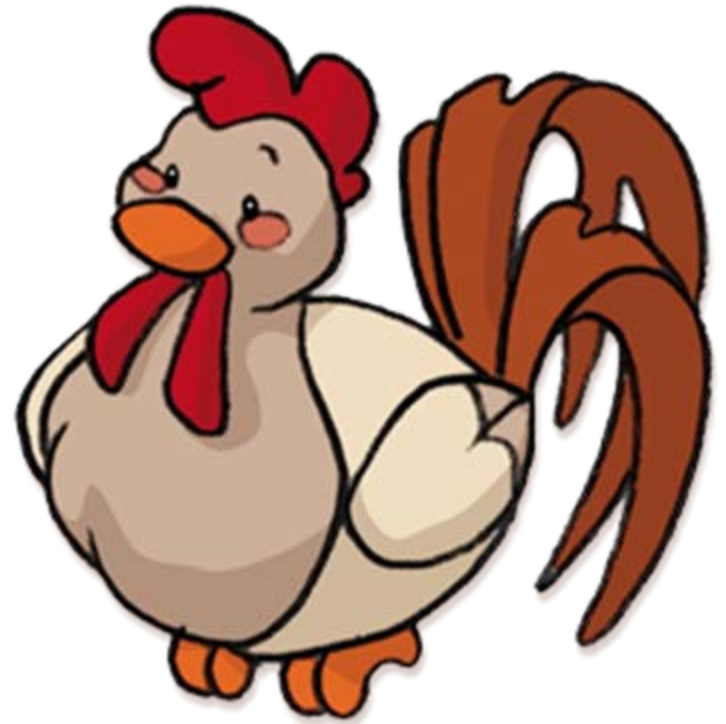


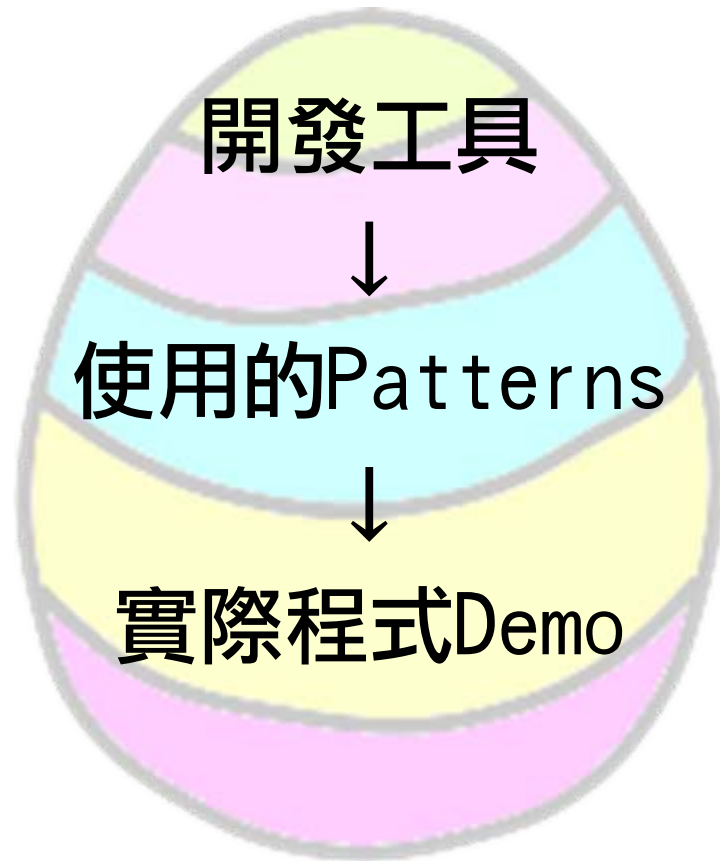
Design Patterns Final Project

Pet Pet

資訊一 陳南蓁
資訊一 黃 易



Outline



SFML

開發工具

C++



Patterns

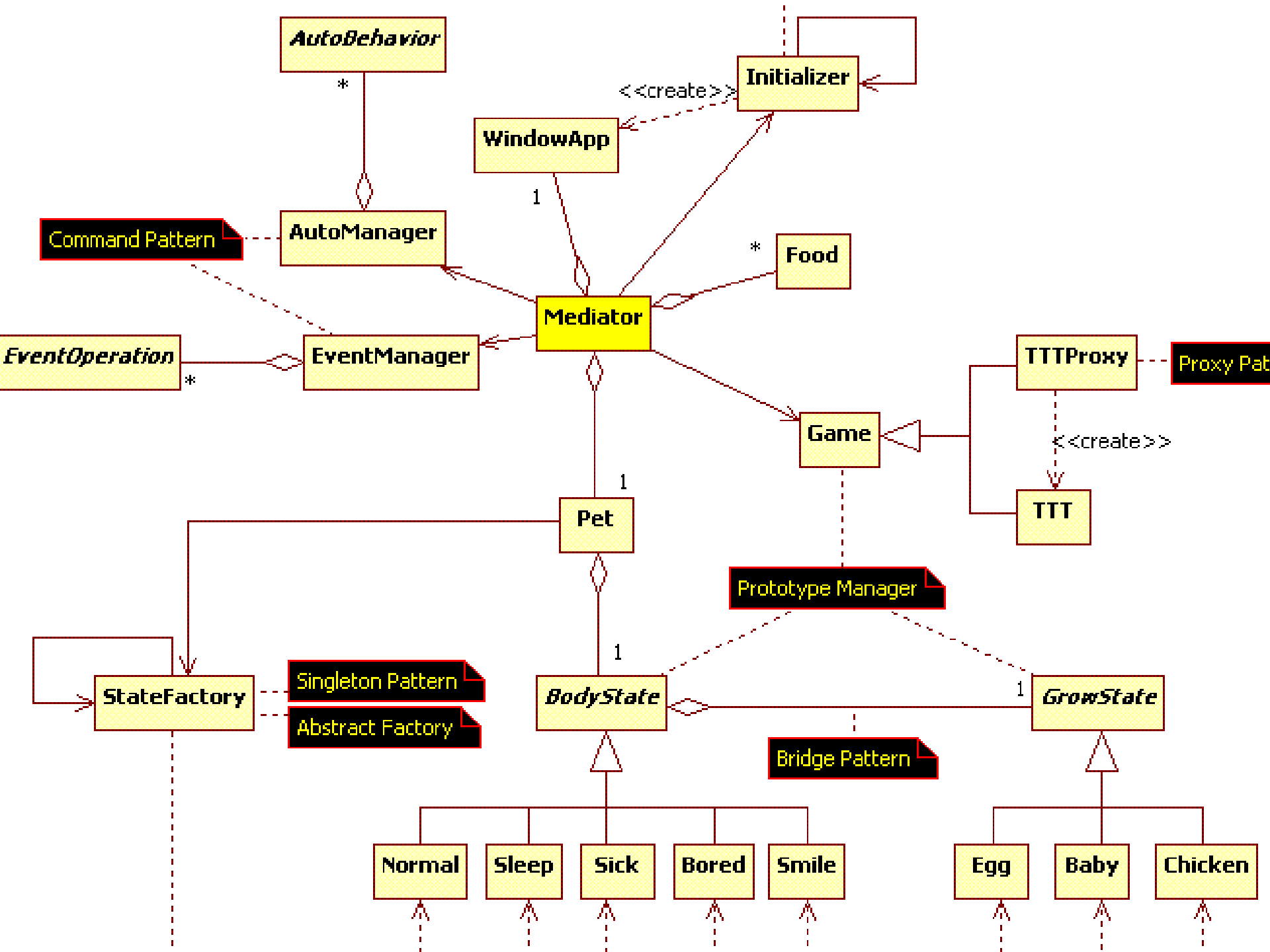


核心Pattern



Pattern 1

Mediator



化繁為簡 變通之道

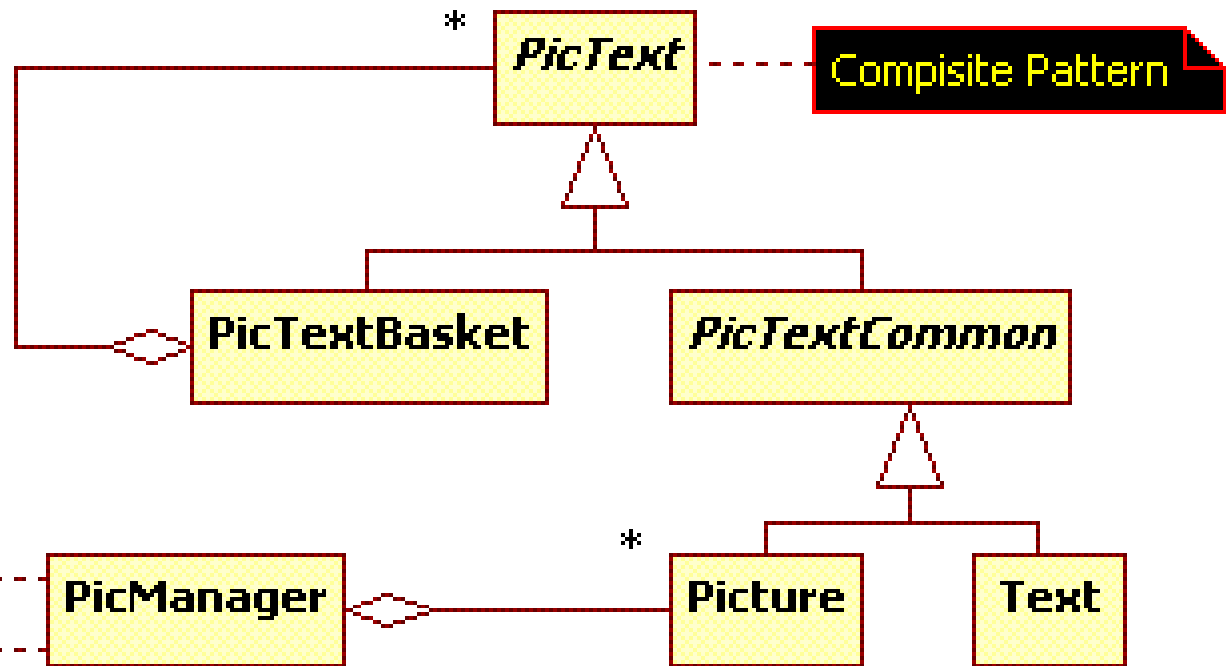


Pattern 2

Facade

Pattern 3

Adapter



Singleton Pattern

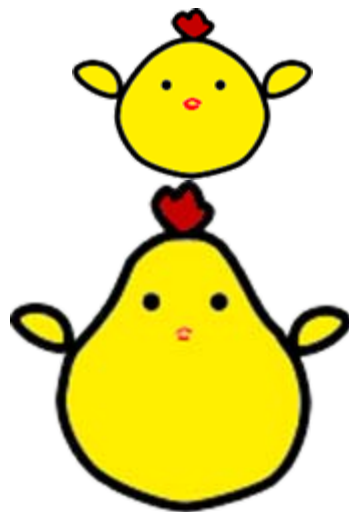
Flyweight Pattern

Facade Pattern

StrManip

WindowApp

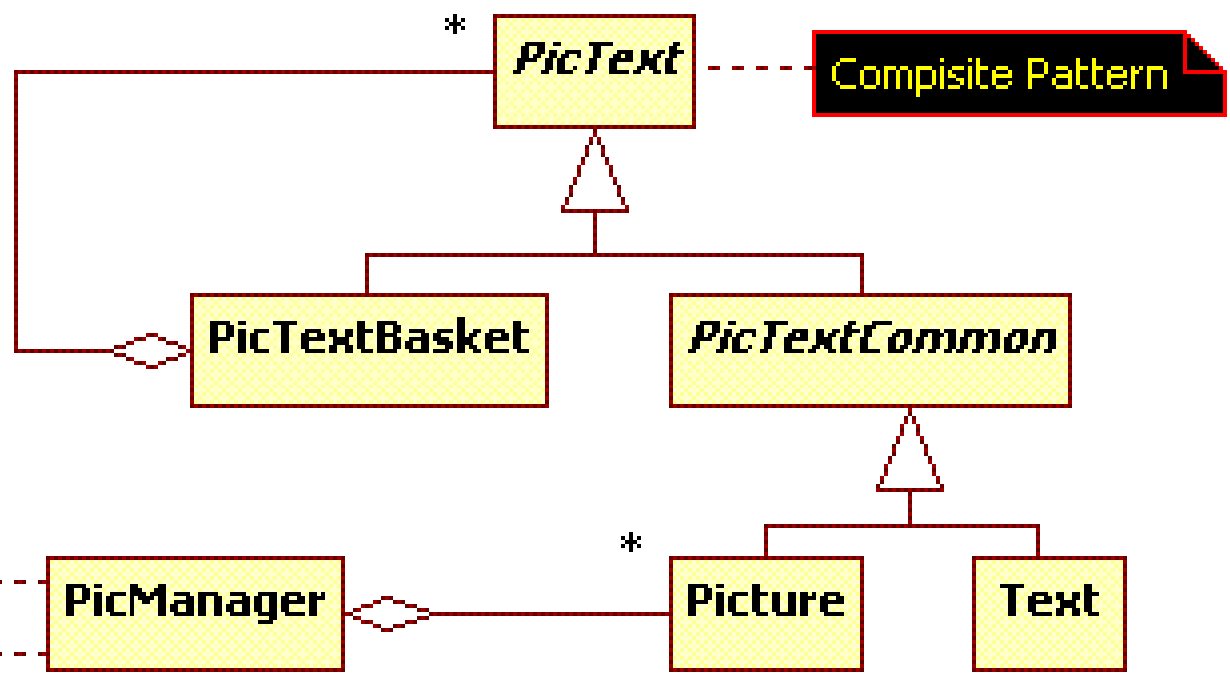
組合有方



Pattern 4

Composite

Composite Pattern
Composite Pattern



Facade Pattern

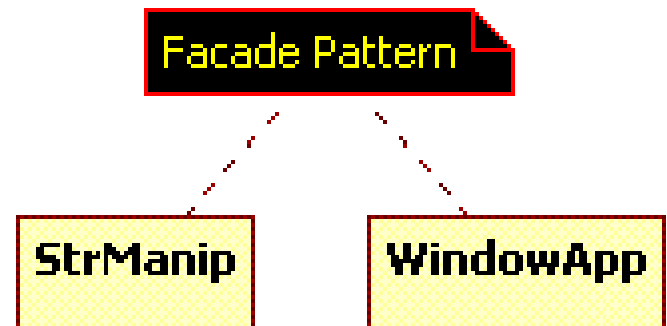
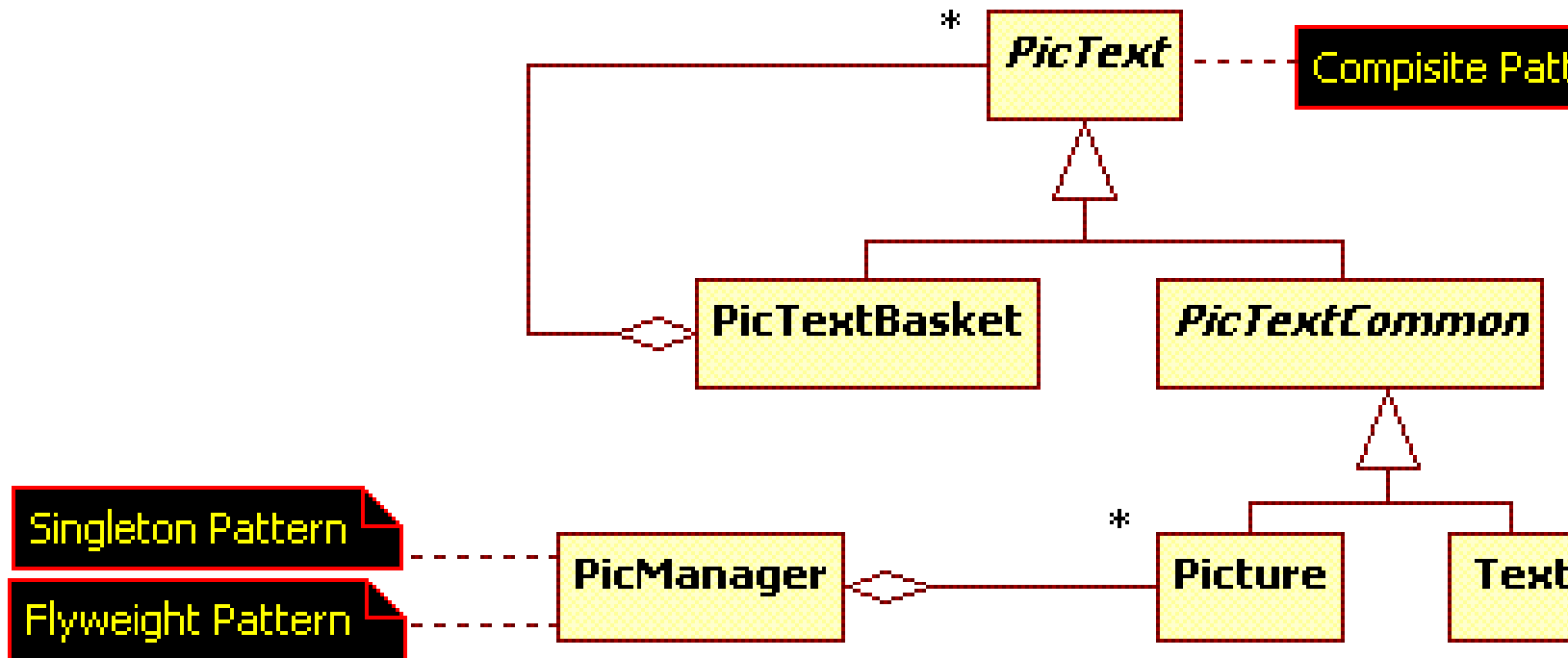


節省的法則



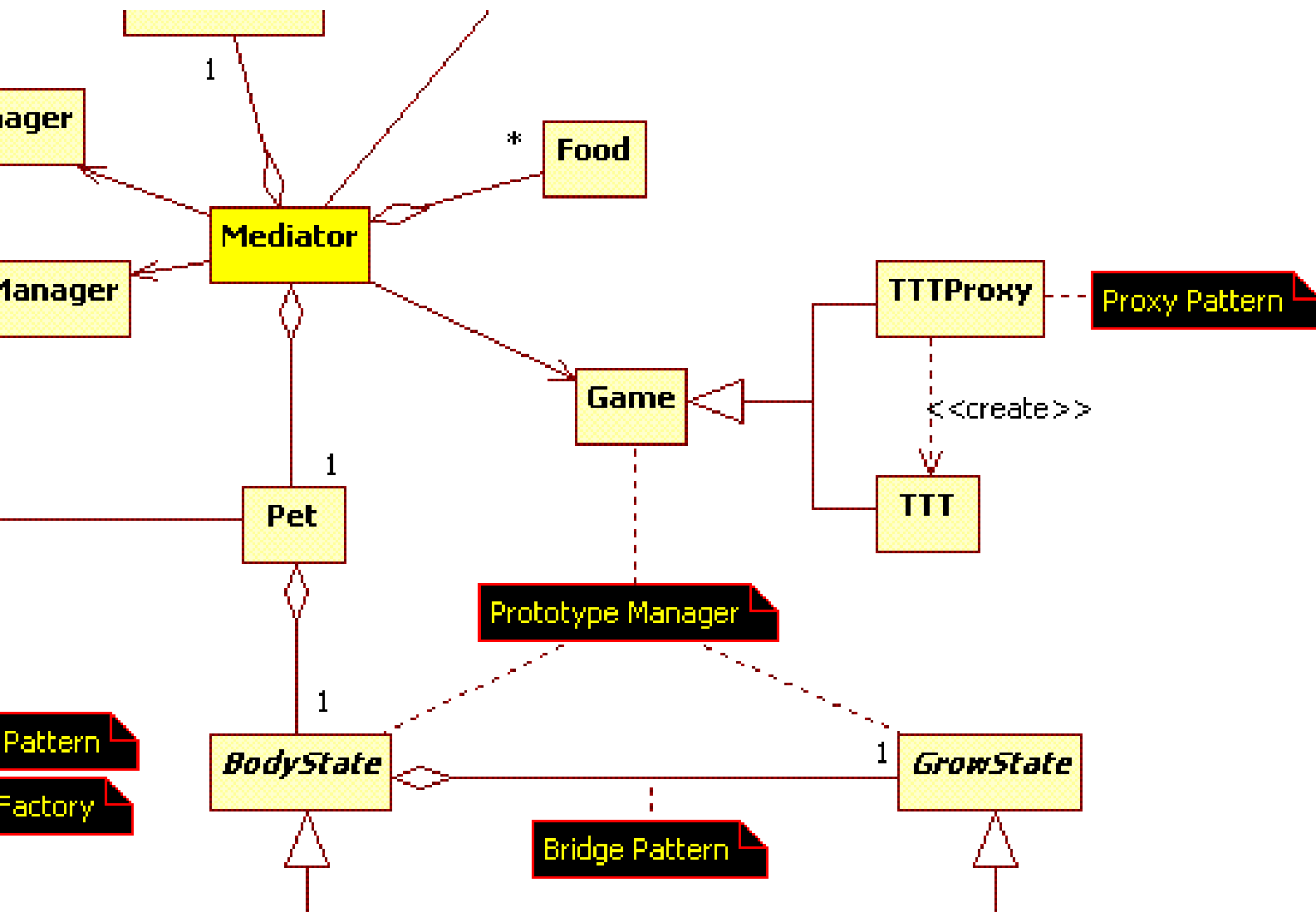
Pattern 5

Flyweight



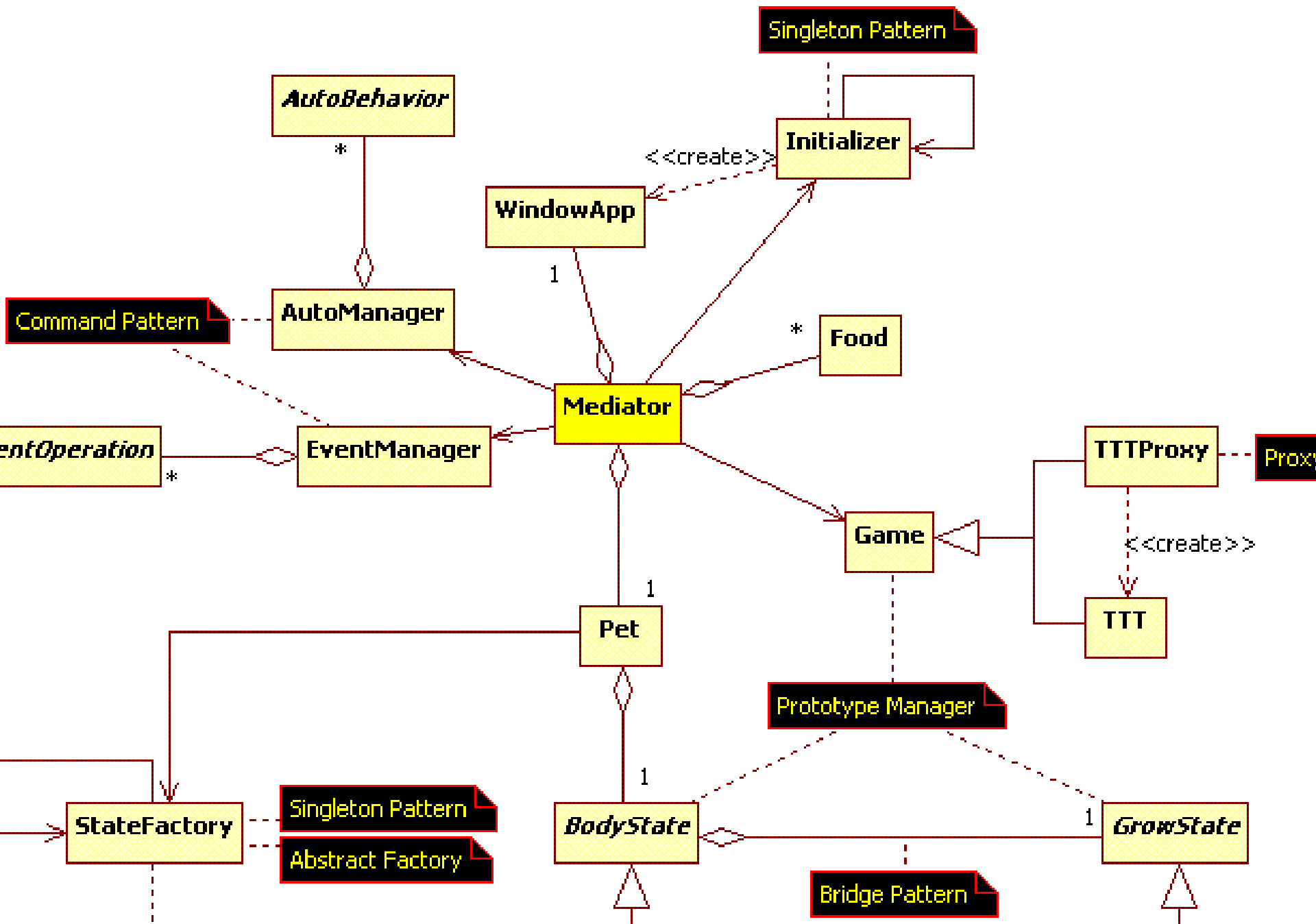
Pattern 6

Proxy

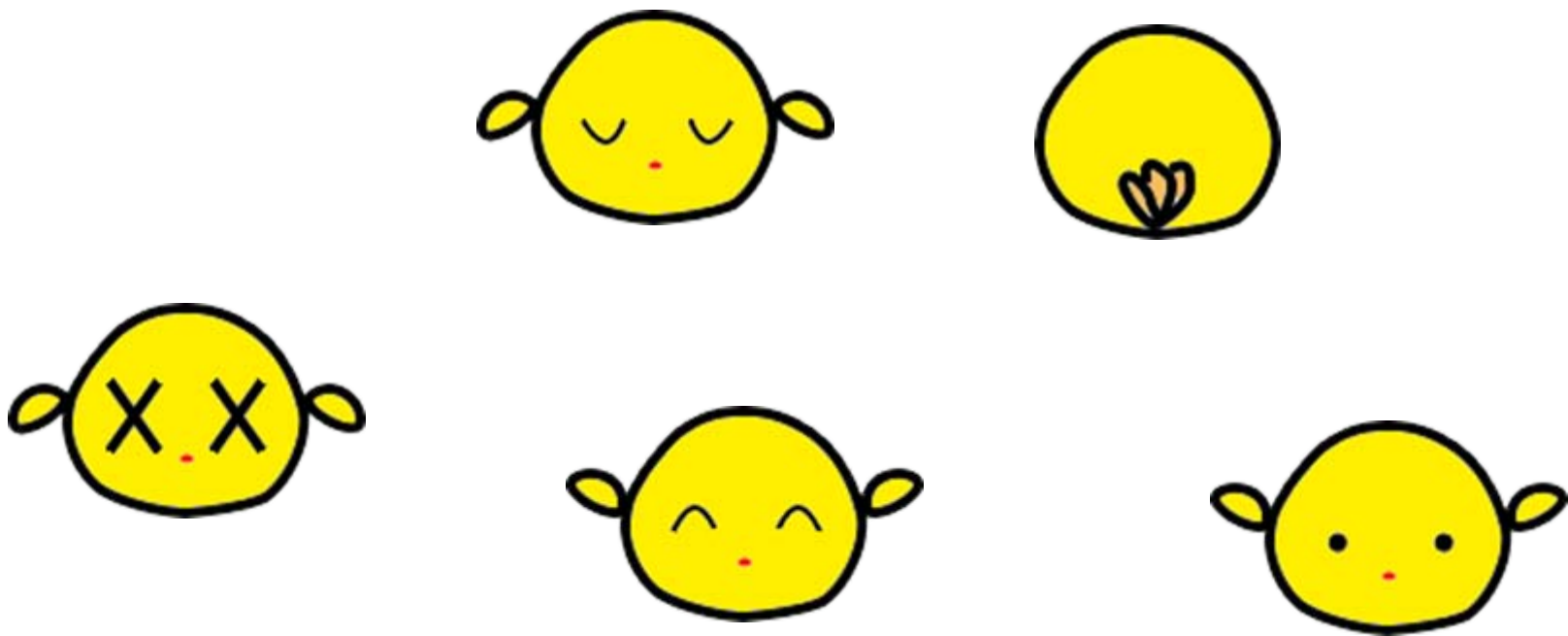


Pattern 7

Singleton

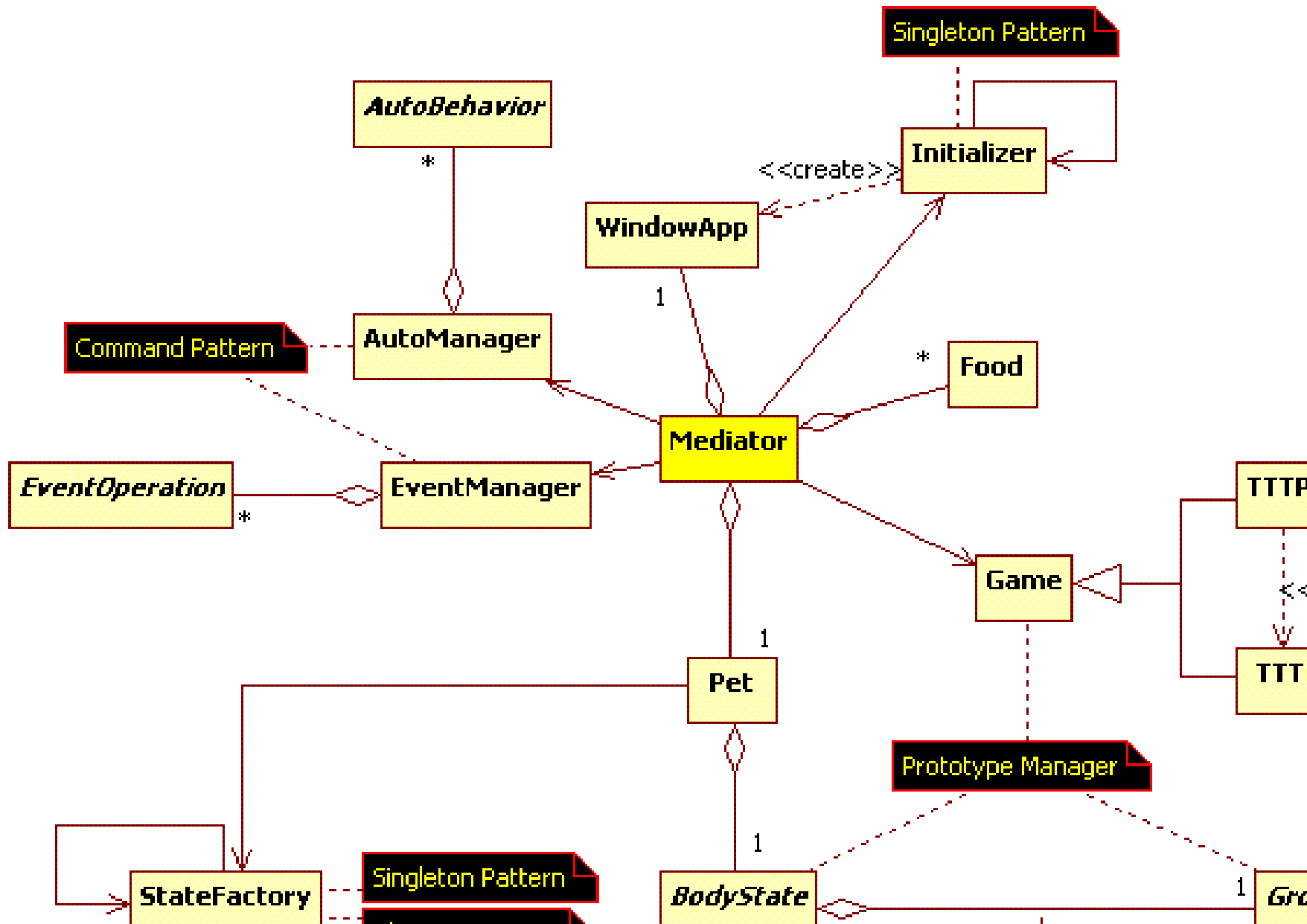


事件的處理與觸發

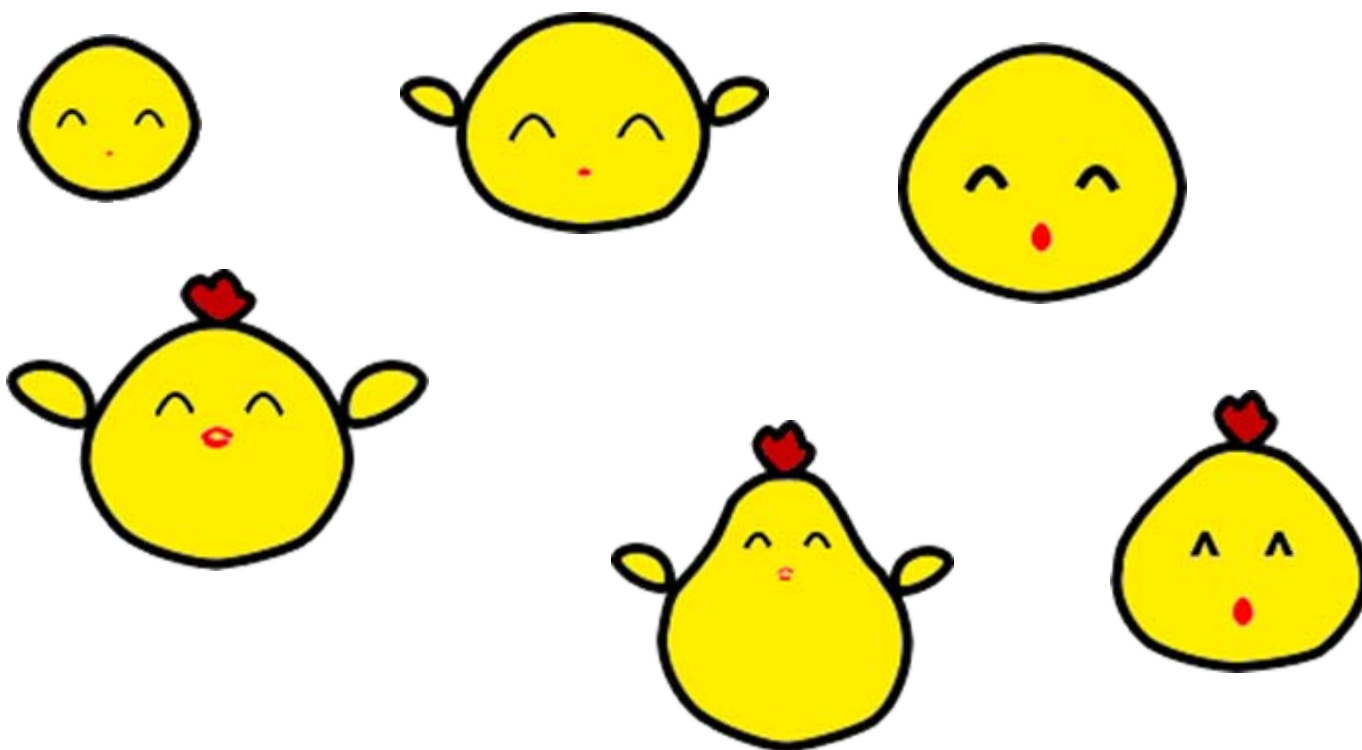


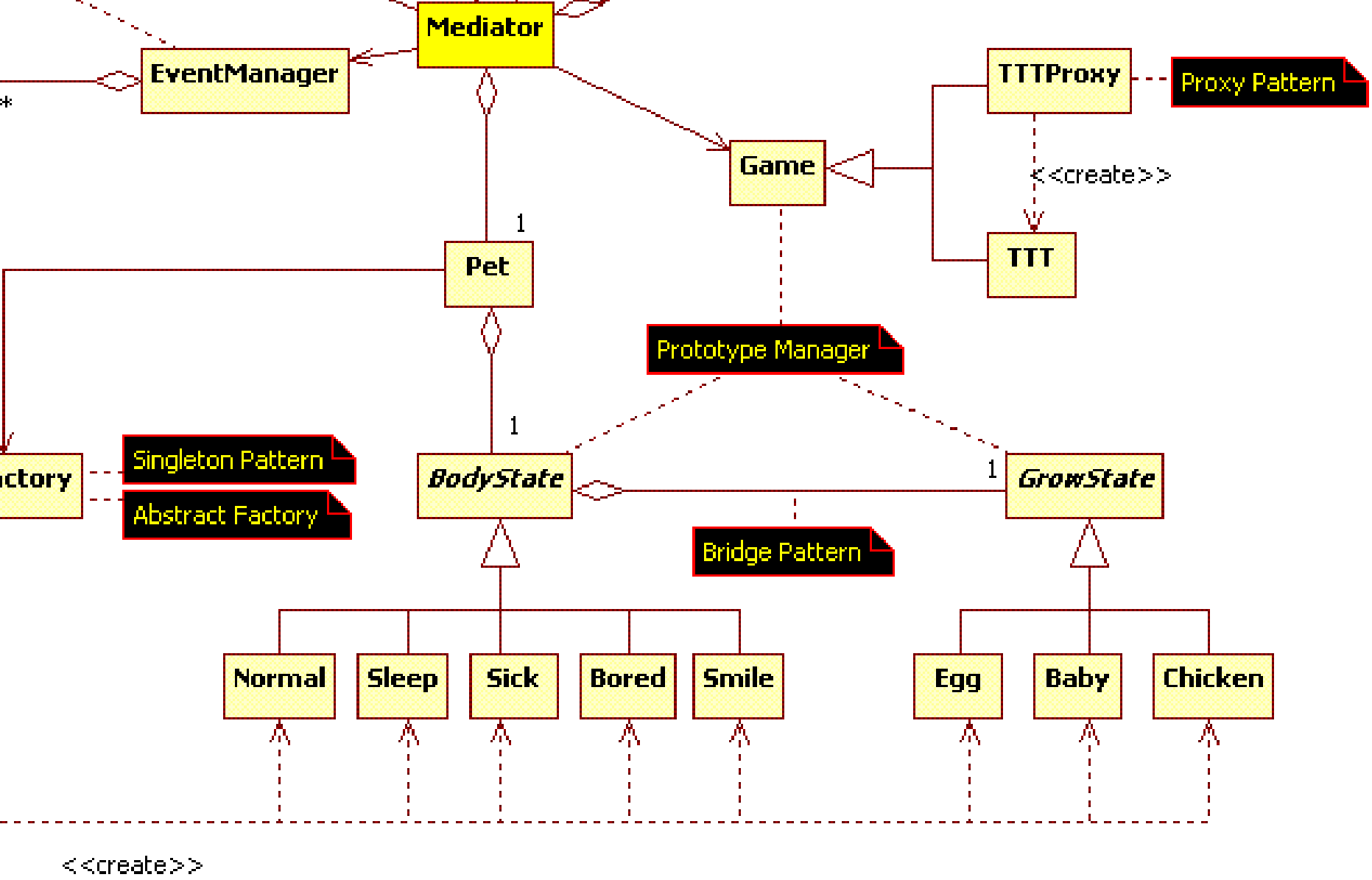
Pattern 8

Command



狀態的轉變





Pattern 9

State

Pattern 10

Bridge

Pattern 11

Strategy

Pattern 12

Template Method

Pattern 13

Abstract Factory

Pattern 14

Prototype Manager

