

# Design patterns - Introduction 2

Robert Lukořka

December 2, 2015

# Domain specific patterns

- ▶ Proxy pattern - remote proxy
- ▶ Model 2

# DP / Antipatterns

- ▶ Sequential coupling
- ▶ Poltergeist
- ▶ Marker interface / Constant interface
- ▶ Object poll pattern / cesspool

# Concurrency patterns

- ▶ Thread local storage
- ▶ Read write lock pattern
- ▶ Thread pool

# Concurrency patterns

- ▶ Active object
- ▶ Scheduler pattern
- ▶ Reactor pattern
- ▶ Proactor pattern

# Persistence

- ▶ Design contains more objects

# Mixins

- ▶ Interface vs Inheritance
- ▶ Interface: non-abstract method?
- ▶ Interface: IS-A or HAS-A?
- ▶ Java 8

# Analysis patterns

- ▶ Optimization "meta" patterns