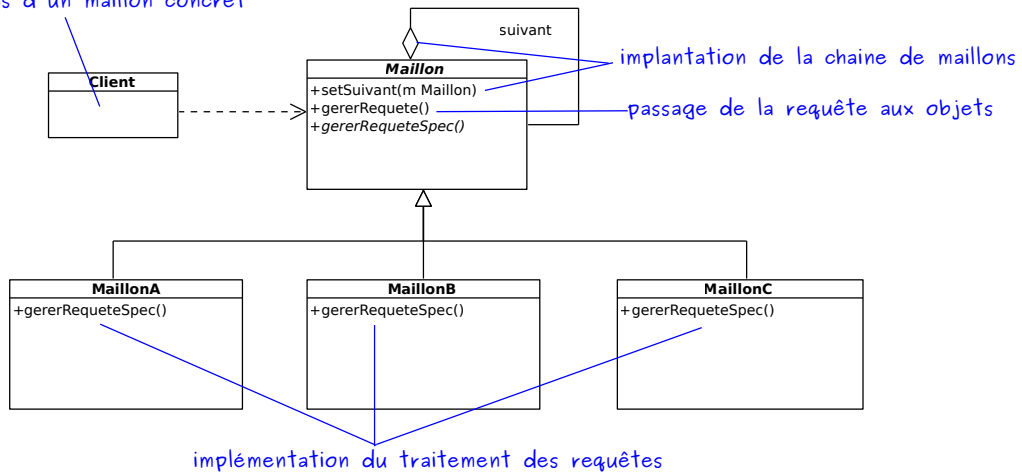


Pattern Patron de méthode (*Template Method*)

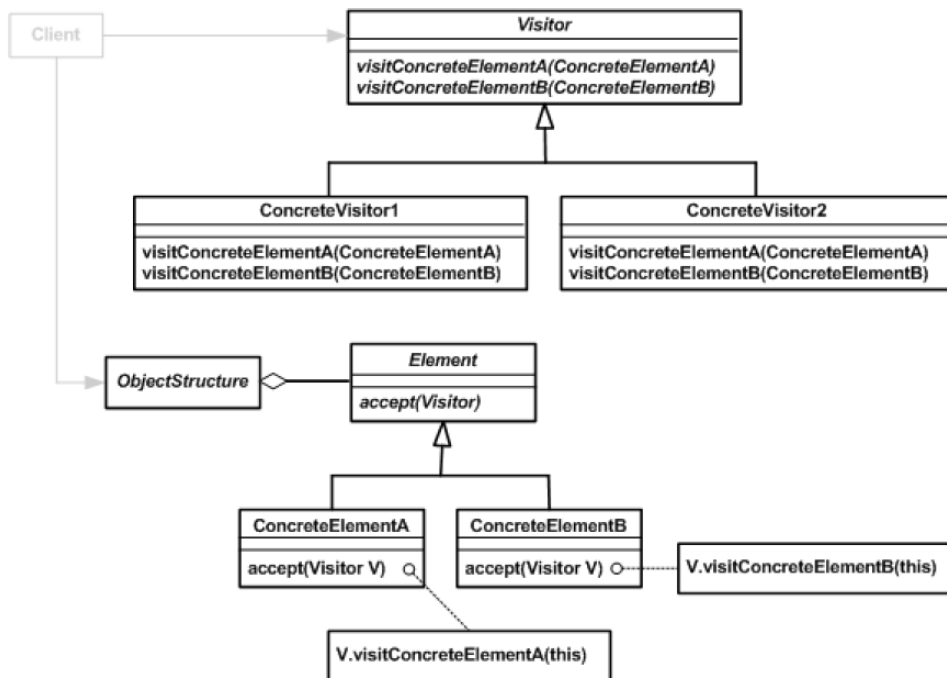


Pattern Chaîne de responsabilité (*Chain of Responsibility*)

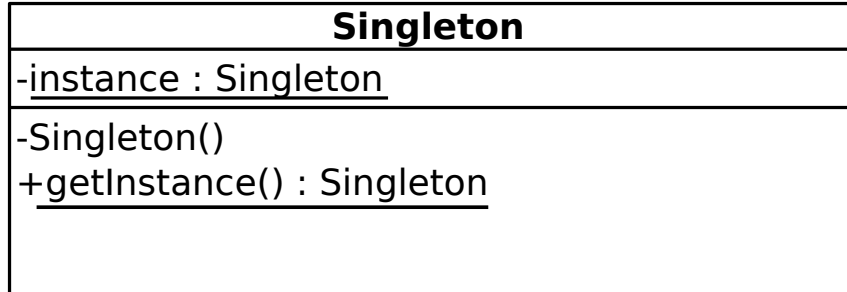
initie la requête initiale
auprès d'un maillon concret



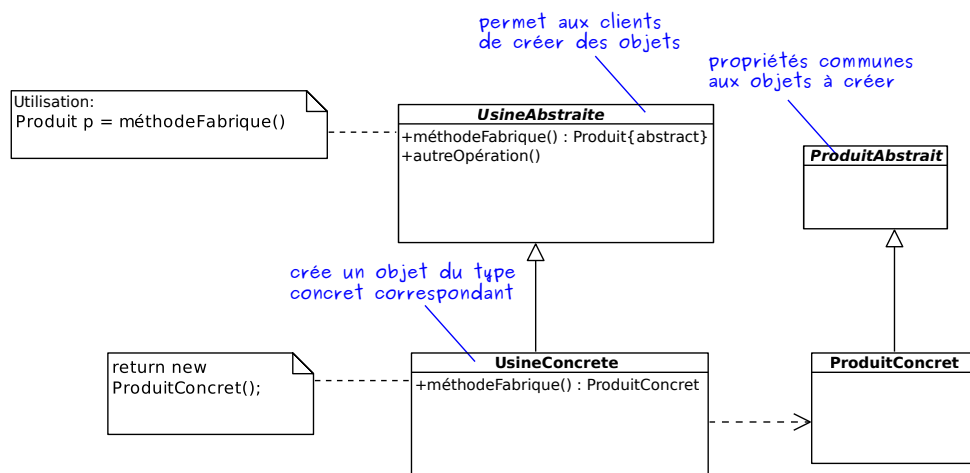
Visiteur (*Visitor*)



Pattern Singleton



Méthode Fabrique (*Factory Method*)



Fabrique Abstraite (*Abstract Factory*)

