
GoF Sections 1.6-1.8

Design Problems and Design Patterns

Warning – Reading this Book May Cause an Uncontrollable Urge to Redesign Everything

- Don't Read this Book Too Close to a Deadline!
 - Decision Related Stress
 - Results from having to decide whether to:
 - Explain to your boss why you redesigned the project a week before the ship date
 - or
 - Finish a design you know isn't right
-

How Design Patterns Solve Design Problems

- **Find Appropriate Objects**
 - Patterns bring a set of objects with them, helping ensure low-level objects and high-level abstractions are not overlooked
 - **Determine Object Granularity**
 - Patterns determine object granularity by specifying what types of objects are required for implementing the pattern
 - **Specify Object Interfaces**
 - Patterns describe what interfaces need to be supported and what kinds of data needs to be handled
 - Patterns describe relationships between interfaces and place requirements/constraints on classes and even other patterns
-