

Föreläsning 13

Repetition

Design principer

Open-Closed Principle (OCP)

Dependency Inversion Principle (DIP)

Information Hiding Principle

Principle of Least Astonishment

Liskov Substitution Principle (LSP)

Separation of Concern

Command-Query Separation Principle

Information Expert Principle

“Tell don’t ask”

“Don't Repeat Yourself” (DRY)

Uniform Access Principle

Law of Demeter: Don’t talk to strangers

Interface Segregation Principle (ISP)

High cohesion

Design by Contract

Decoupling

Delegation

Designmönster

Singleton pattern

Template method

Strategy pattern

State pattern

Factory method

Adapter pattern

Decorator pattern

Iterator

Observer

Model-View-Control

(Bridge)

(Facad)

(Command)

(Proxy)

Tekniker

Polymorfism. Statisk och dynamisk bindning.

Överlagring. Överskuggning.

Implementationsarv. “IS”-relationen.

Specifikationsarv.

Delegering

Icke-muterbara objekt.

Java

equals och hashCode

try-catch-final

Generic. Wildcards

Samlingar

Trådar. Trådsäkerhet

Kloning

Inre klasser

Anonyma klasser

I/O-ramverket