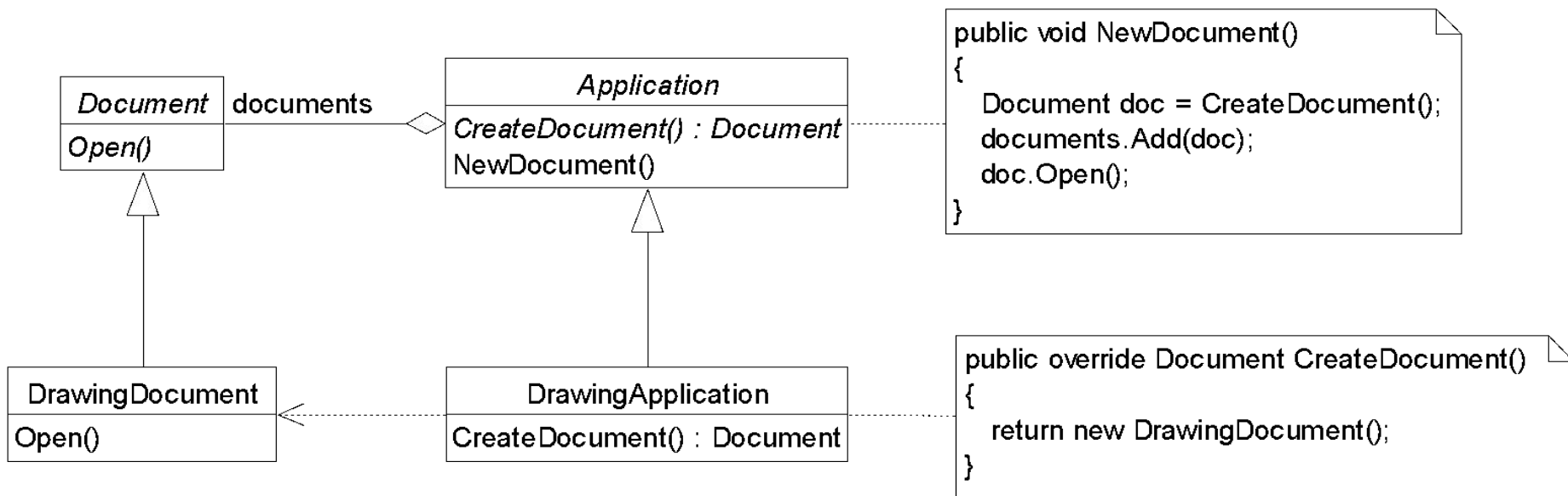


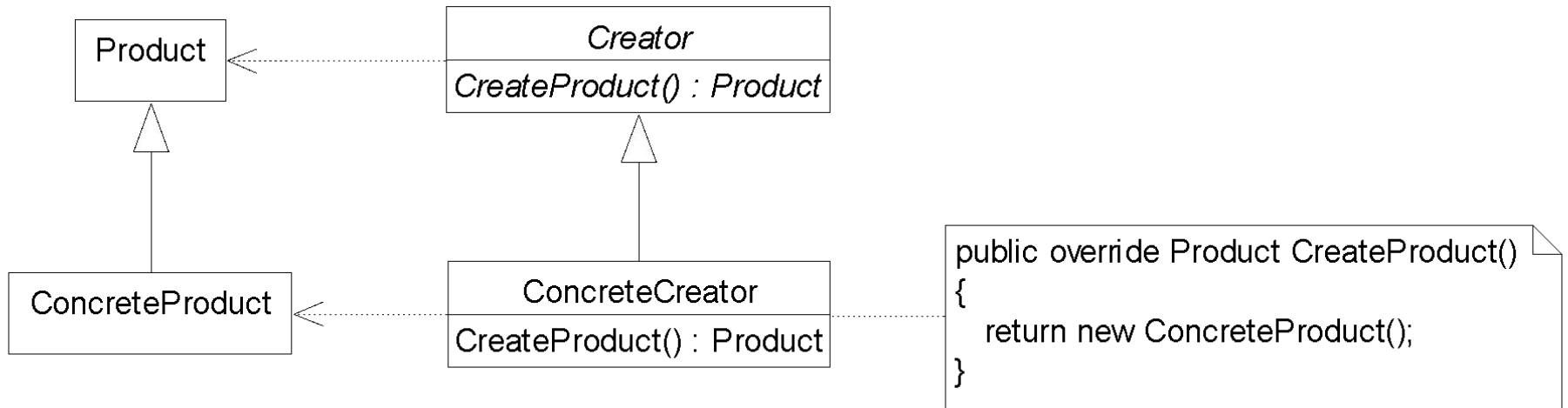
Паттерны Gof

Фабричный метод (Factory Method)

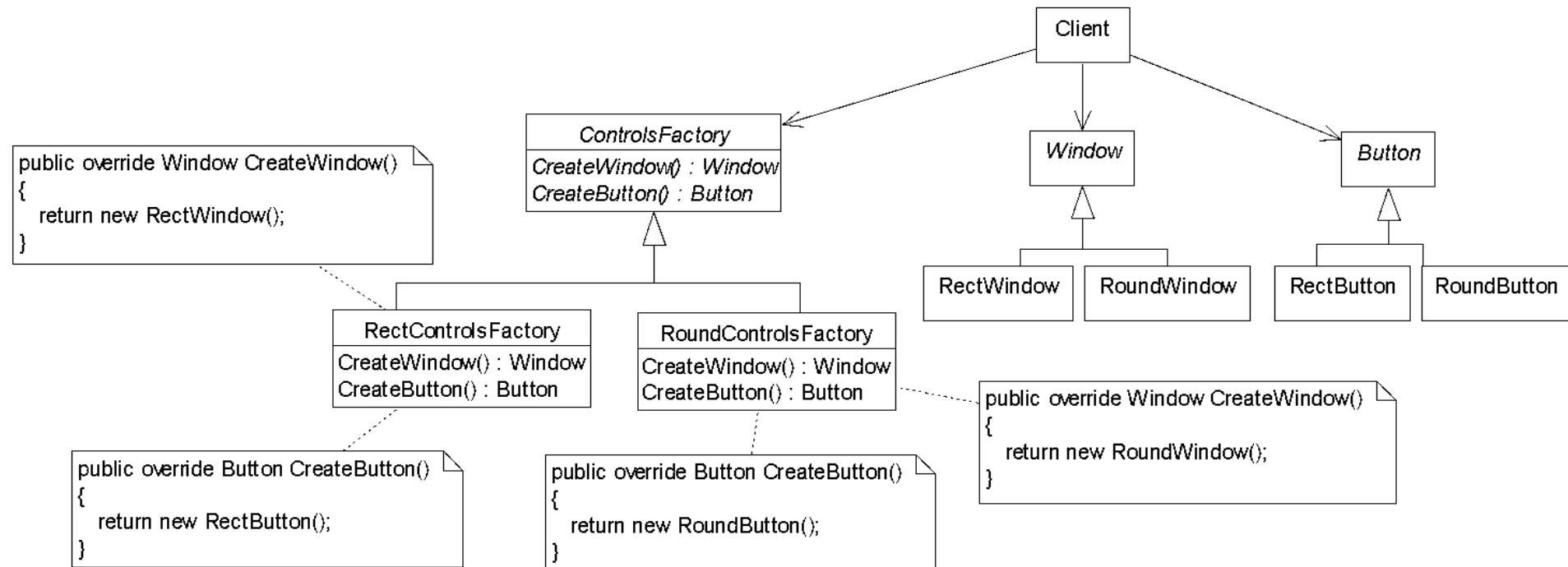
Фабричный метод (Factory Method)



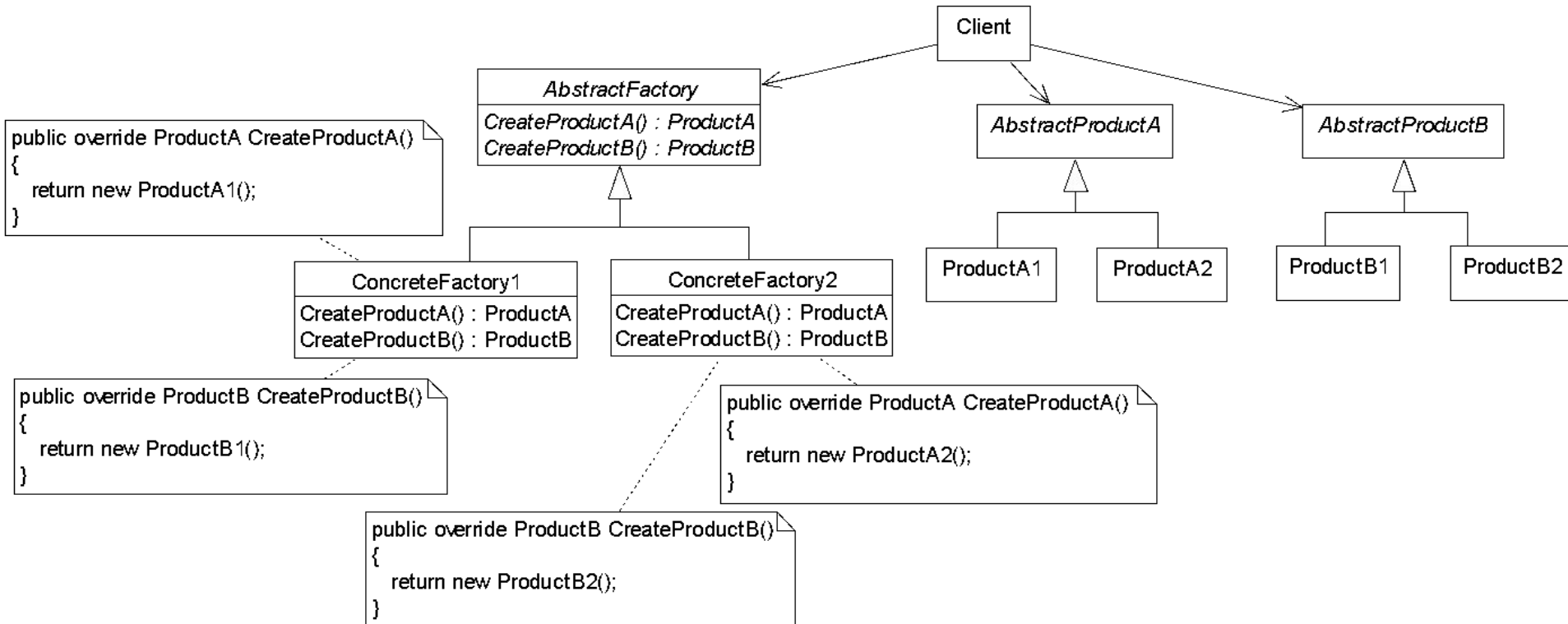
Фабричный метод (Factory Method)



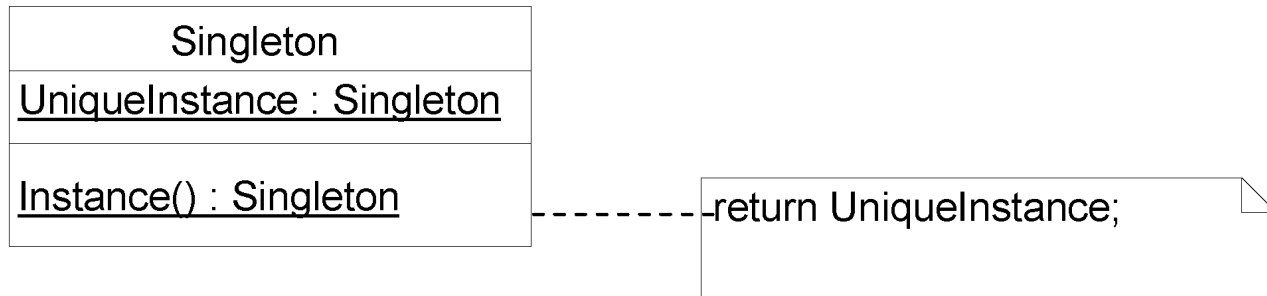
Абстрактная фабрика (Abstract Factory)



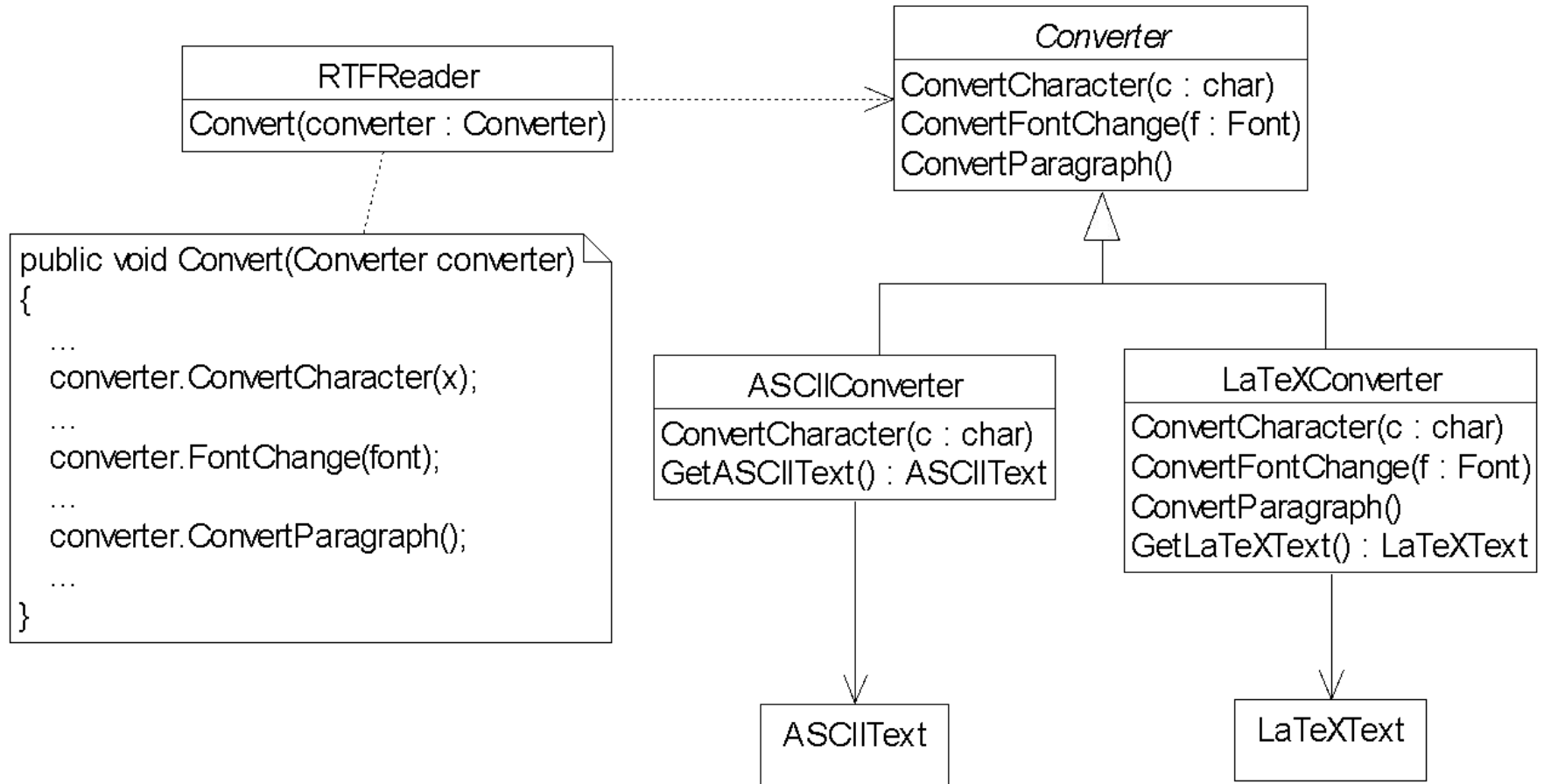
Абстрактная фабрика (Abstract Factory)



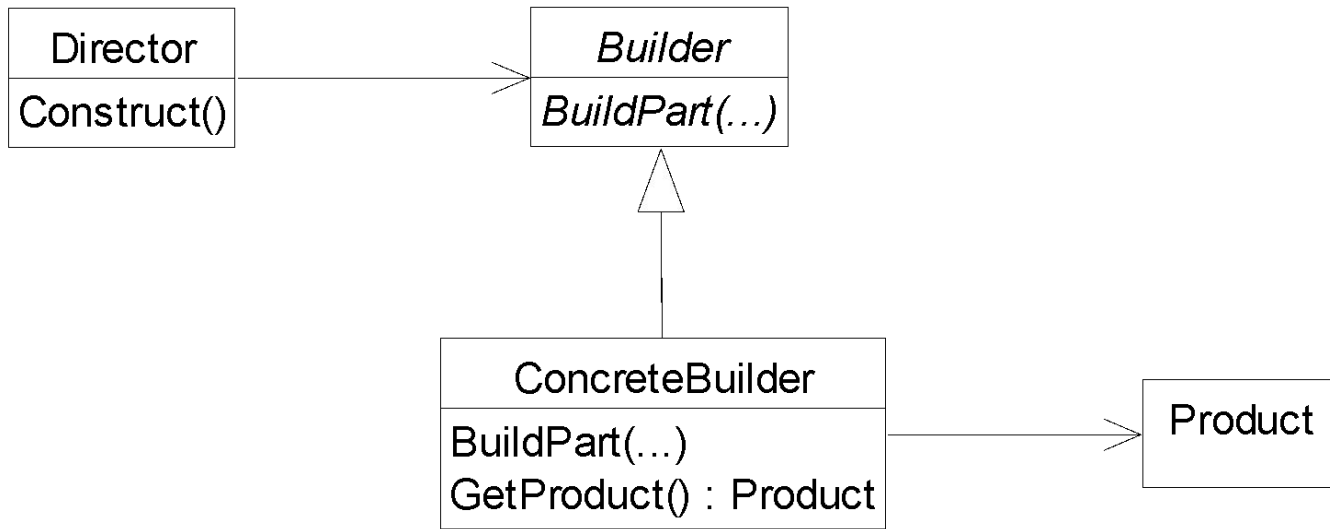
Одиночка (Singleton)



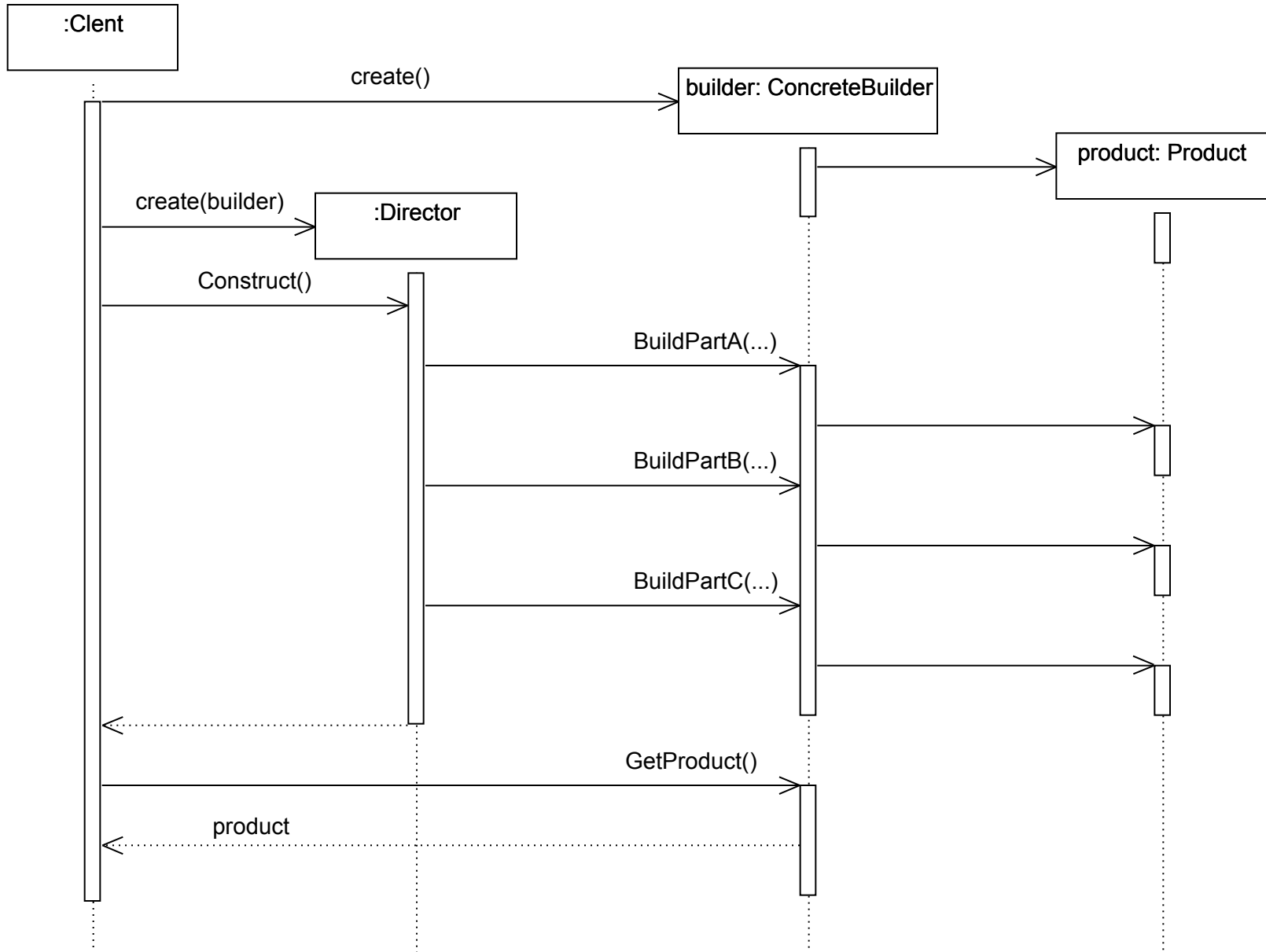
Строитель (Builder)



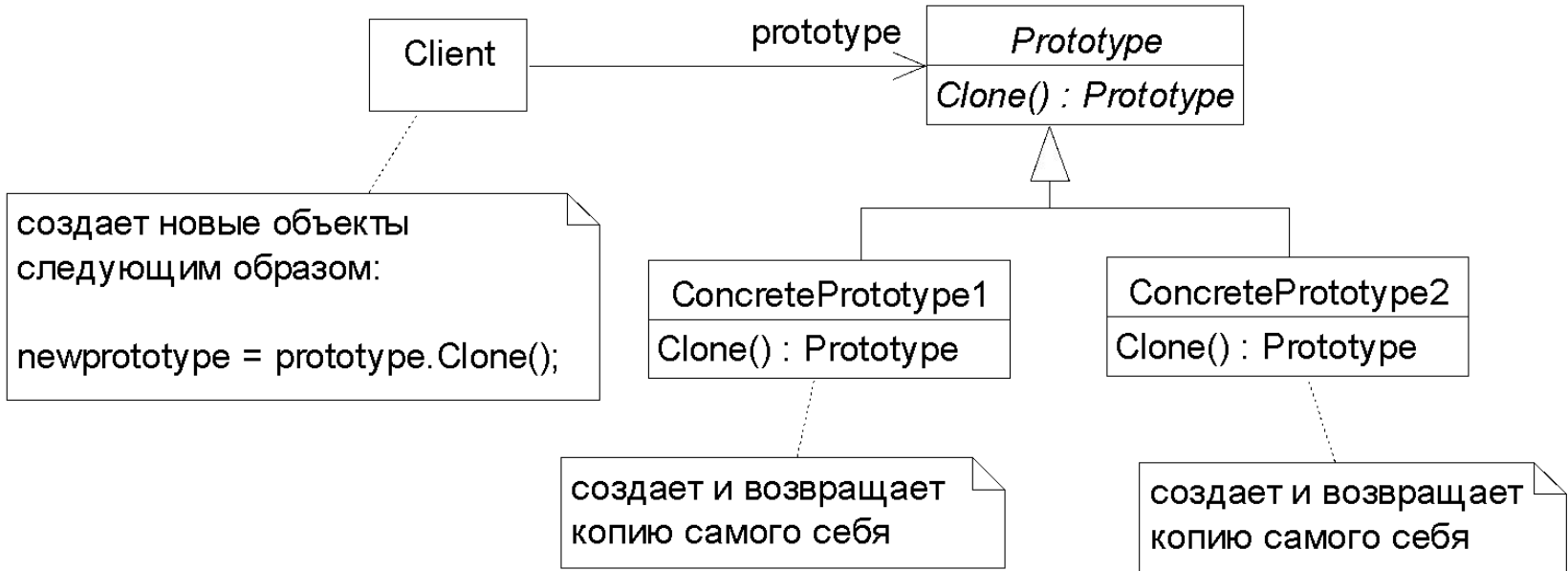
Строитель (Builder)



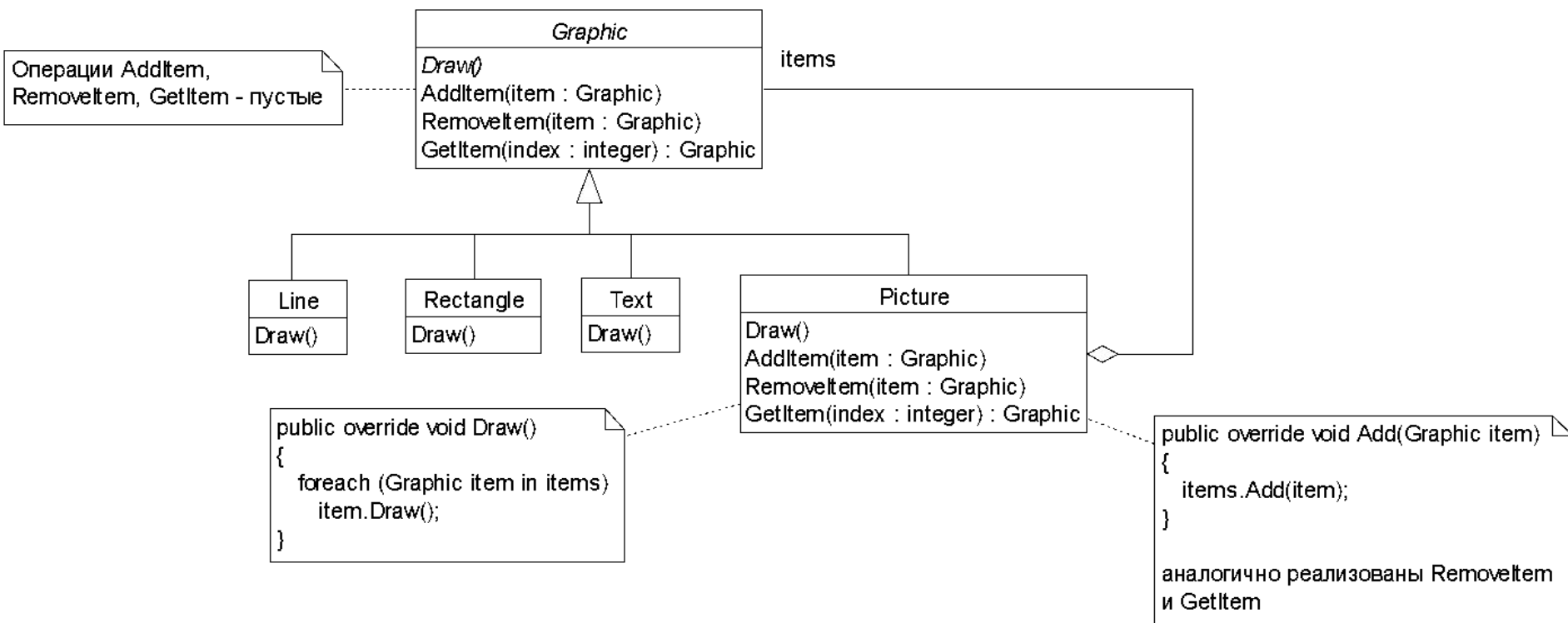
Строитель (Builder)



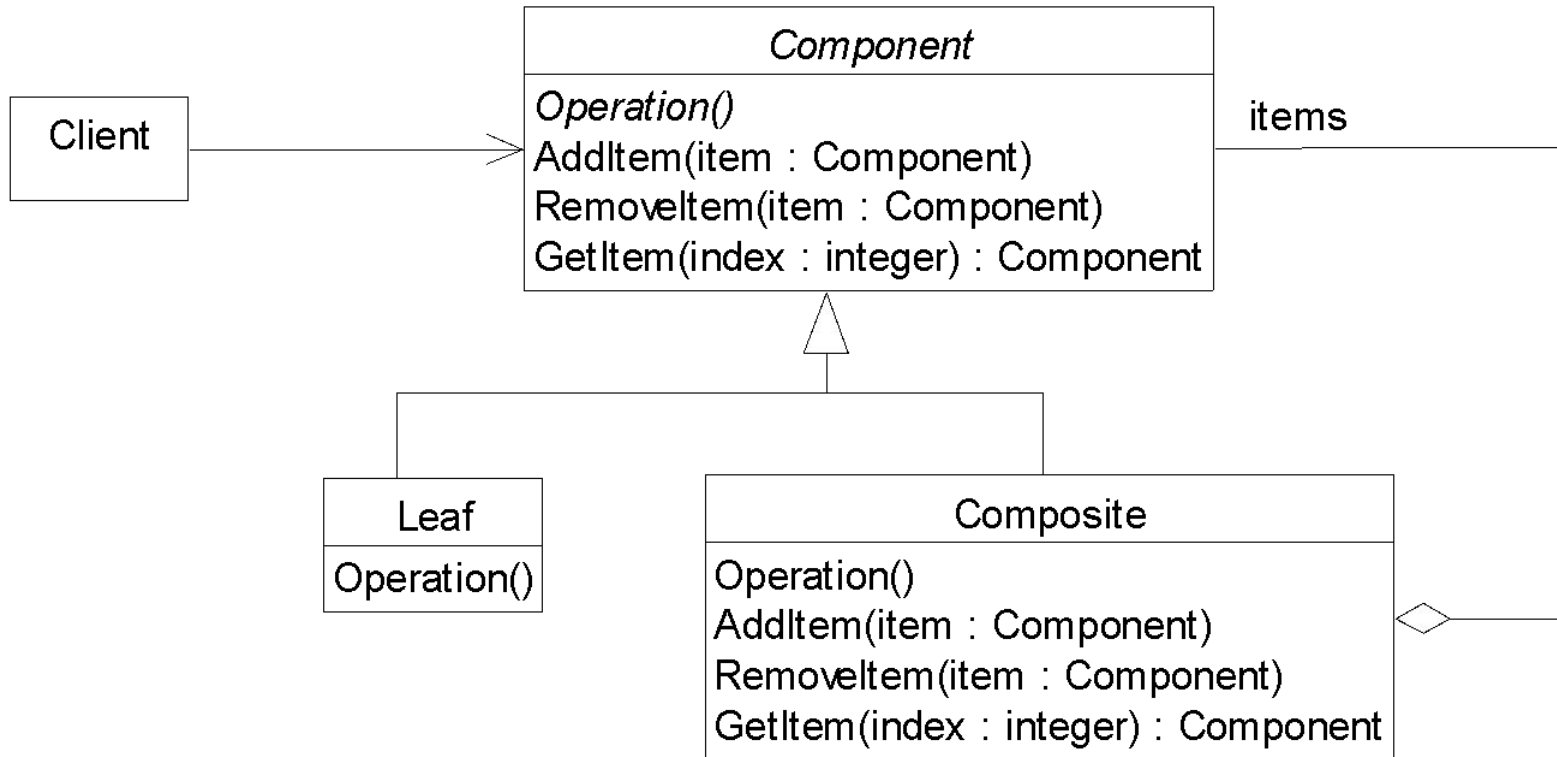
Прототип (Prototype)



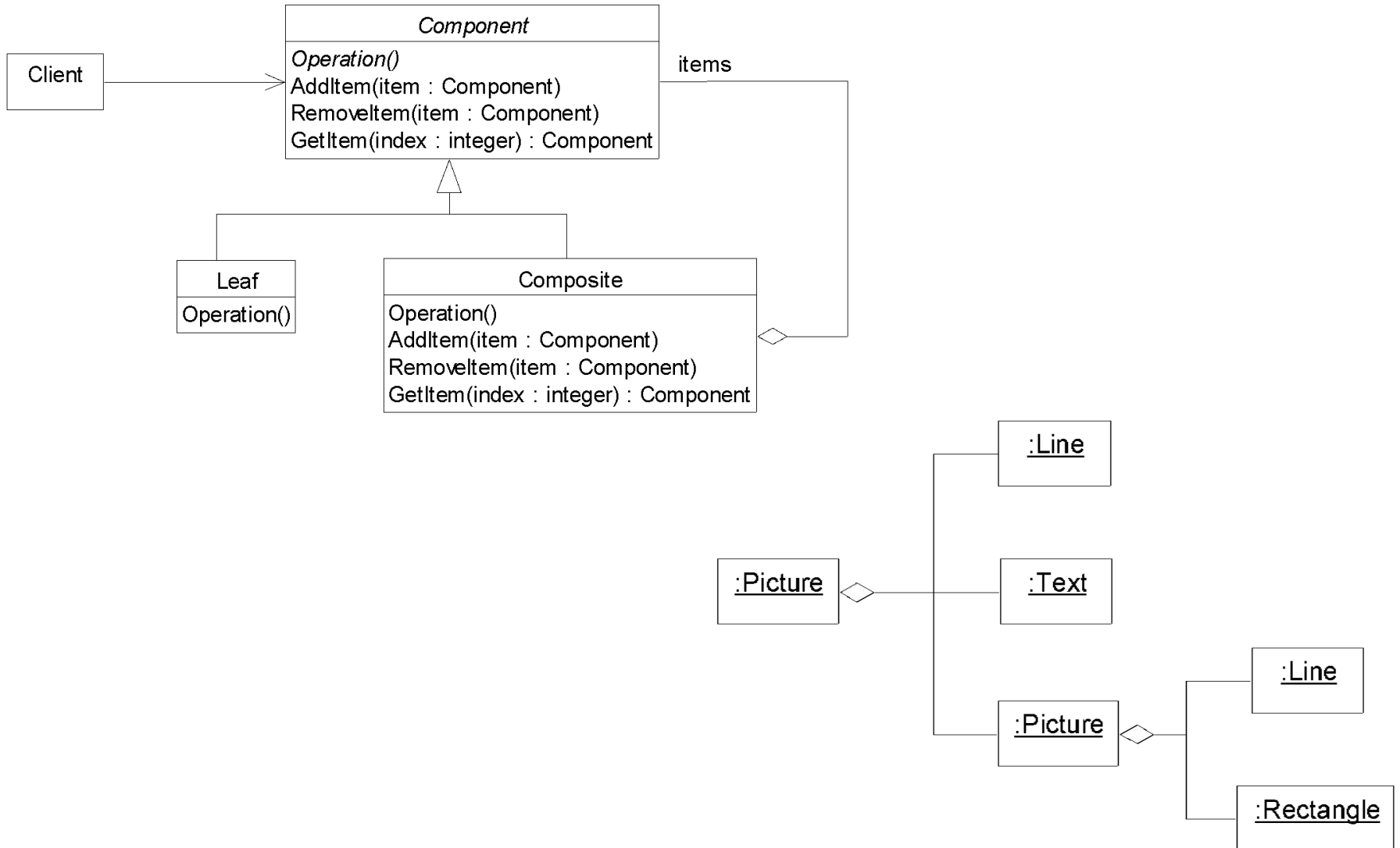
Компоновщик (Composite)



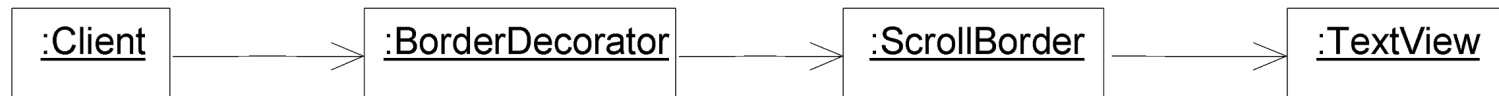
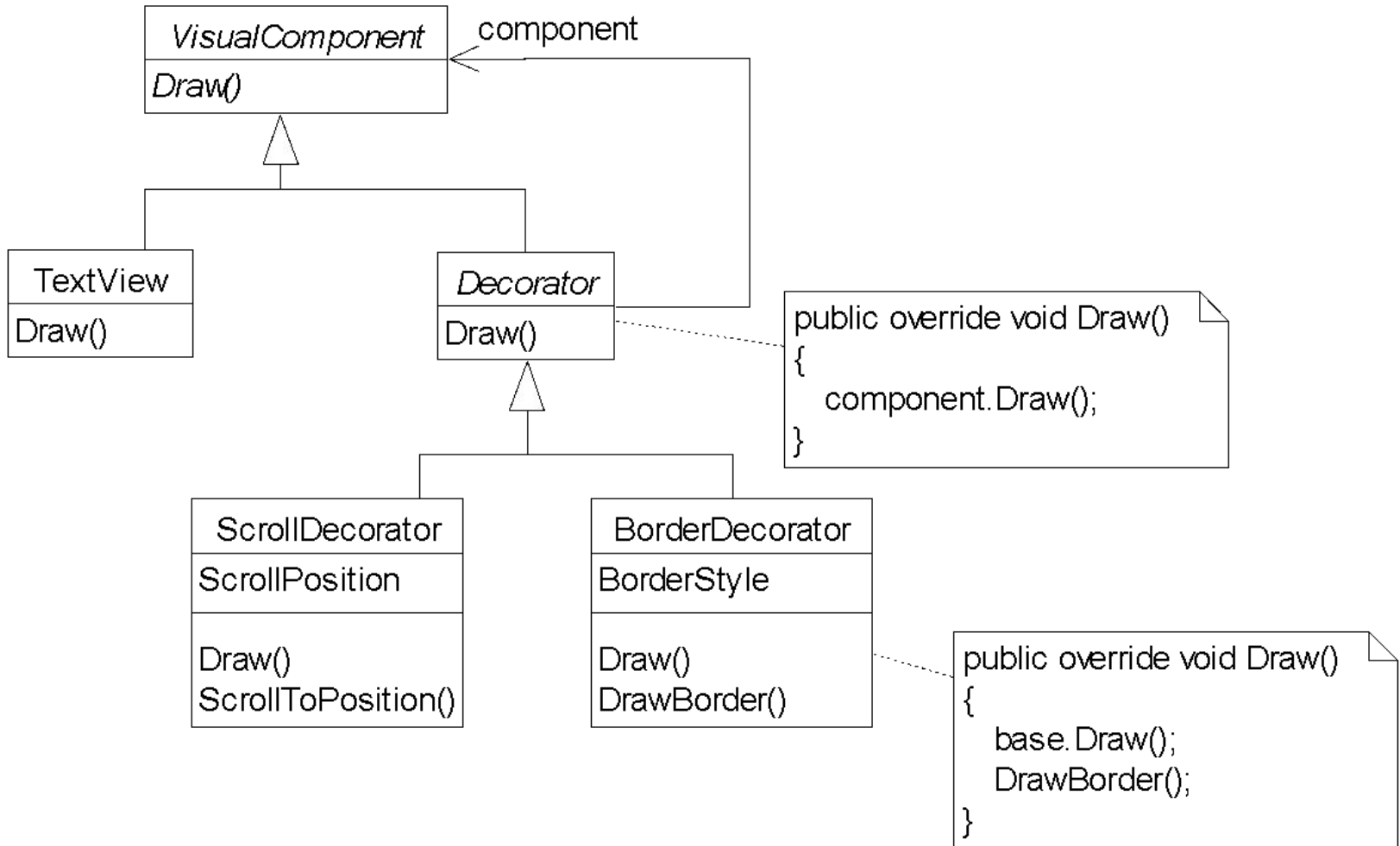
Компоновщик (Composite)



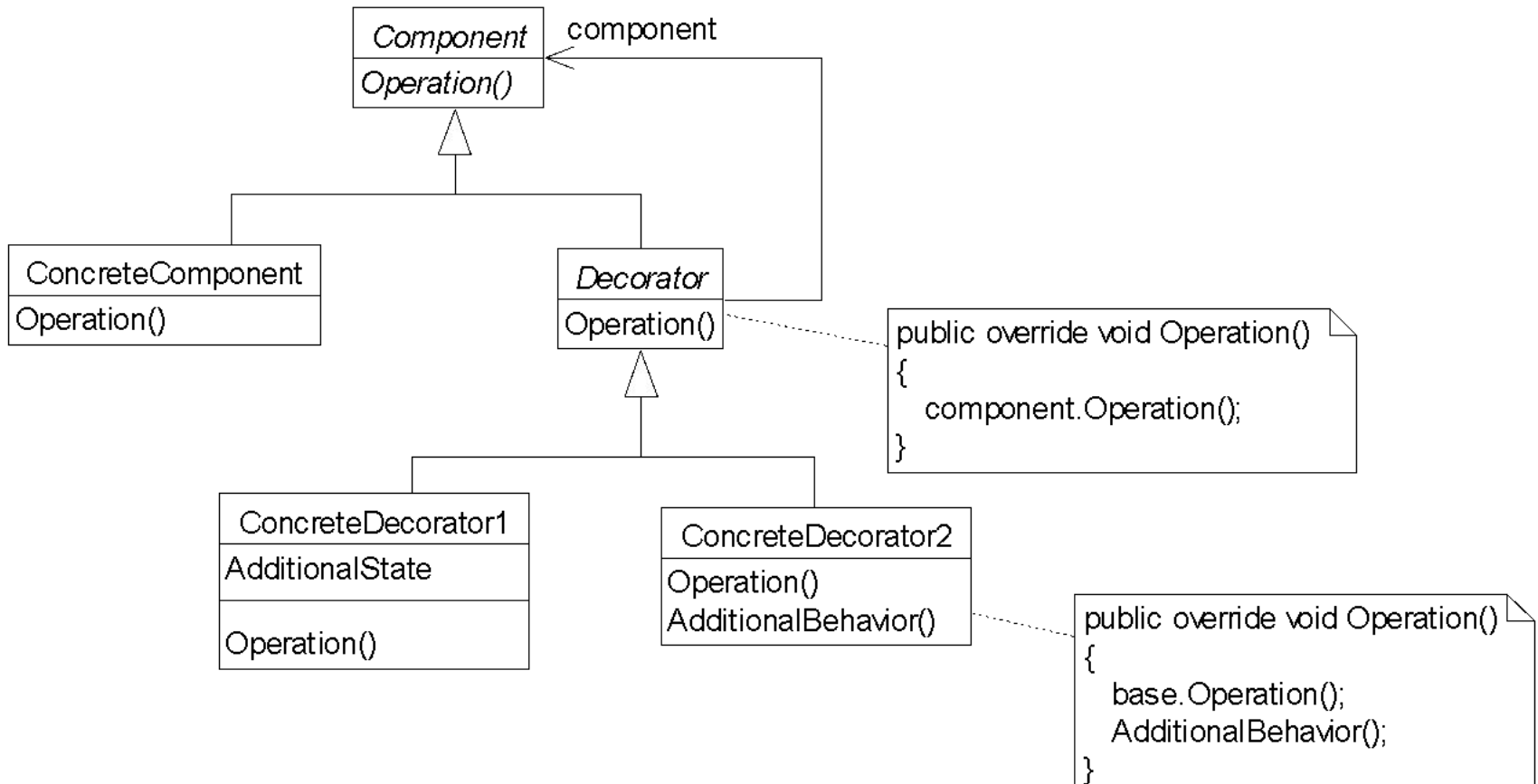
Компоновщик (Composite)



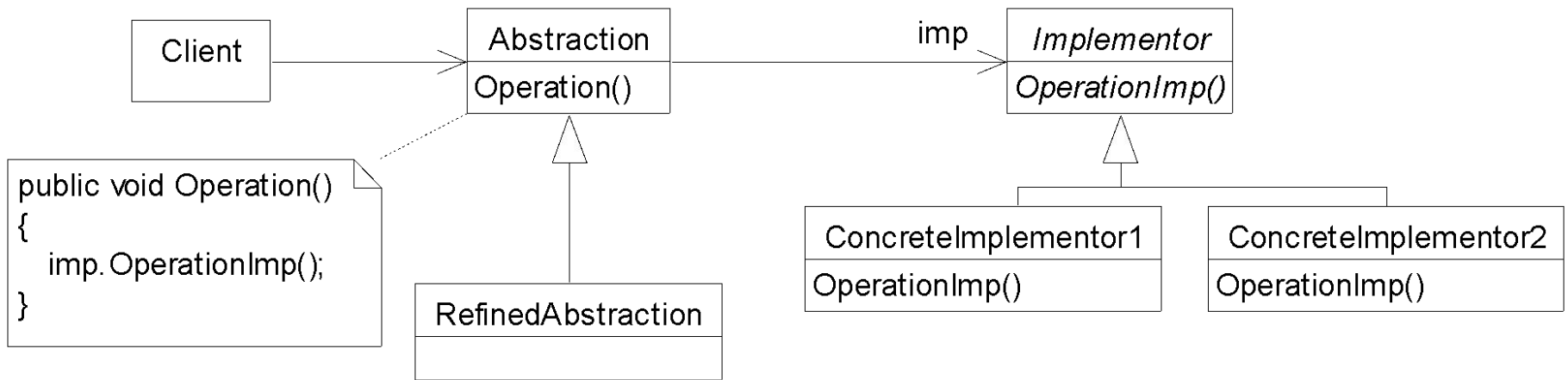
Декоратор (Decorator)



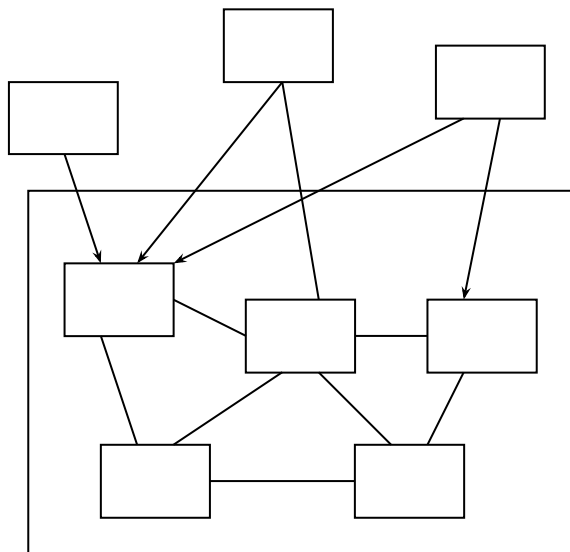
Декоратор (Decorator)



Мост (Bridge)



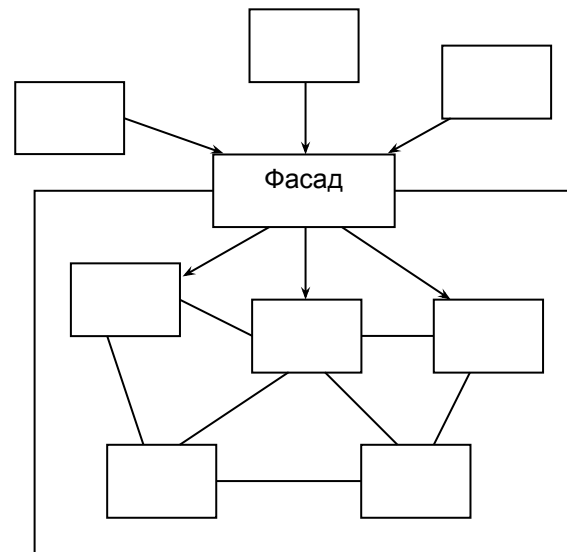
Фасад (Facade)



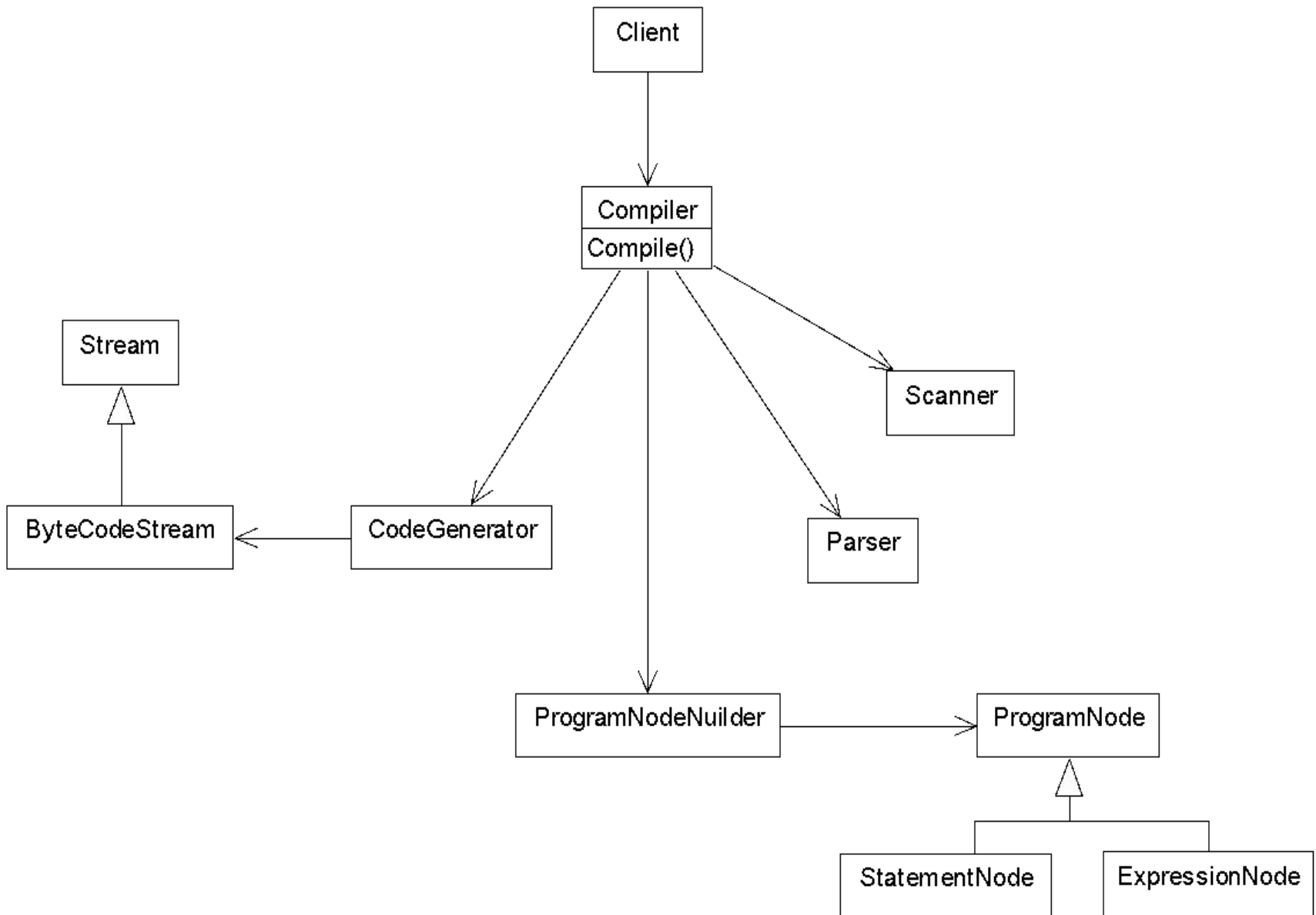
классы клиента



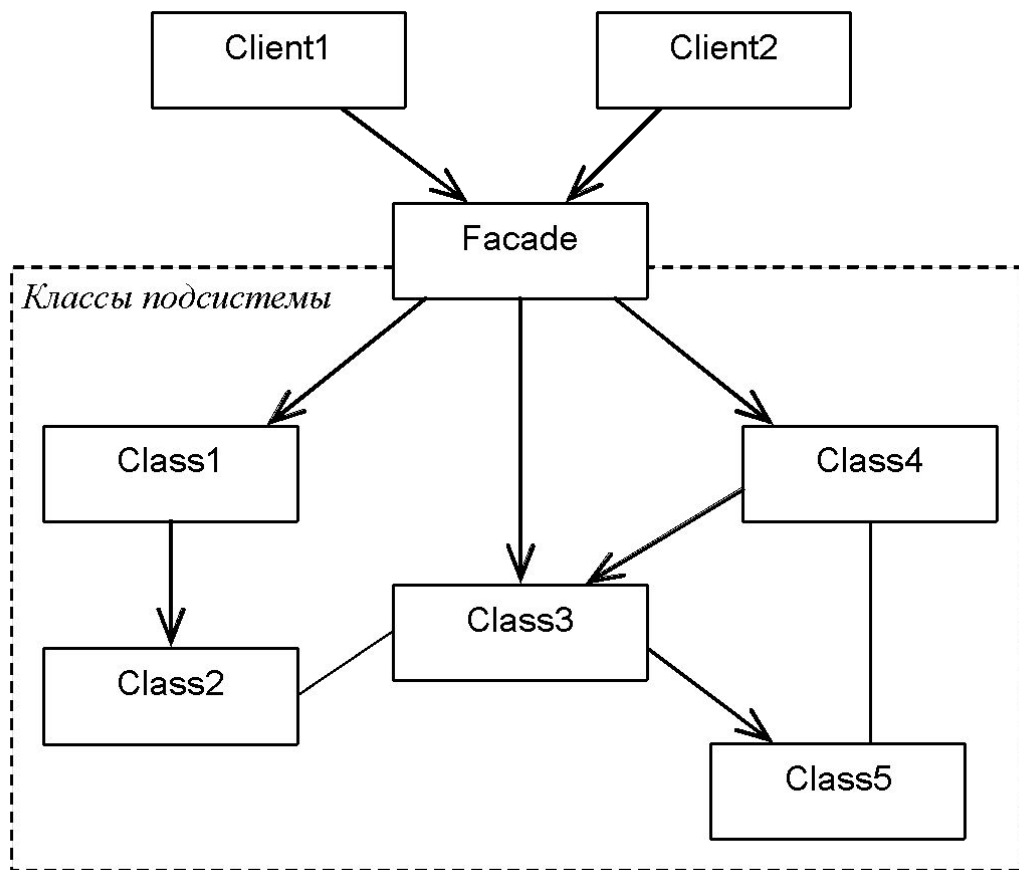
классы подсистемы



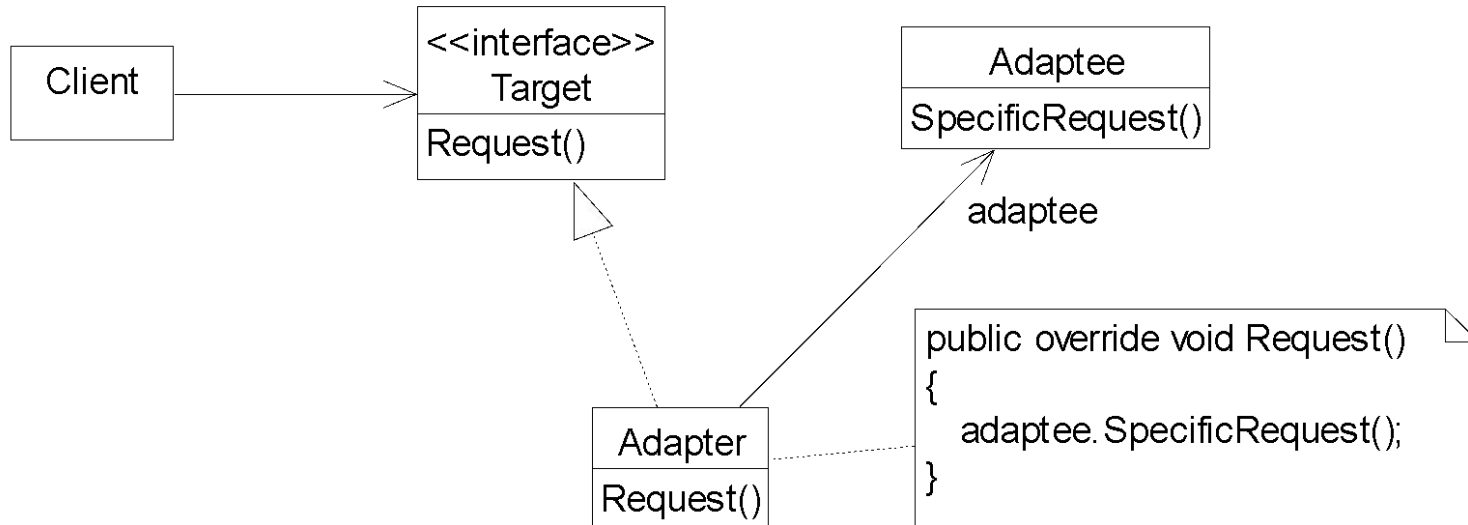
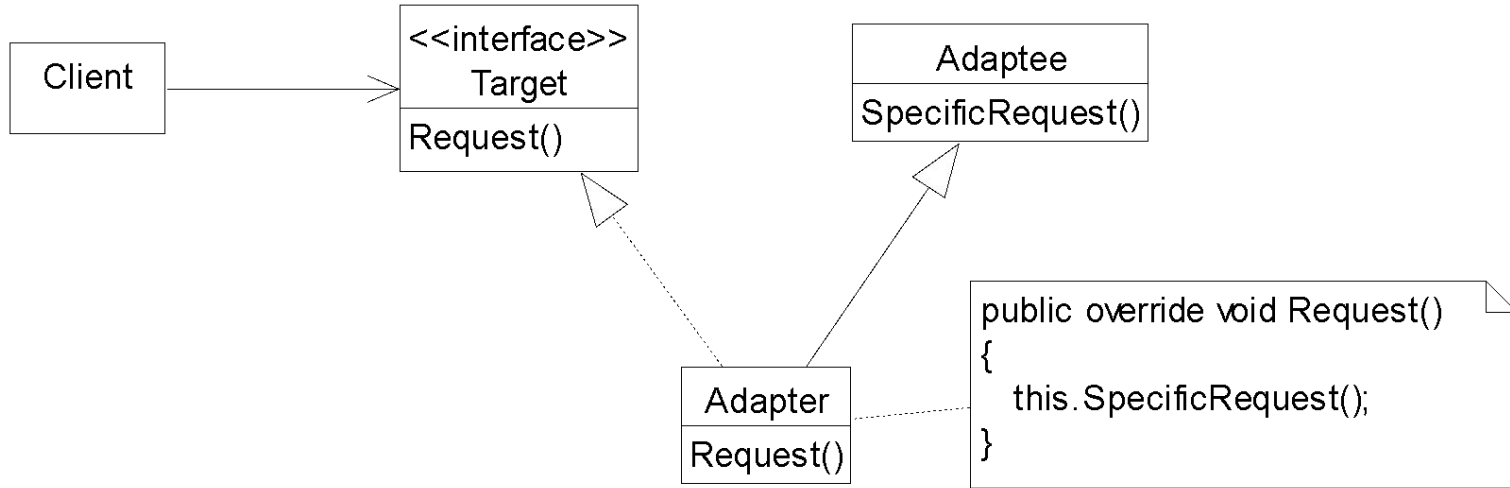
Фасад (Facade)



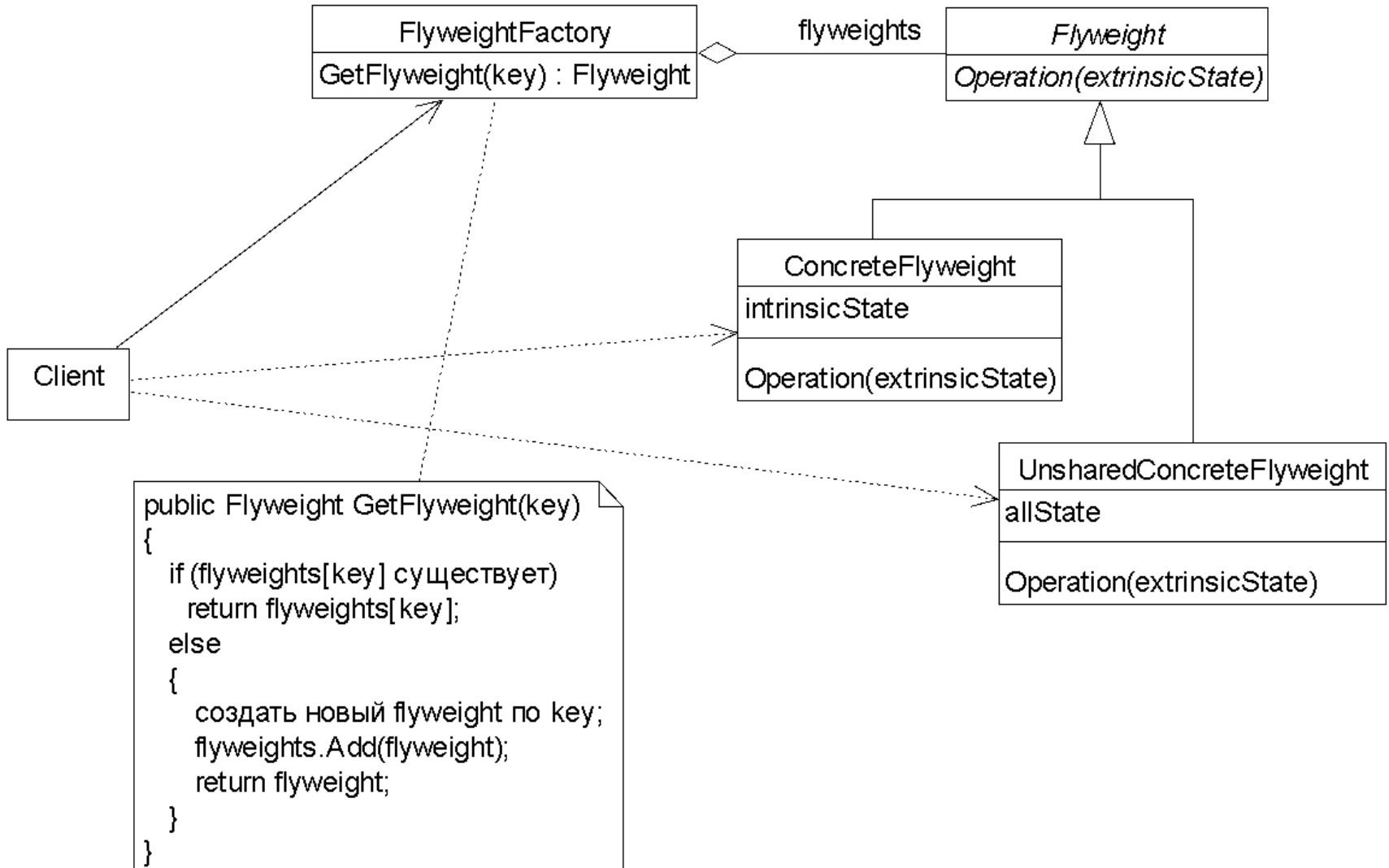
Фасад (Facade)



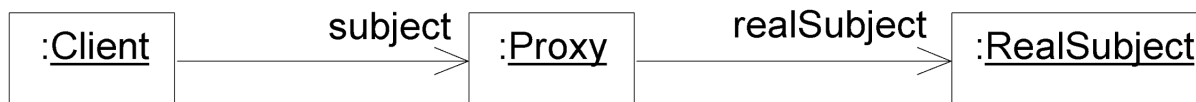
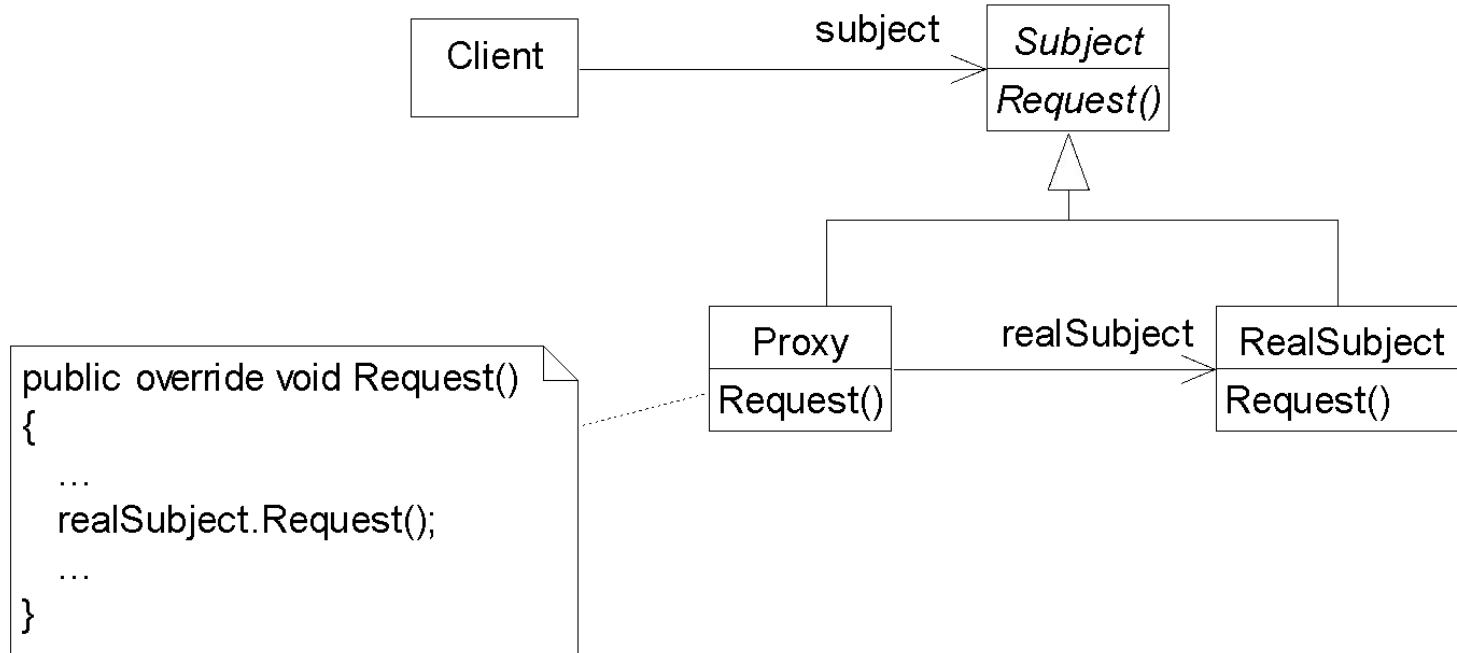
Адаптер (Adapter)



Приспособленец (Flyweight)



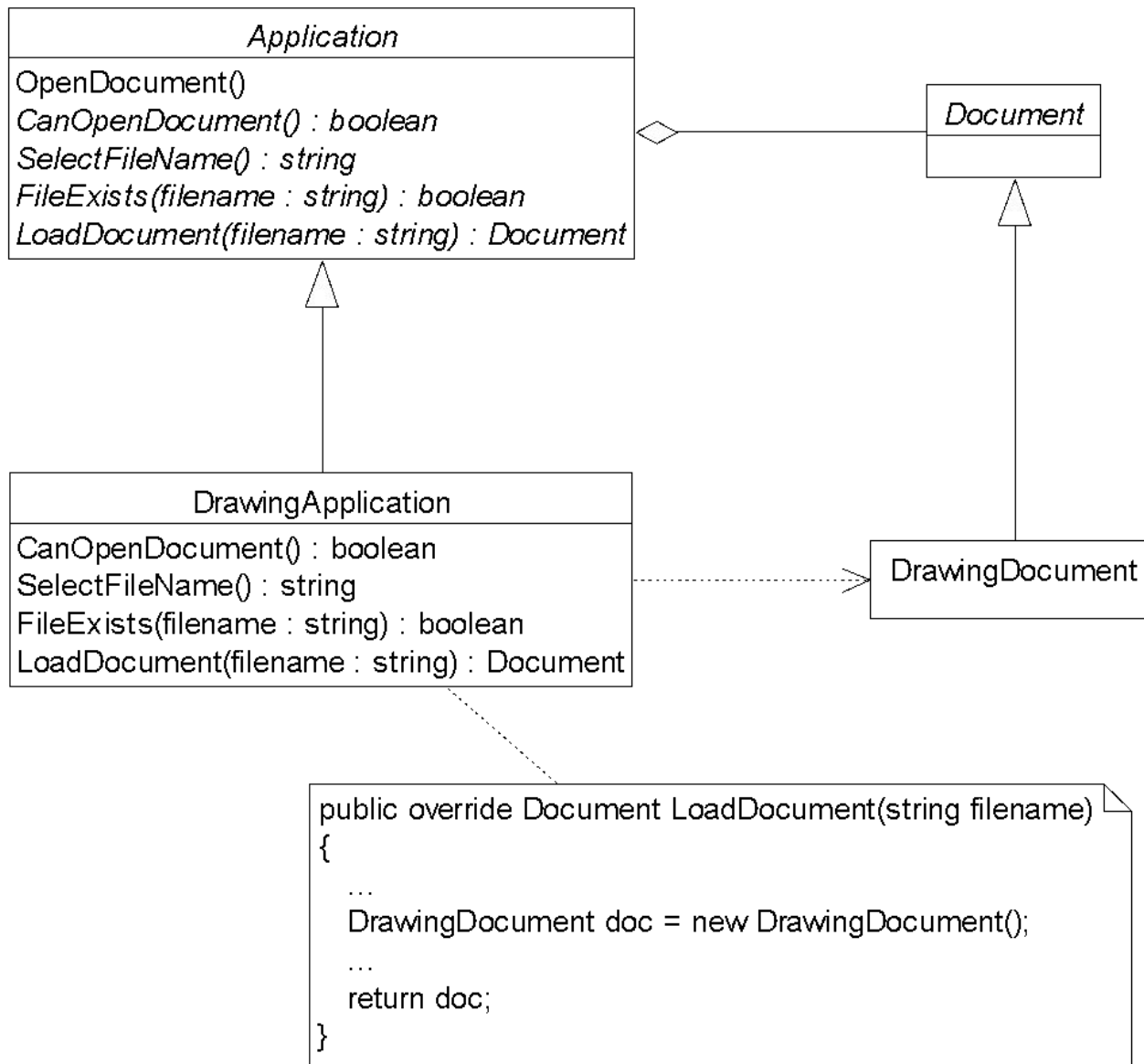
Заместитель (Proxy)



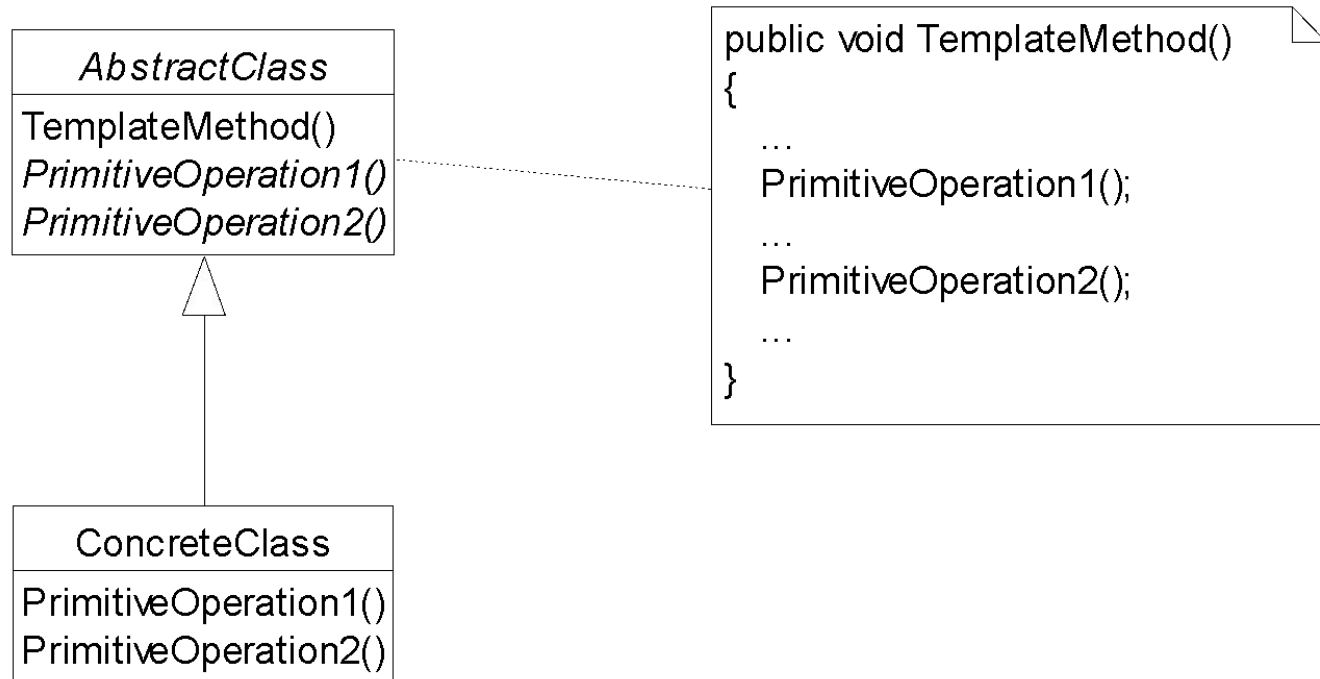
Шаблонный метод (Template Method)

```
class Application
{
    ...
    Public void OpenDocument()
    {
        if (CanOpenDocument())
        {
            string filename = SelectFileName();
            if (FileExists(filename))
            {
                Document doc = LoadDocument(filename);
                documents.Add(doc);
            }
        }
    }
}
```

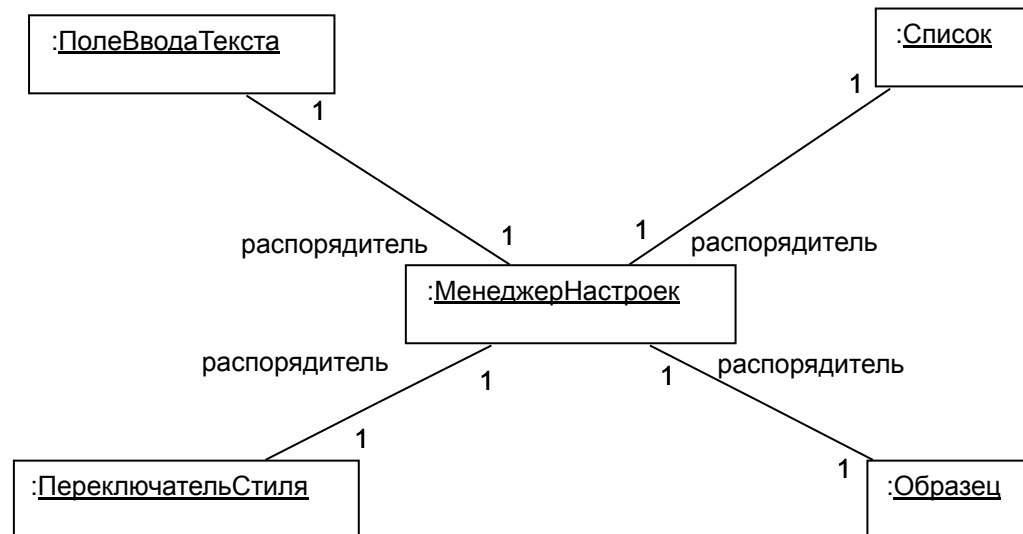
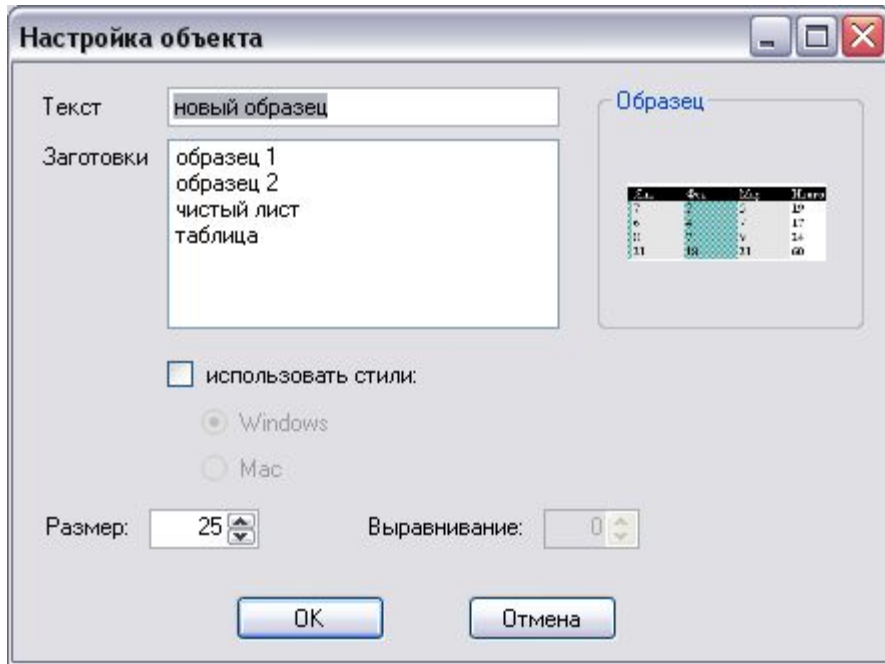

Шаблонный метод (Template Method)



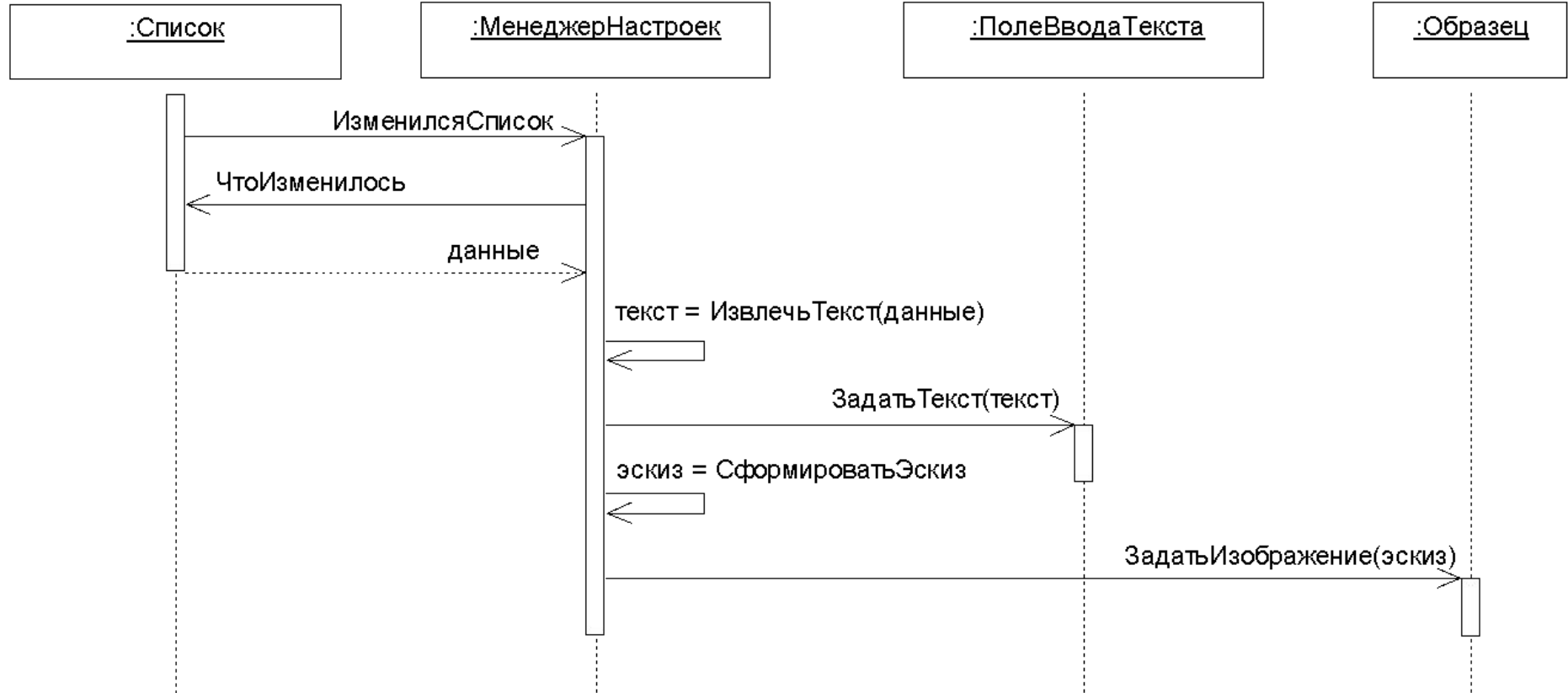
Шаблонный метод (Template Method)



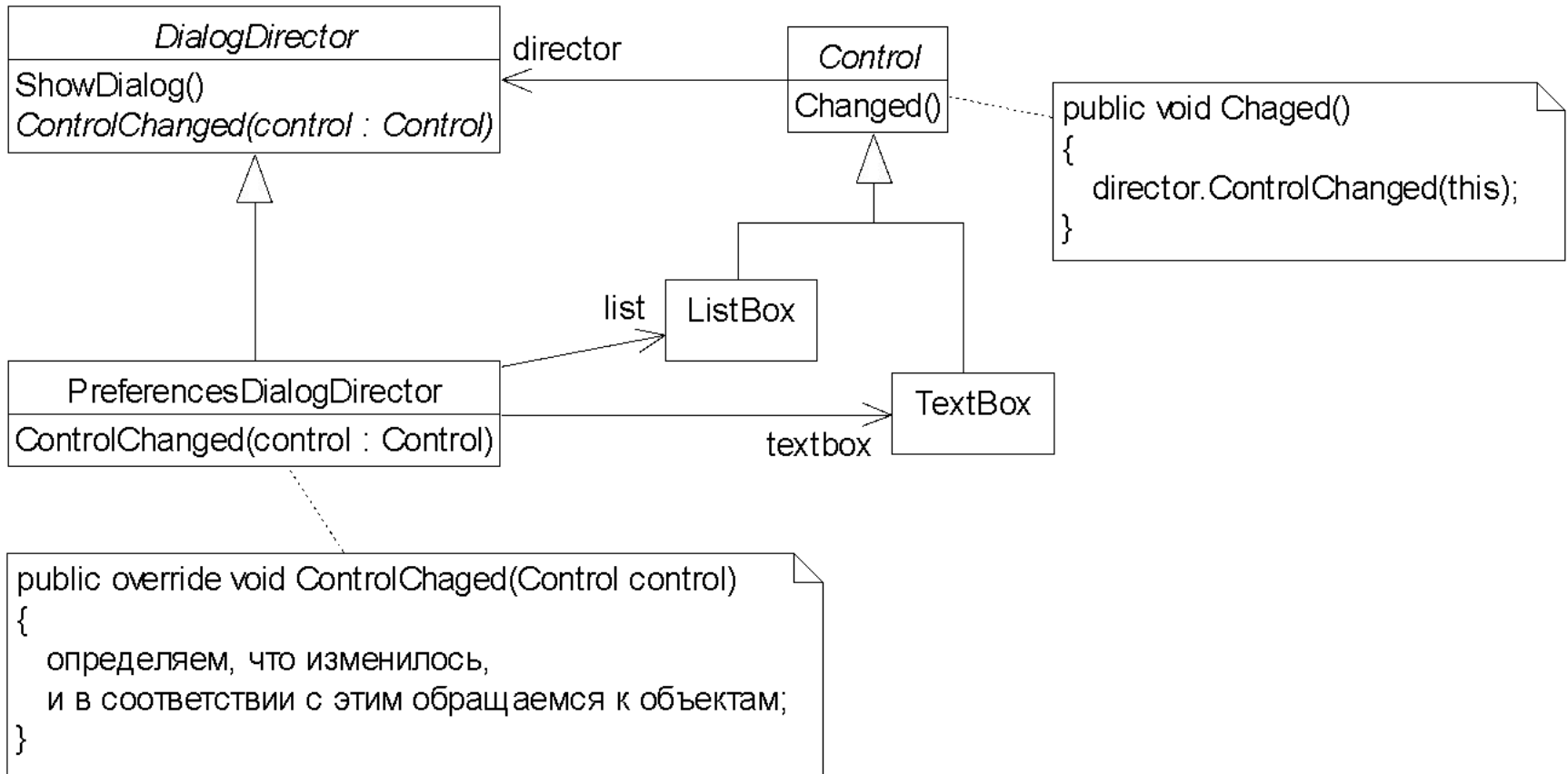
Посредник (Mediator)



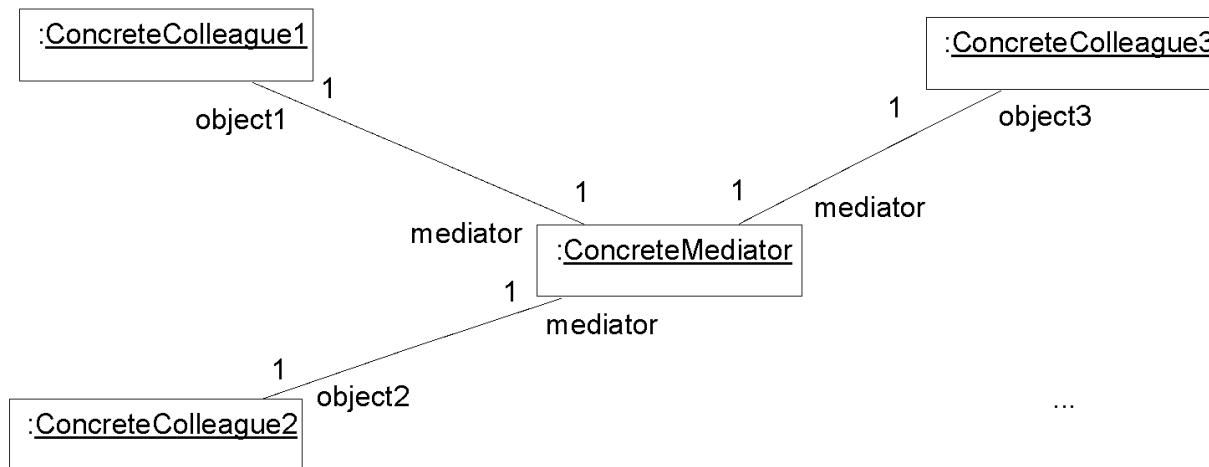
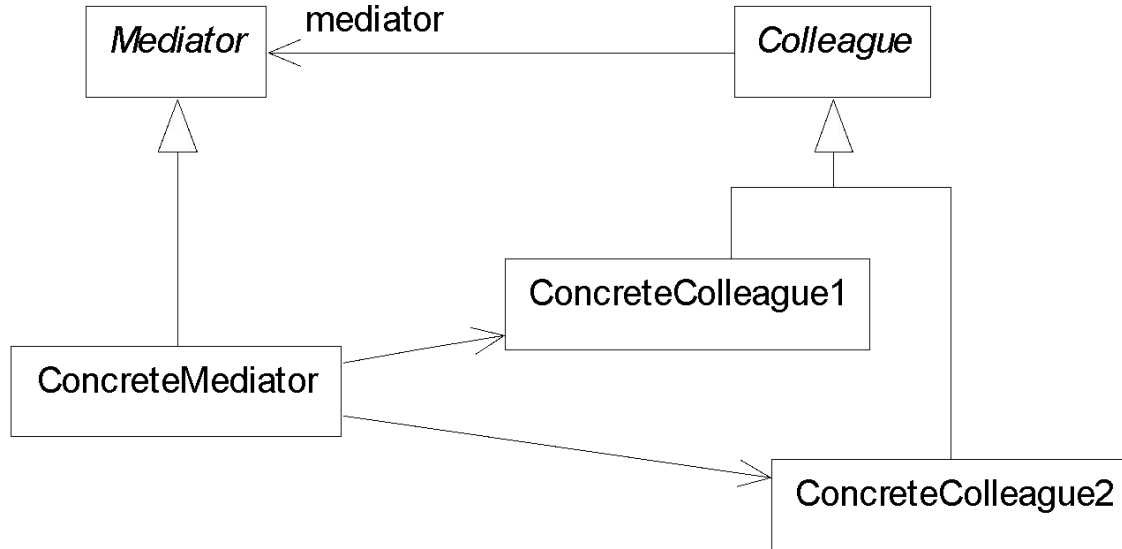
Посредник (Mediator)



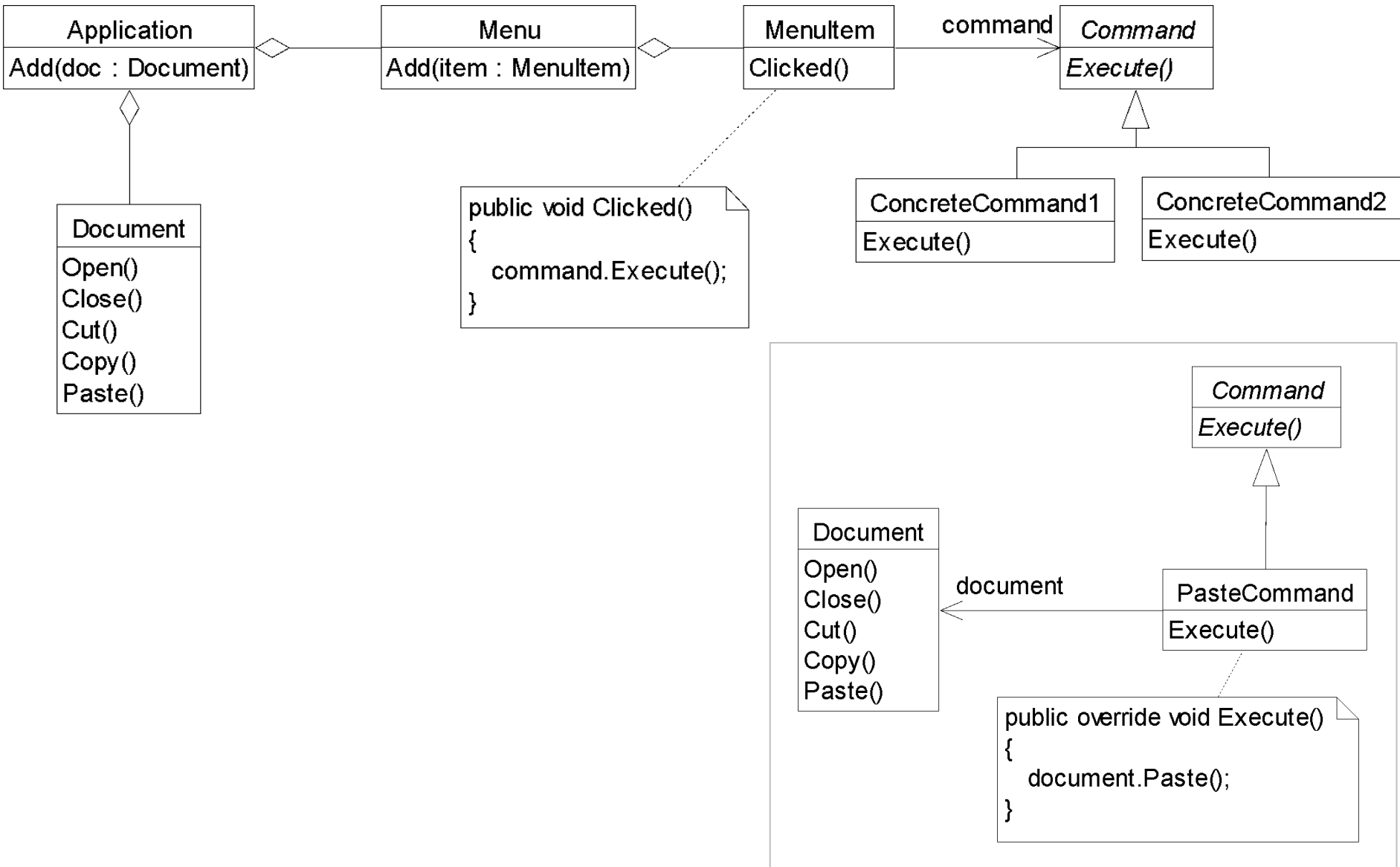
Посредник (Mediator)



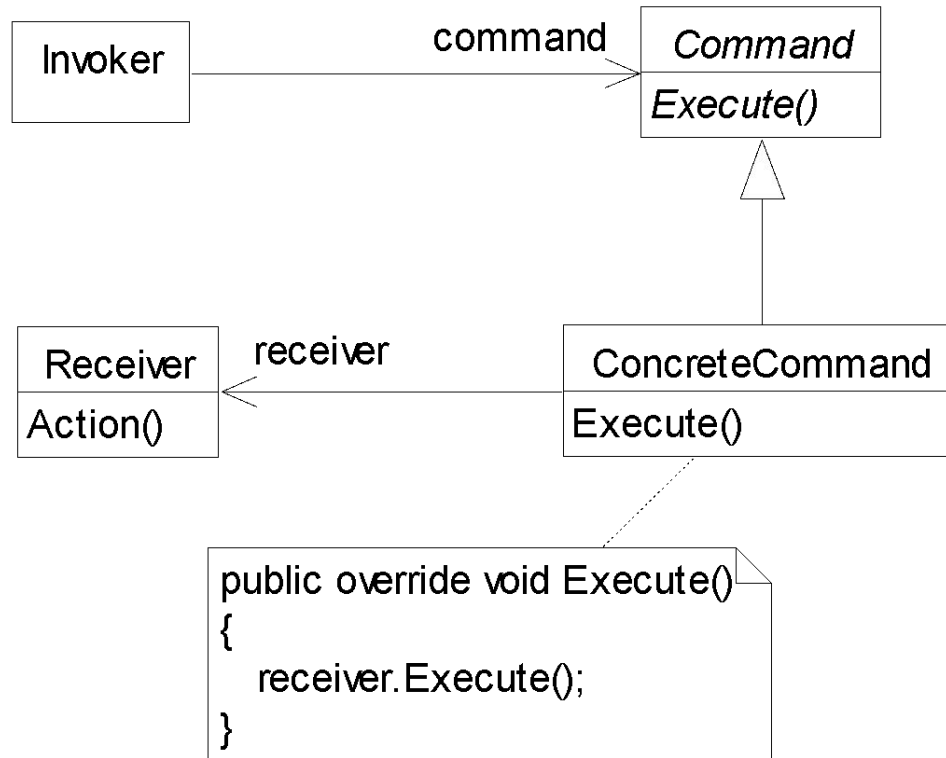
Посредник (Mediator)



Команда (Command)

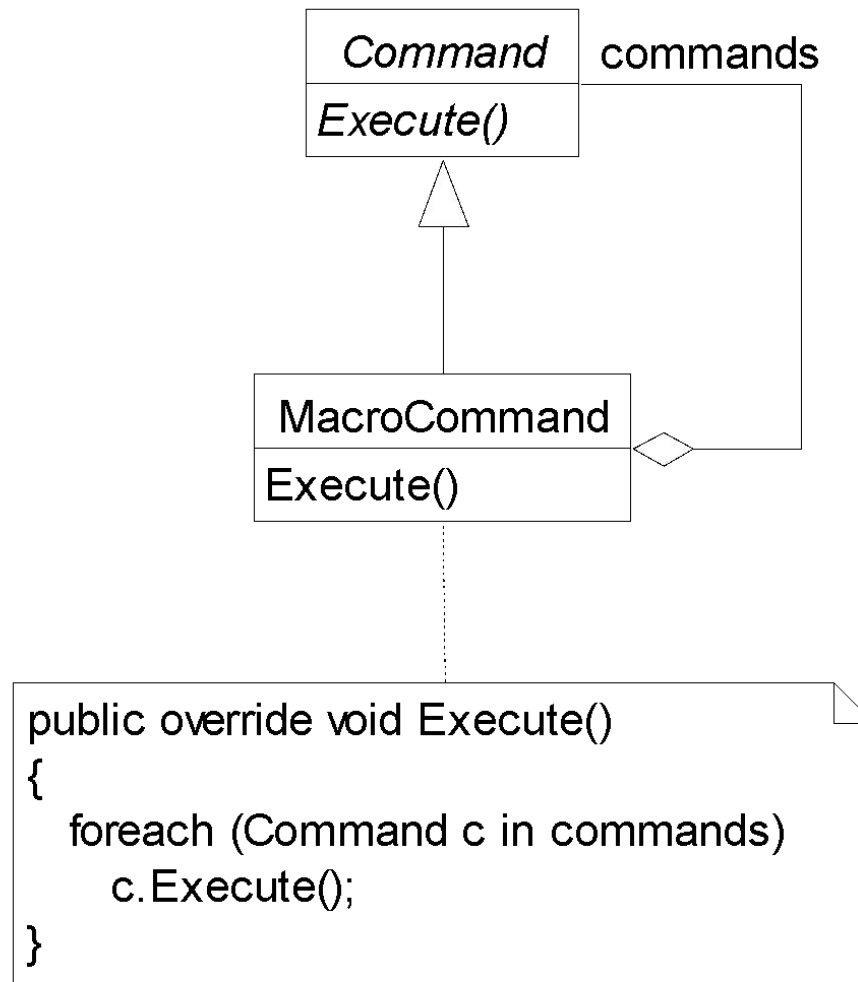


Команда (Command)

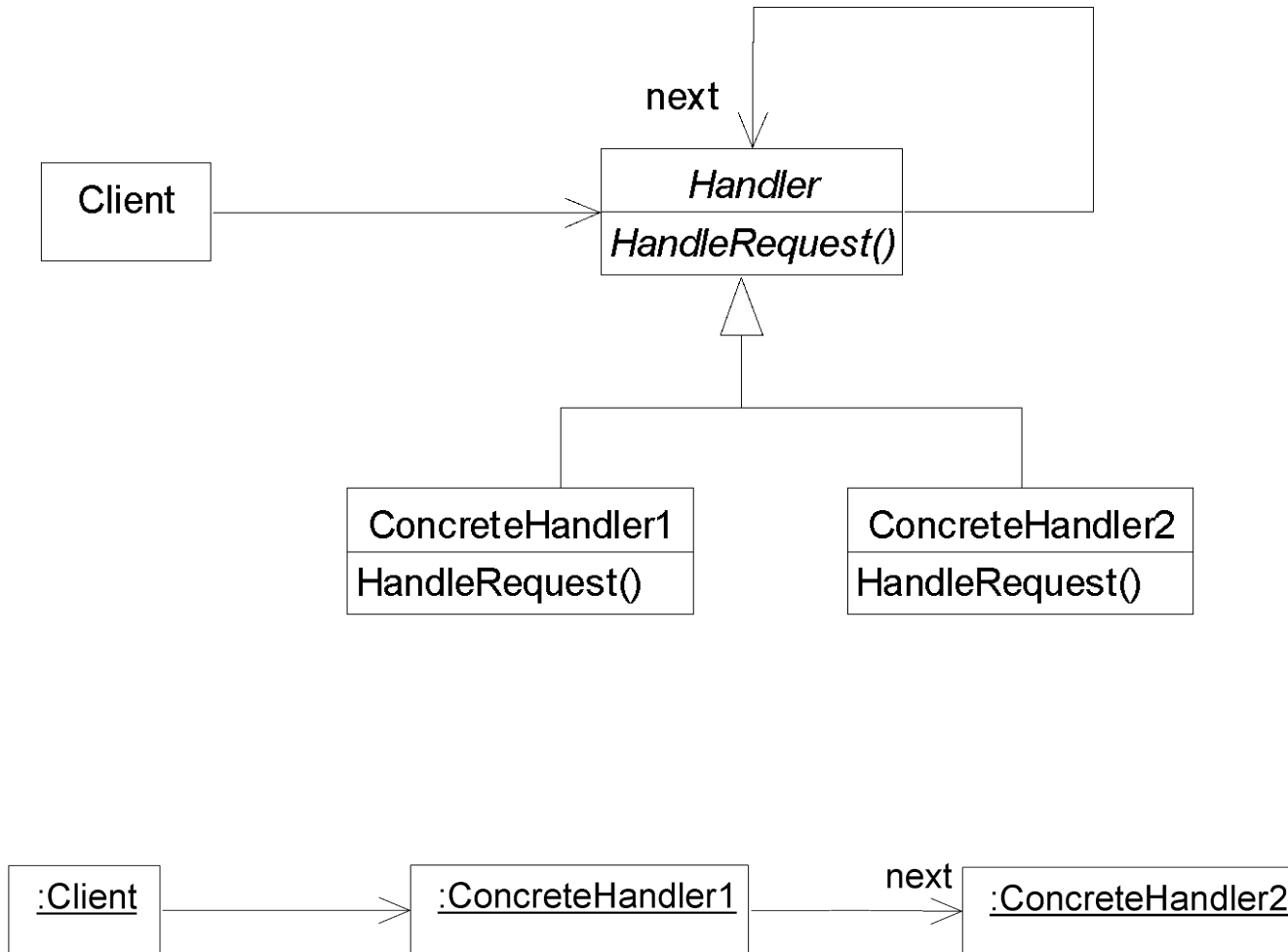


Команда (Command)

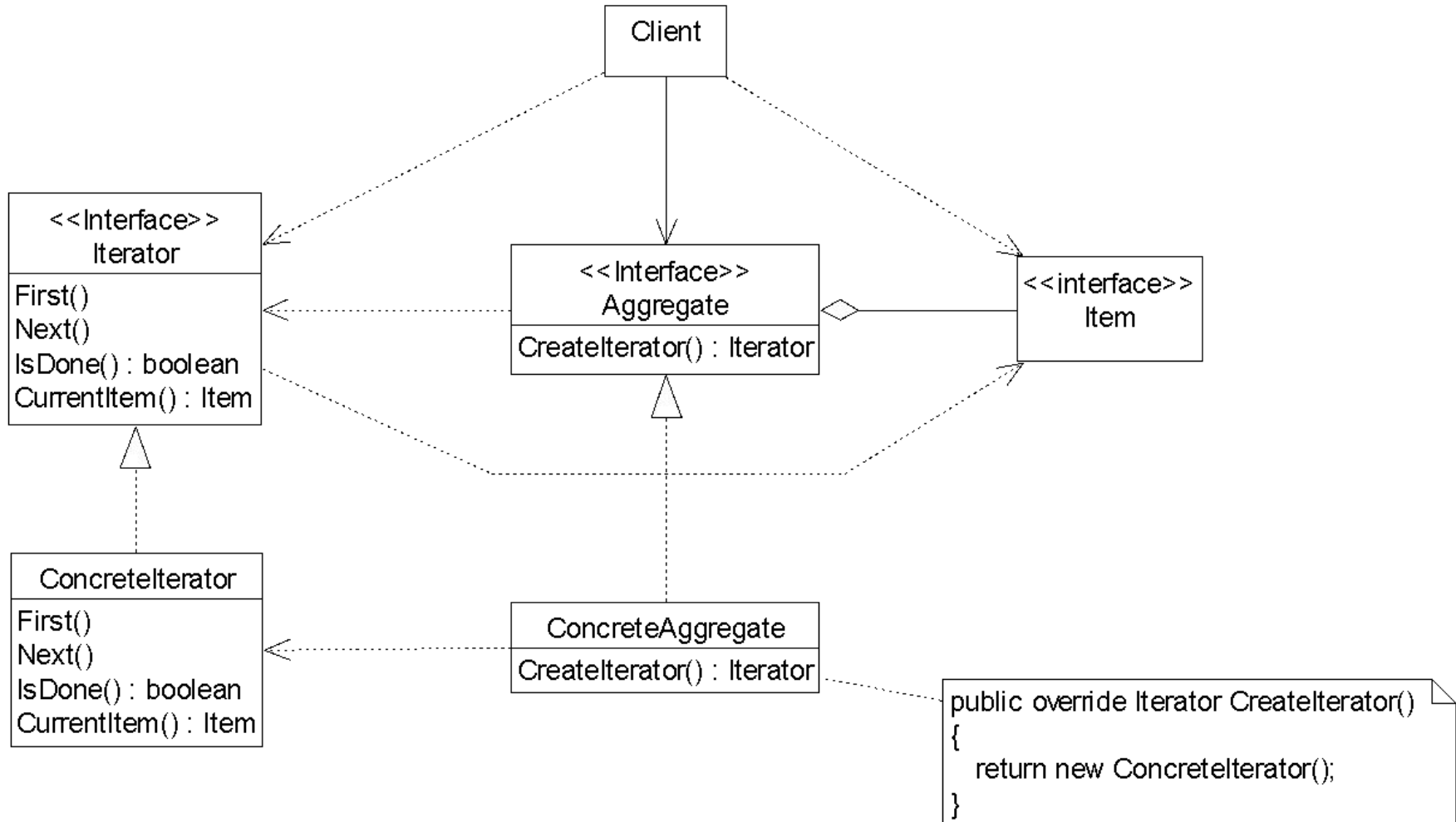
макрокоманды



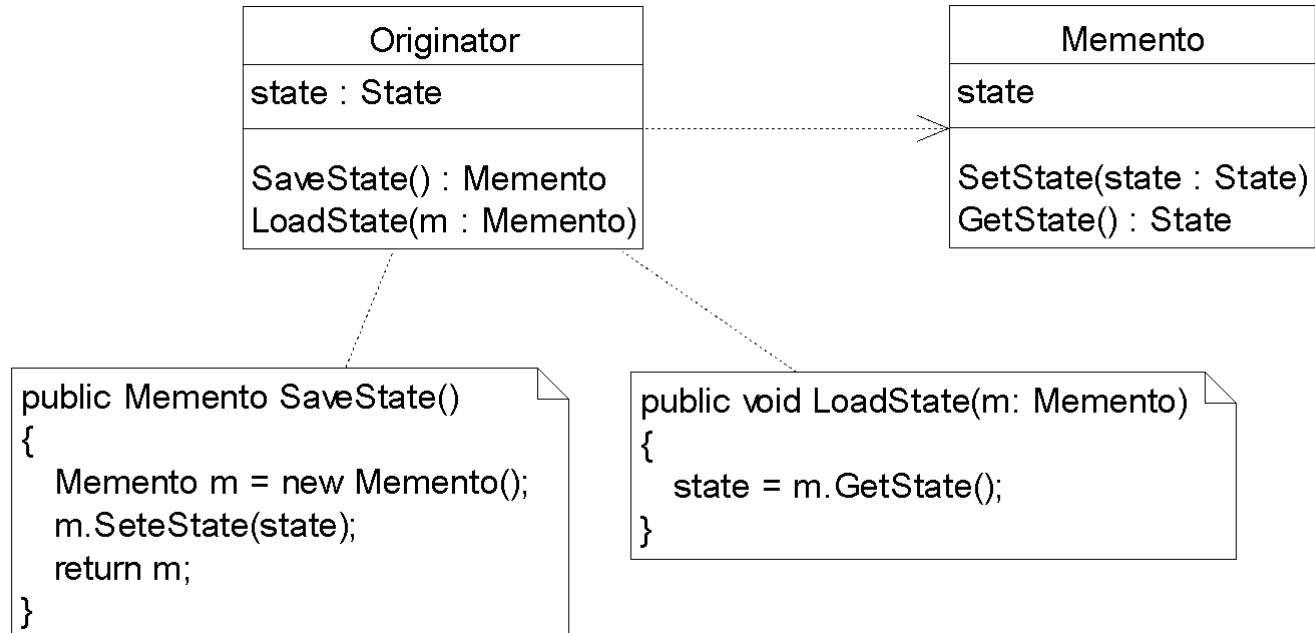
Цепочка обязанностей (Chain Of Responsibility)



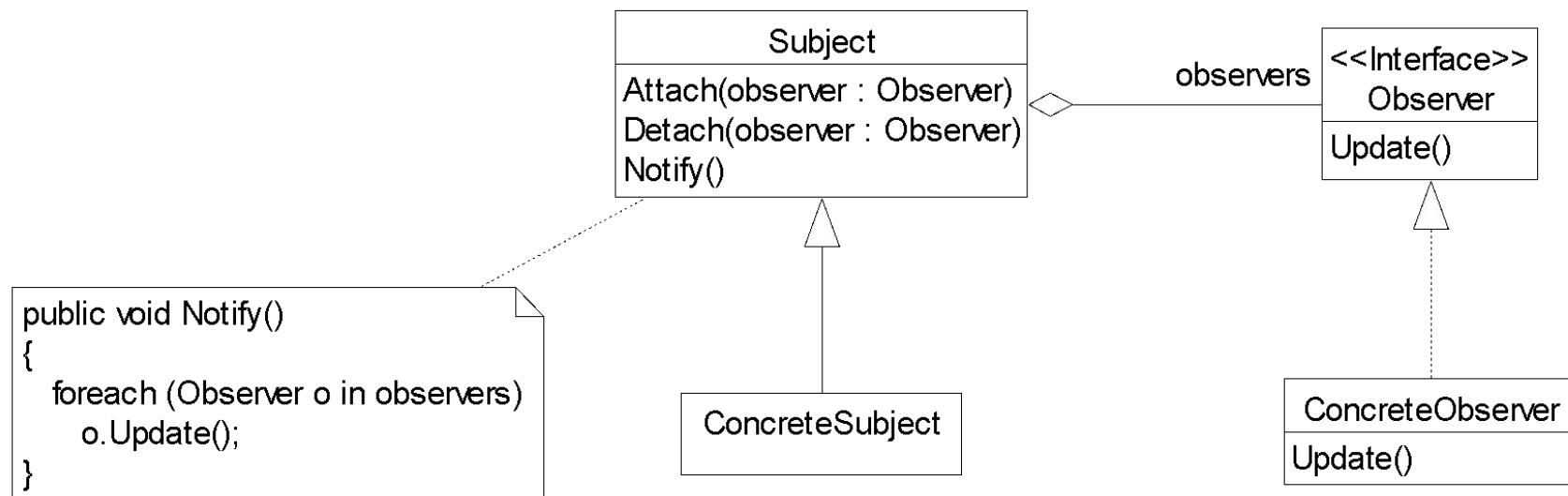
Итератор (Iterator)



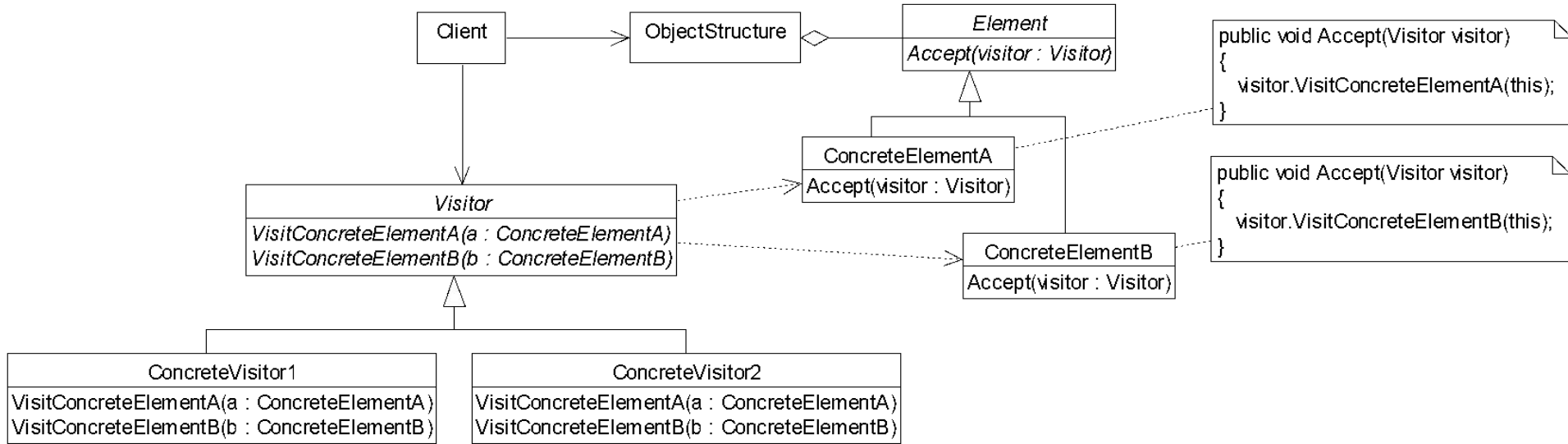
Хранитель (Memento)



Наблюдатель (Observer)

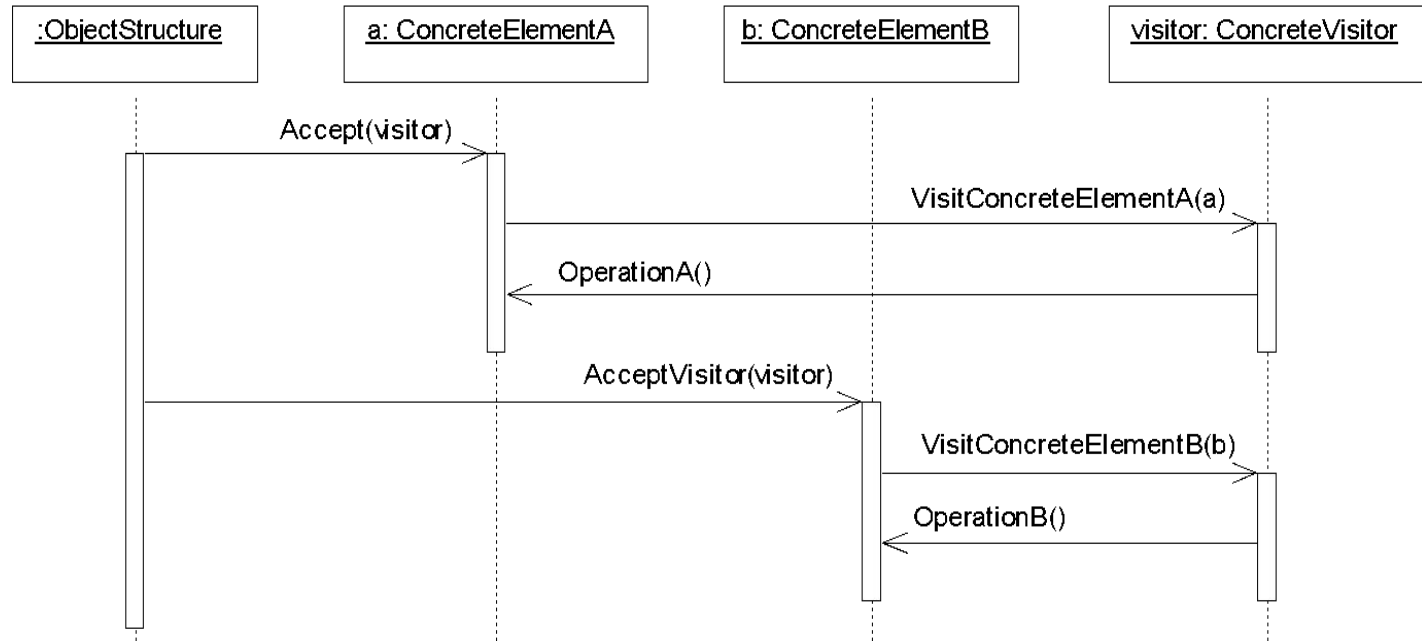


Посетитель (Visitor)

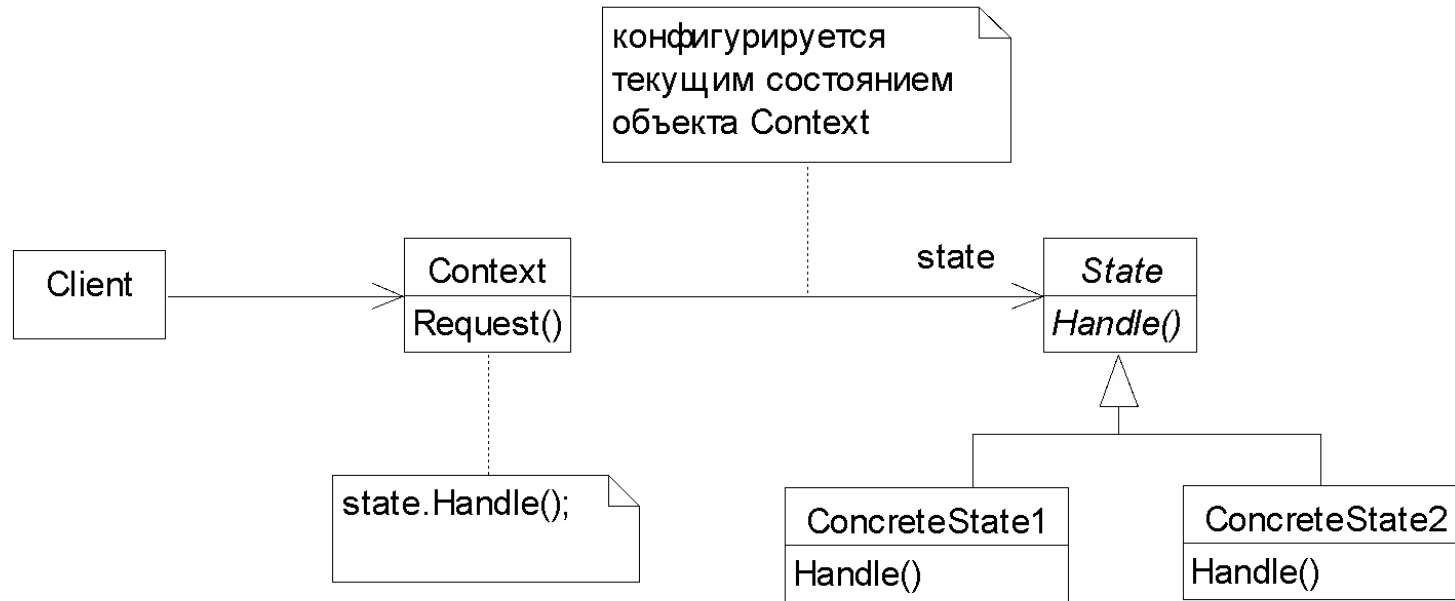


```
public void Accept(Visitor visitor)
{
    visitor.VisitConcreteElementA(this);
}
```

```
public void Accept(Visitor visitor)
{
    visitor.VisitConcreteElementB(this);
}
```



Состояние (State)



Стратегия (Strategy)

