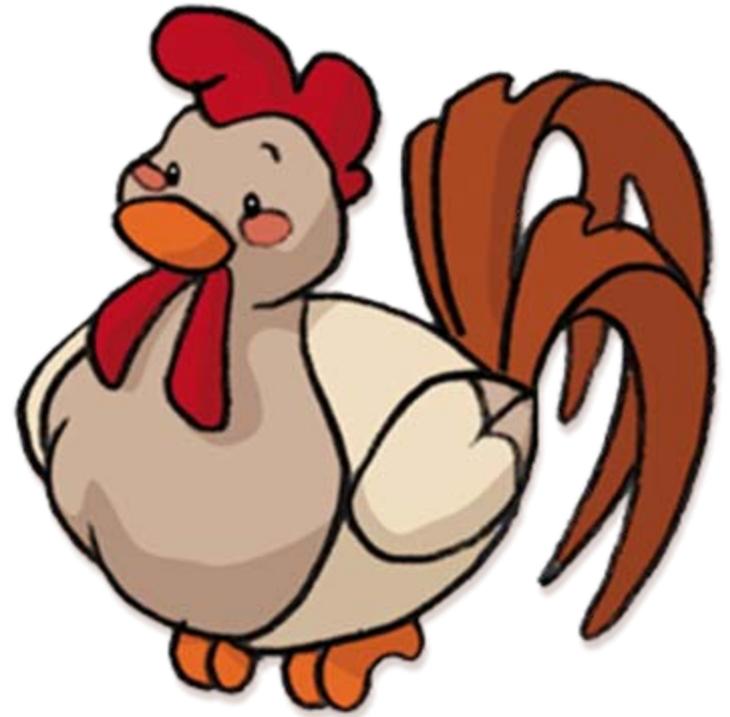


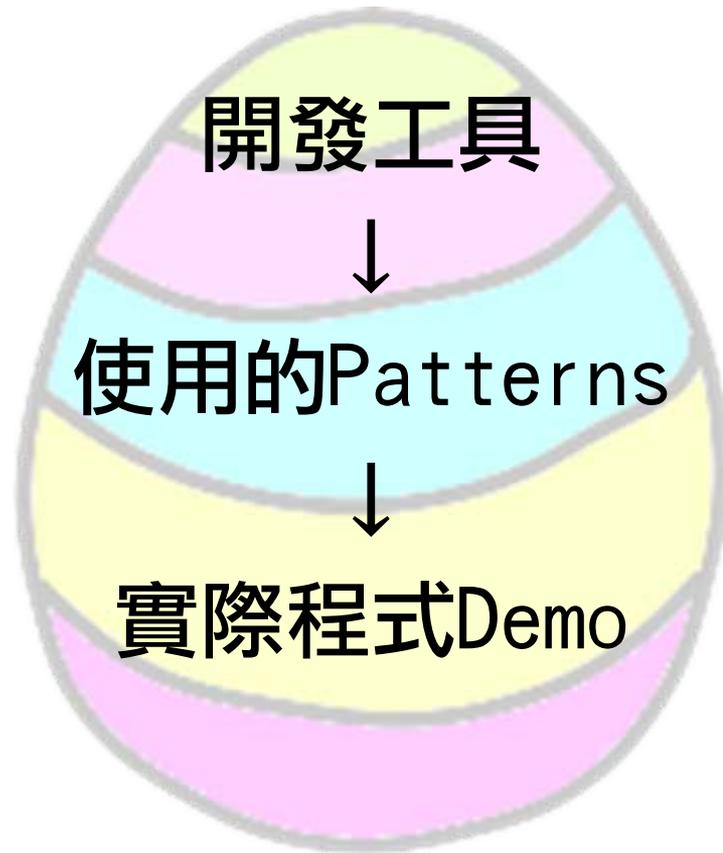
*Design Patterns Final Project*

# *Pet Pet*

資訊一 陳南蓁  
資訊一 黃 易



# Outline



SFML

開發工具

C++



# Patterns

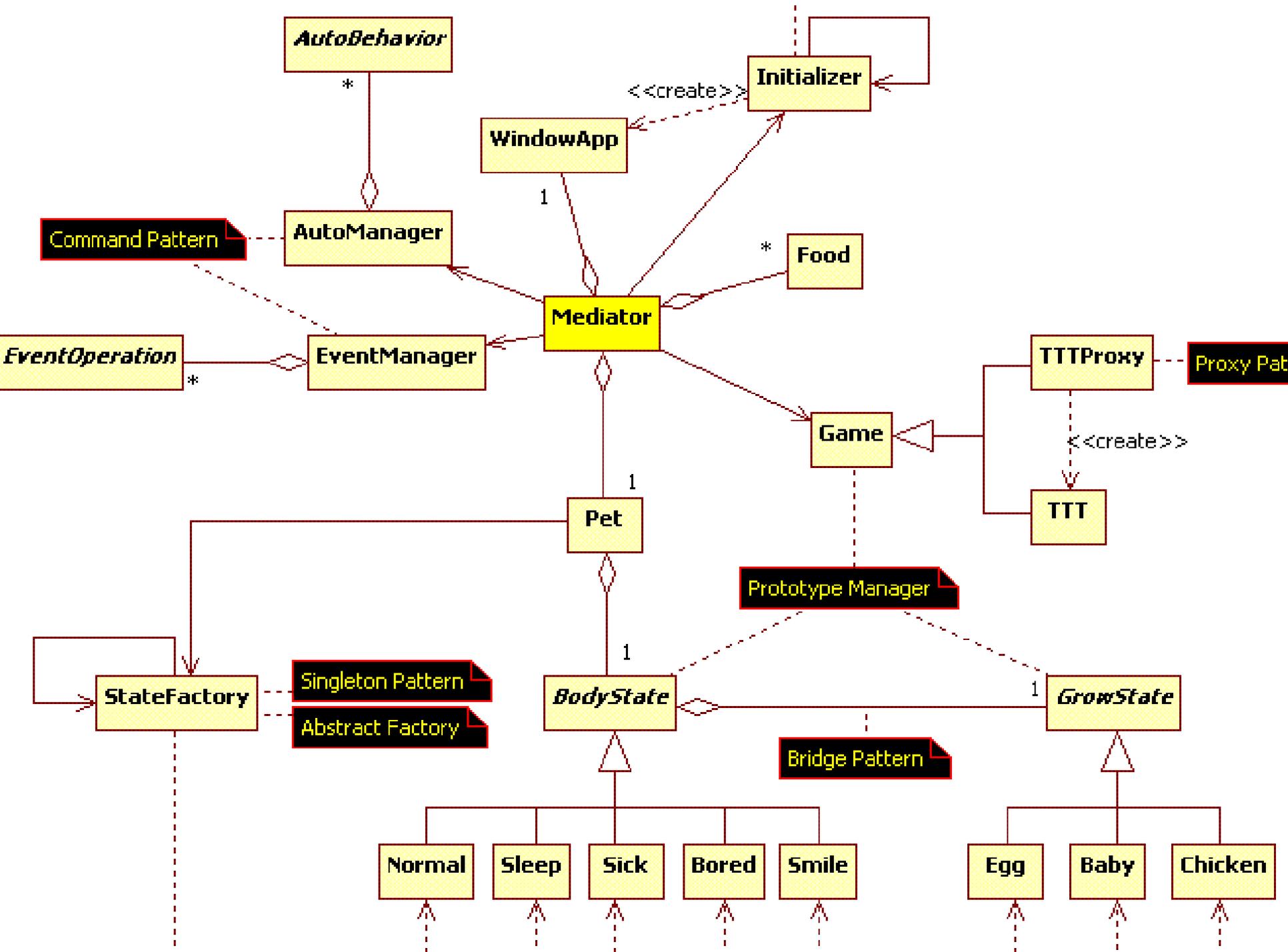


# 核心Pattern



Pattern 1

# Mediator



# 化繁為簡 變通之道

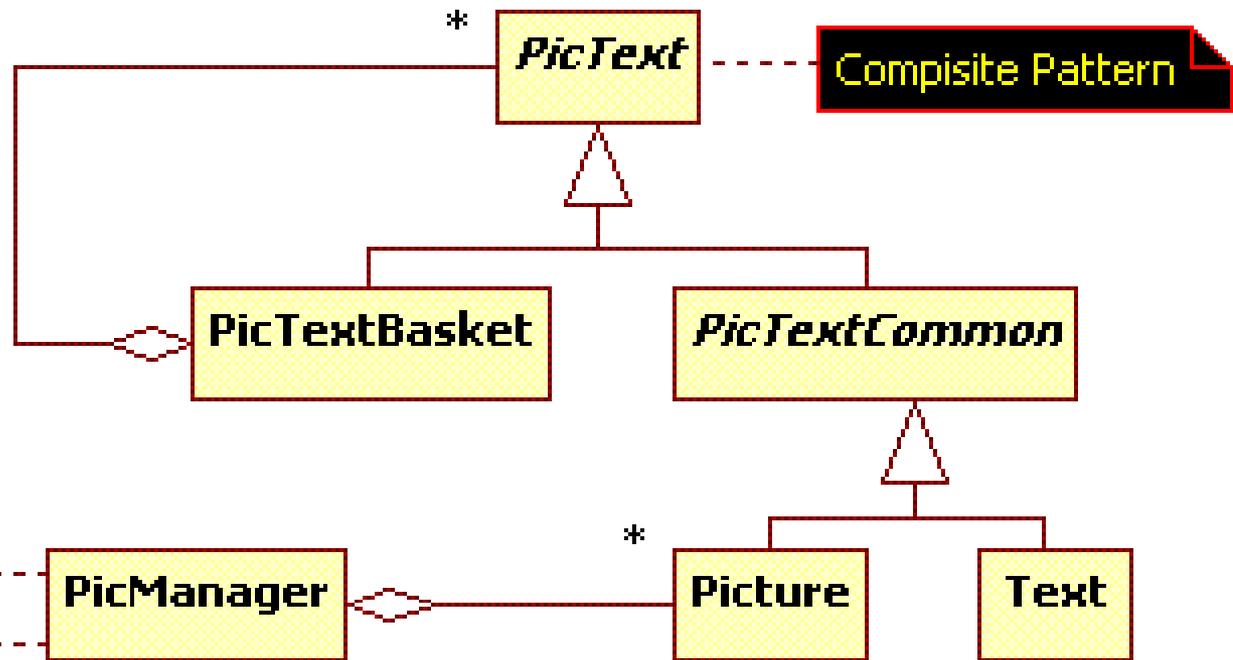


Pattern 2

# Facade

Pattern 3

# Adapter



Singleton Pattern

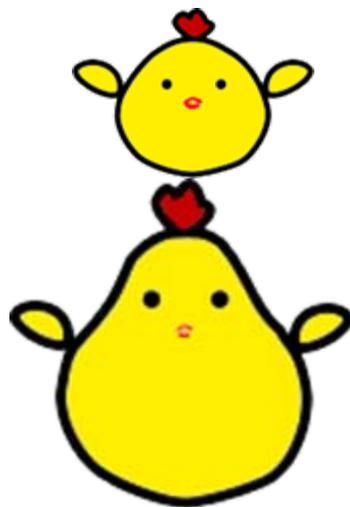
Flyweight Pattern

Facade Pattern

StrManip

WindowApp

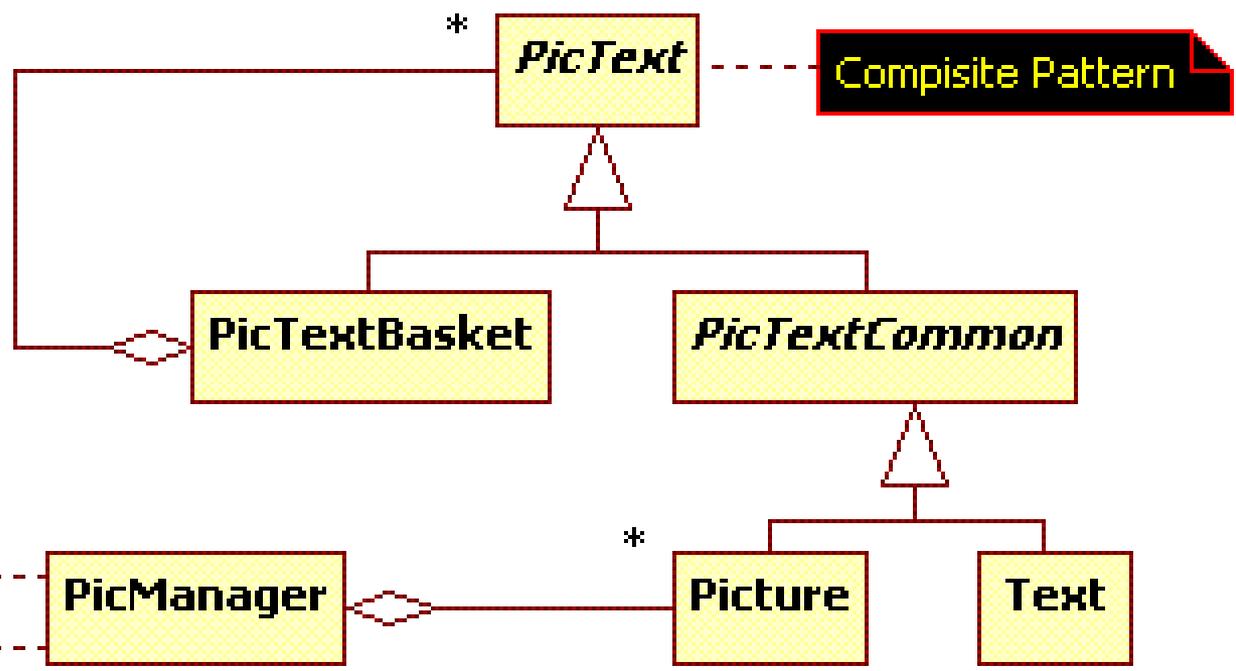
# 組合有方



Pattern 4

# Composite

Composite Pattern  
Facade Pattern



Facade Pattern

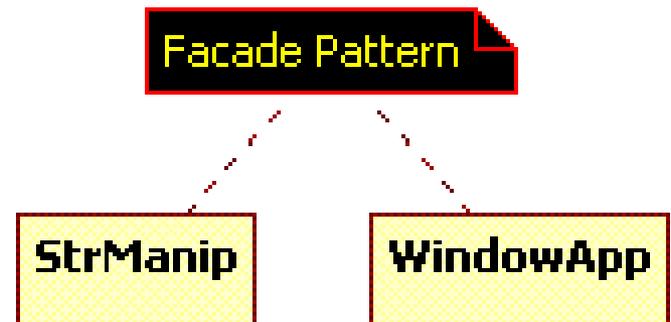
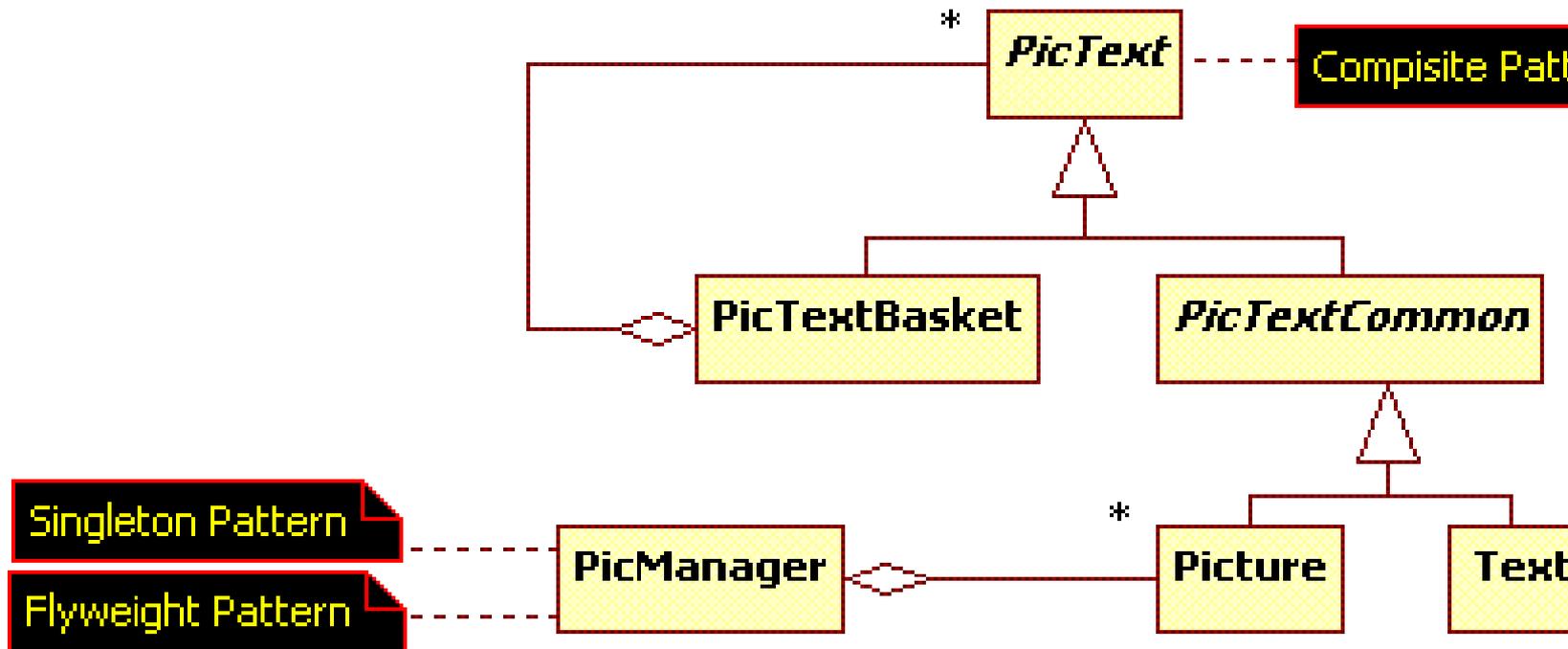


# 節省的法則



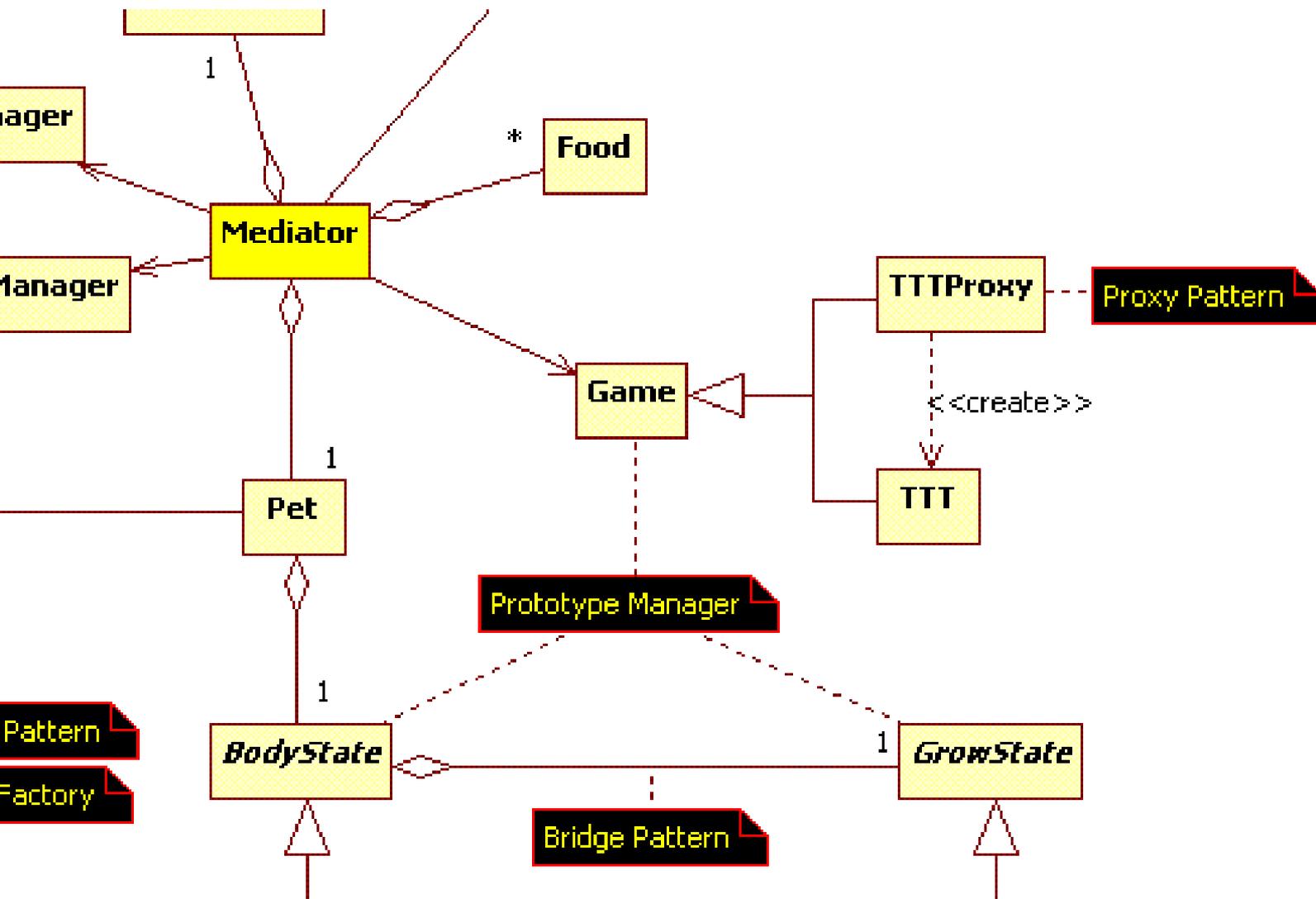
Pattern 5

Flyweight



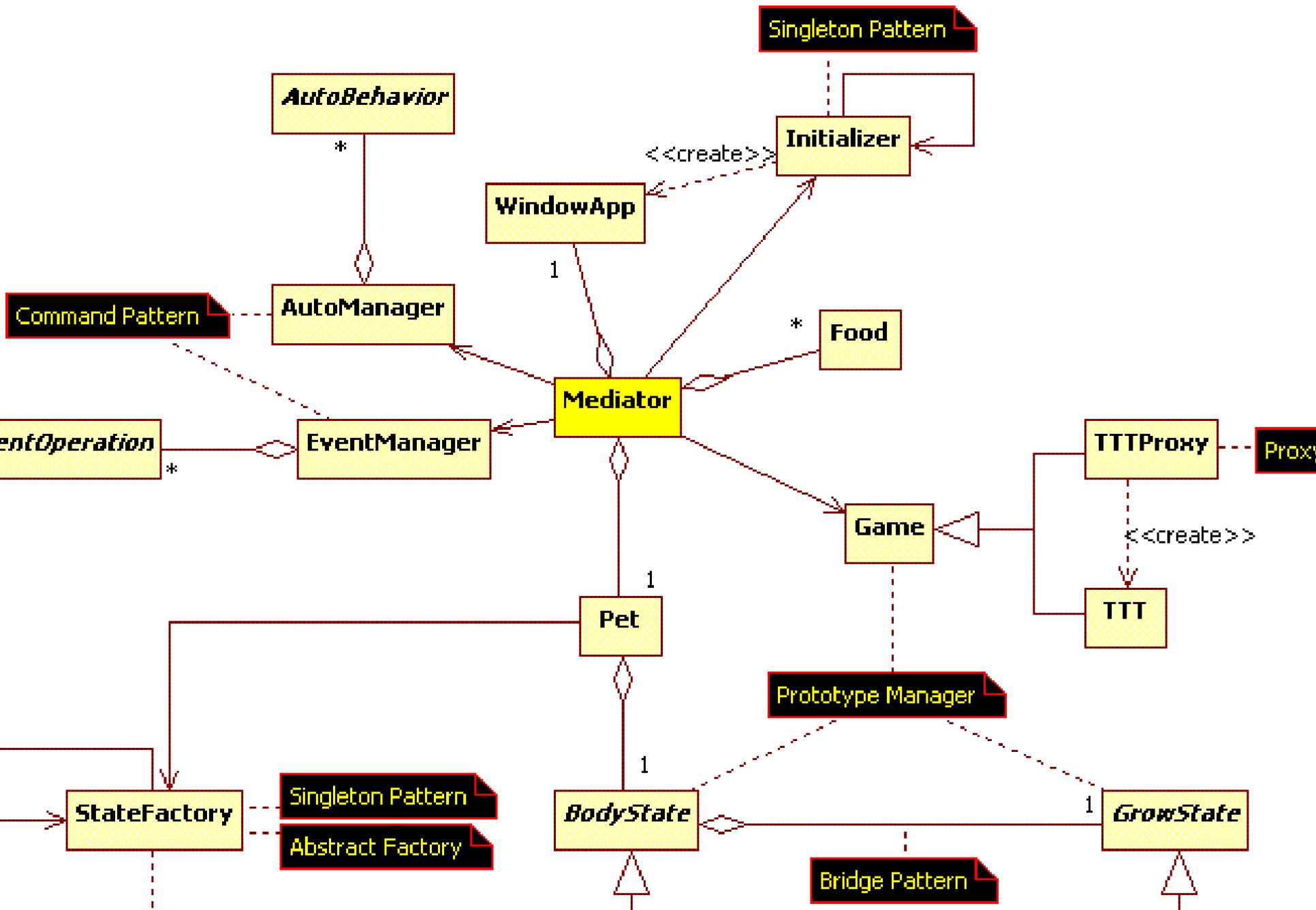
Pattern 6

Proxy

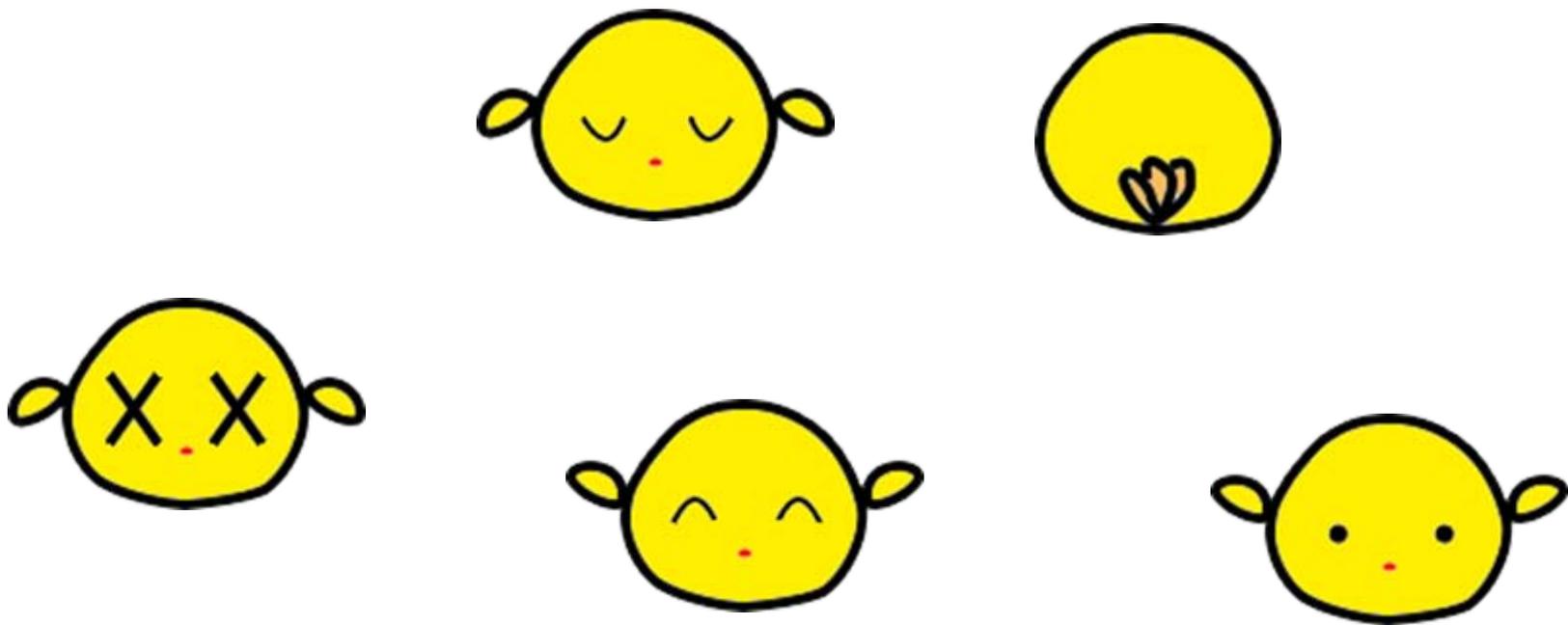


Pattern 7

# Singleton



# 事件的處理與觸發

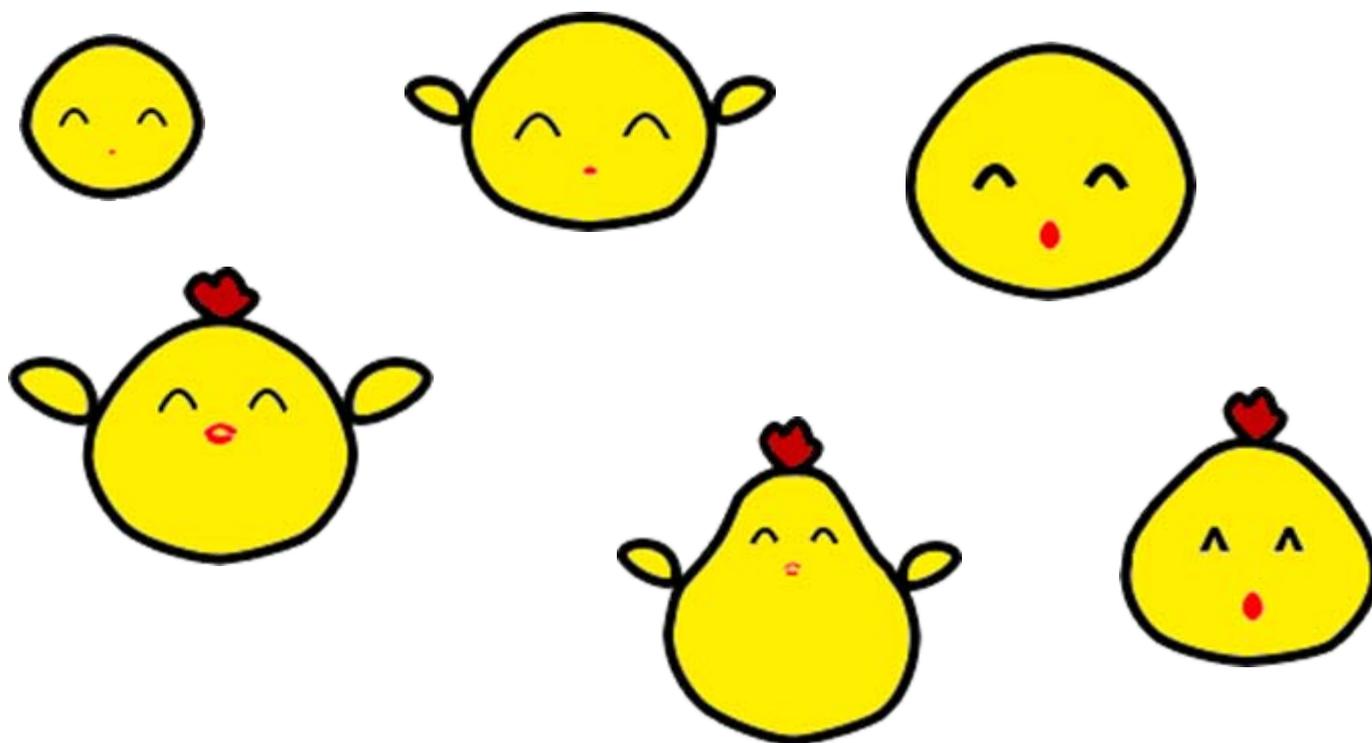


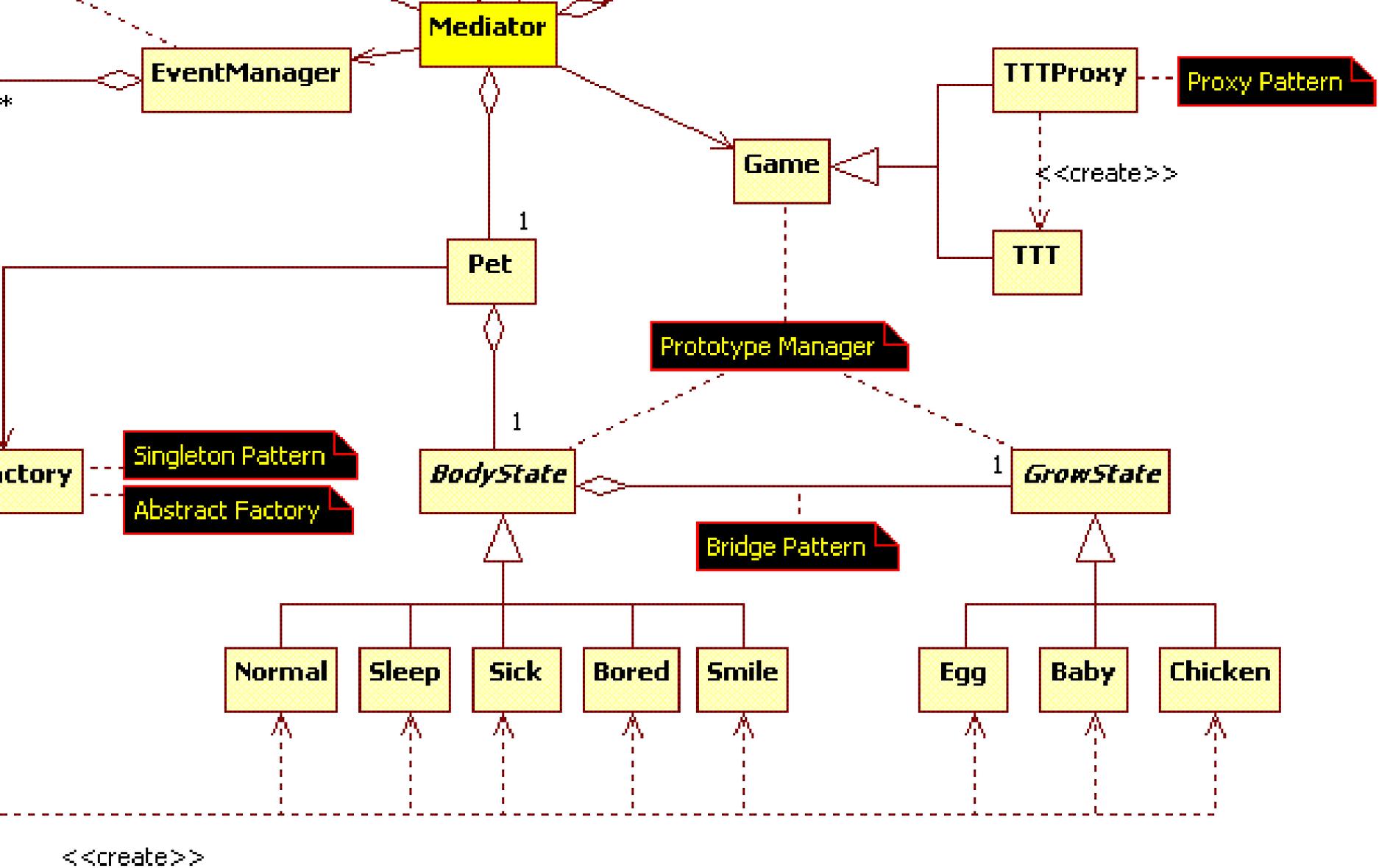
Pattern 8

# 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

