Material and some slide content from:
- GoF Design Patterns Book

Design Patterns #4 & MidTerm Postmortem

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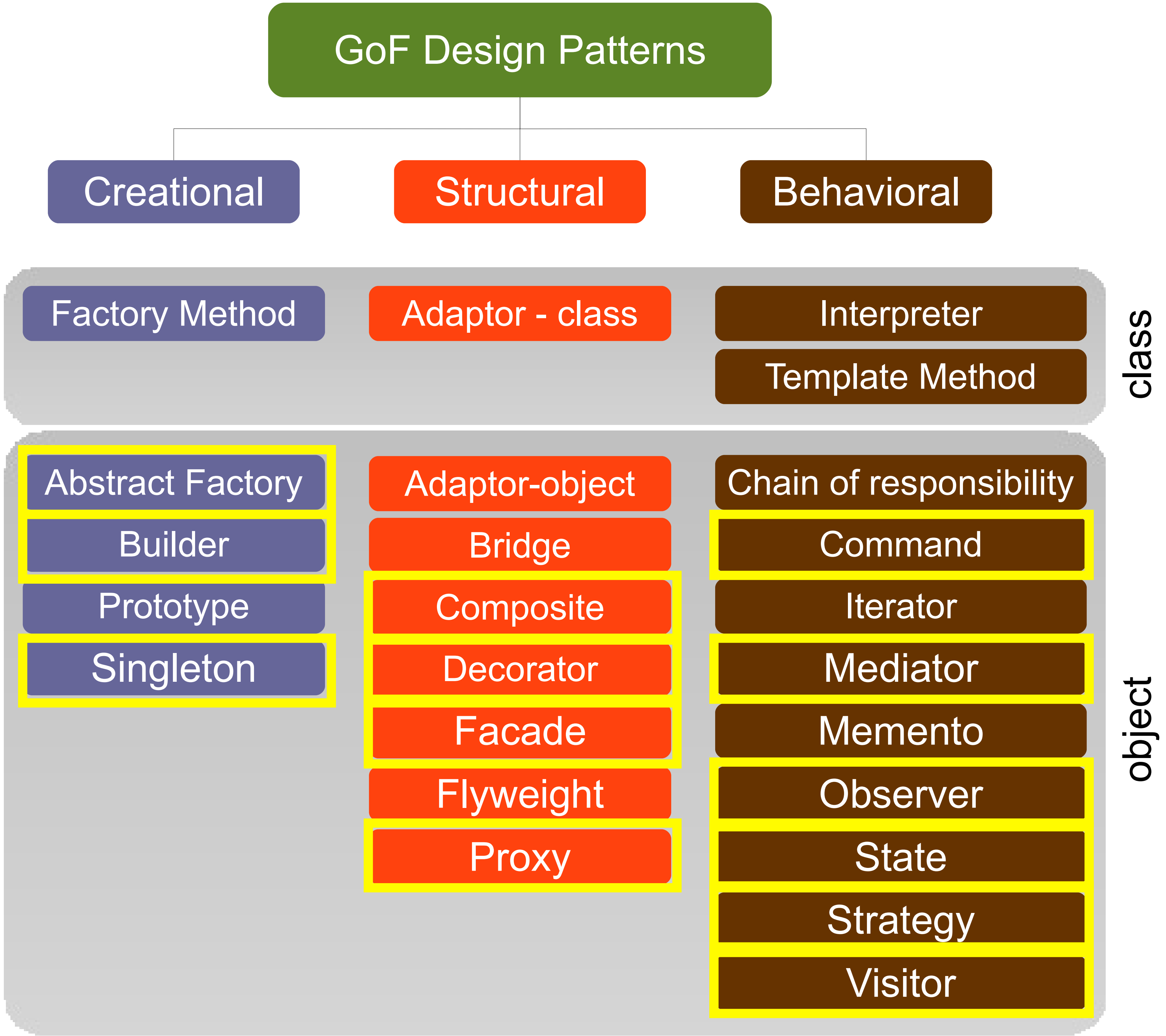
Lecture 14 - Thursday November 4 2010.

GoF design patterns



GoF Design Patterns

	Creational	Structural	Behavioral
class	Factory Method	Adaptor - class	Interpreter Template Method
object	Abstract Factory Builder Prototype Singleton	Adaptor-object Bridge Composite Decorator Facade Flyweight Proxy	Chain of responsibility Command Iterator Mediator Memento Observer State Strategy Visitor

Strategy

- Intent: “Encapsulate a family of algorithms making them interchangeable.”
- Motivation: In situations where you want to be able to ?
- Applicability:
  - Many classes differ only in their behaviour.
  - ?
  - An algorithm uses data a client should not know about.
  - ?

Strategy

- Structure

- Participants:
  - Strategy (Compositor) / ConcreteStrategy
  - Context (Composition)

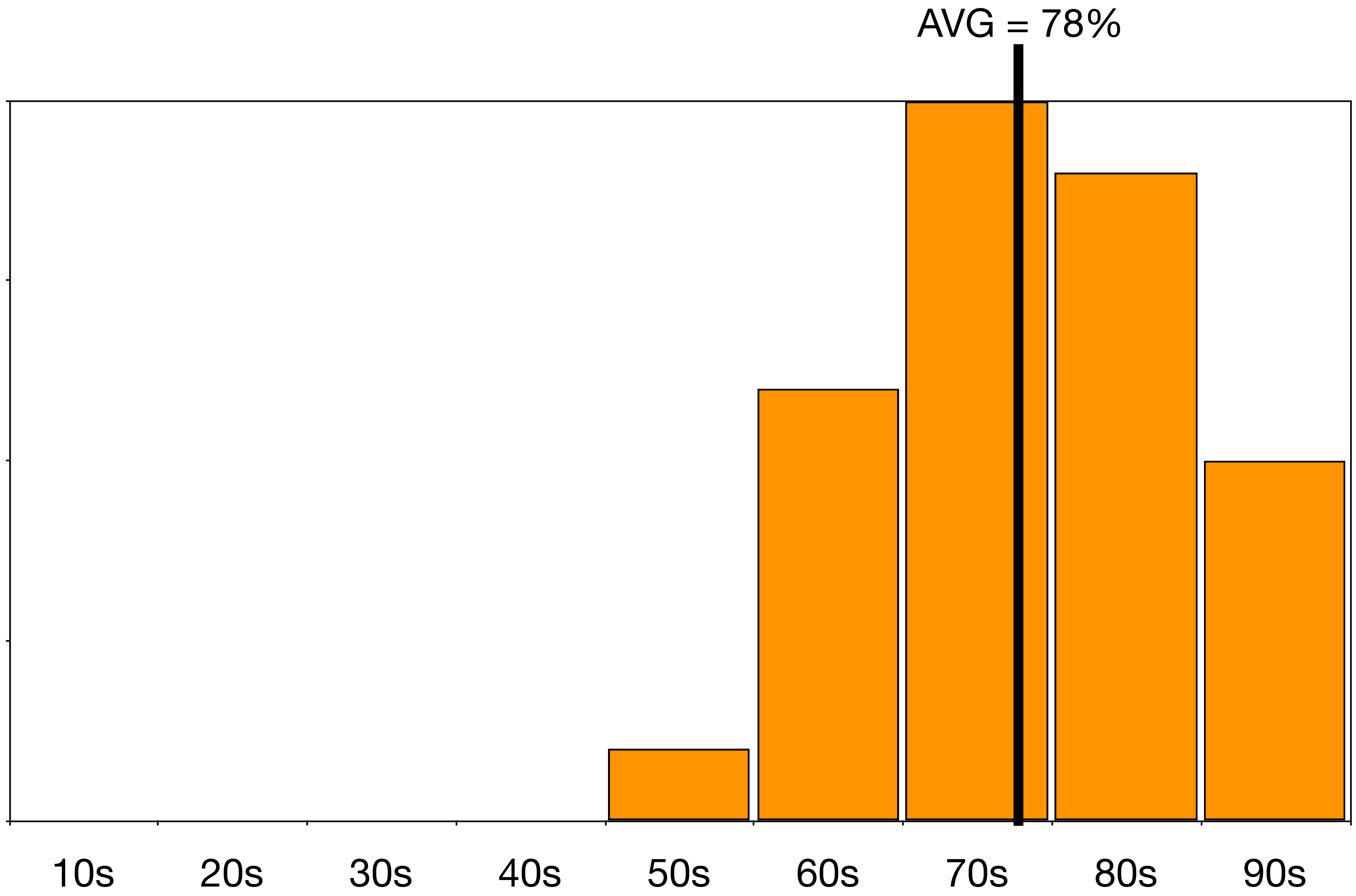
Strategy

- Collaborations:
  - Strategy and Context collaborate to implement the algorithm. Sometimes it makes sense for the Strategy to call back to its context.
  - Context forwards requests from client to its strategy.
- Consequences:
  - ?
  - Avoids subclassing; ?
  - ?
  - Multiple implementations of the same behaviour can exist.
  - - Clients need to know about the strategies to use them.
  - Increased number of objects.

Strategy

- Implementation:
  - 1) Defining Strategy / Context interfaces.
  - 2) Making Strategy object optional.
- Related to: Strategy objects make good flyweights.

MidTerm Postmortem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