Ask me anything

0 questions
0 upvotes
Overview of Design Patterns

https://sourcemaking.com/design_patterns
What do you consider to be the worst code smell when reading other people's code?

- No comments
- Long methods
- Huge methods
- No readability
- Duplicated code
- Very long methods
- When the single methods in a class are not separated
- Duplicated code
- No "einrückung" don't know what it is in English
What do you consider to be the worst code smell when reading other people's code?

- Redundant code
- Unclear tests
- Code not being self-describing
- Hurting the conventions
- Bad naming (not the worst but annoying)
- Nesting of too many if statements
- Worse is comments that don't say something....
Quiz: is it an idiom, pattern, framework ... ?
Model-View-Controller

- Idiom: 1
- Pattern: 11
- Framework: 6
- Code Smell: 0
- None of these: 1
@Test annotation

- None of these: 4
- Idiom: 5
- Pattern: 1
- Framework: 5

15 total.
Client-Server

- Pattern: 7
- Framework: 1
- None of these: 9
Anonymous inner class

<table>
<thead>
<tr>
<th>Category</th>
<th>Count</th>
</tr>
</thead>
<tbody>
<tr>
<td>Idiom</td>
<td>11</td>
</tr>
<tr>
<td>Pattern</td>
<td>5</td>
</tr>
<tr>
<td>Framework</td>
<td>0</td>
</tr>
<tr>
<td>Code Smell</td>
<td>0</td>
</tr>
<tr>
<td>None of these</td>
<td>2</td>
</tr>
</tbody>
</table>
Singleton

- Idiom: 1
- Pattern: 12
- Code Smell: 1
- Framework: 0
- None of these: 0
You have to design a graphical editor for geometric shapes. Which design patterns would be useful?

<table>
<thead>
<tr>
<th>Superclasses and interfaces</th>
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<tbody>
<tr>
<td>Factory Method to create several shapes</td>
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<tr>
<td>Adapter pattern</td>
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<tr>
<td>Composite pattern (whole editor contains all shapes but implements the same interface)</td>
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<tr>
<td>MVC to split logic from GUI</td>
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<tr>
<td>Template method pattern for splitting things in a hierarchical order</td>
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<td>Maybe null object pattern depending on what you do with the shapes</td>
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<tr>
<td>Delegation to separate user input, Model and Graphics</td>
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<tr>
<td>Builder</td>
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</tbody>
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Last chance for questions