

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" dont 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 selfdescribing

hurting the conventions

bad naming (not the worst but annoying)

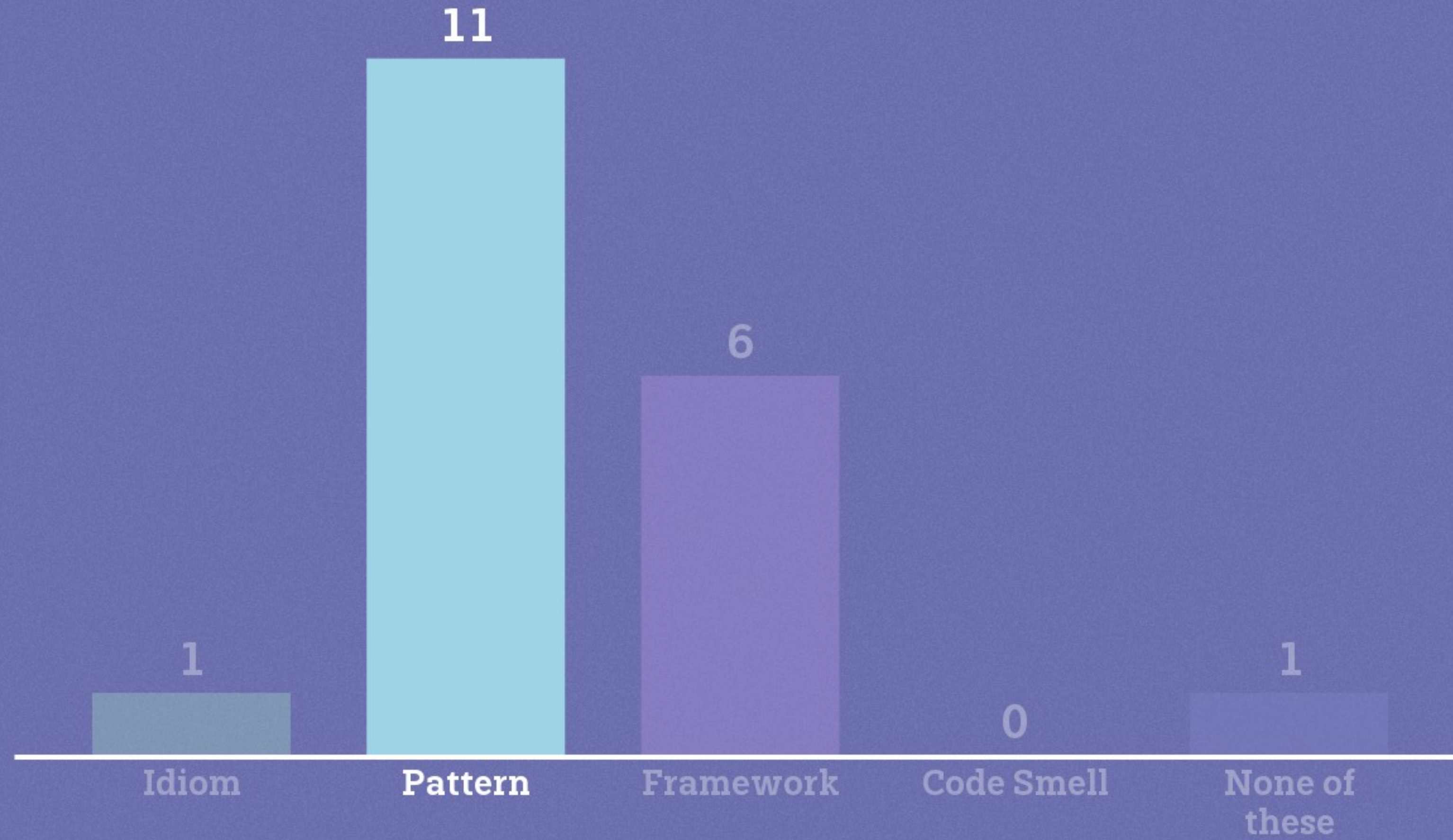
nesting of too many if statements

worser is comments that doesn't say something....

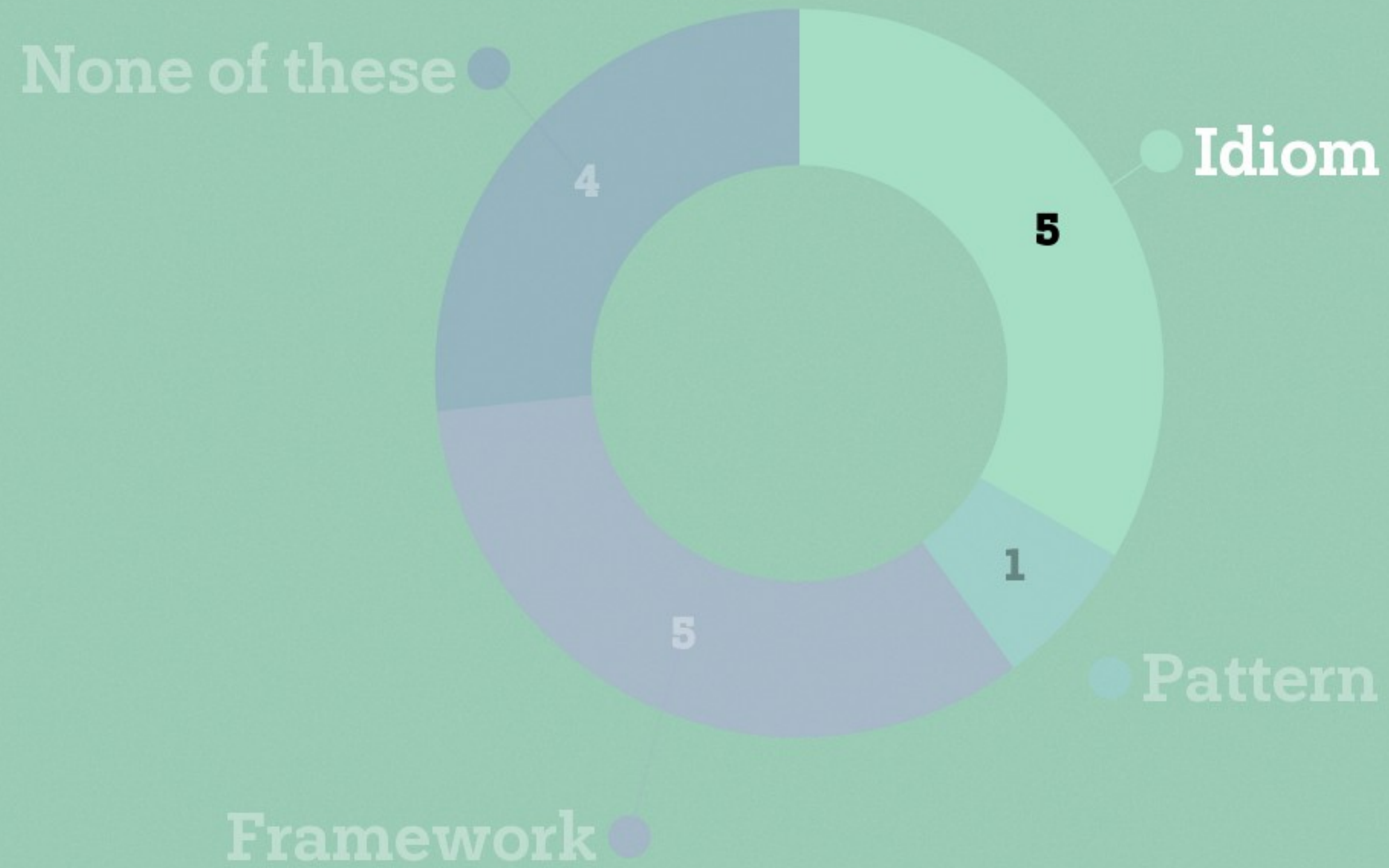
Quiz: is it an idiom, pattern, framework ... ?



Model-View-Controller



@Test annotation



0
Idiom

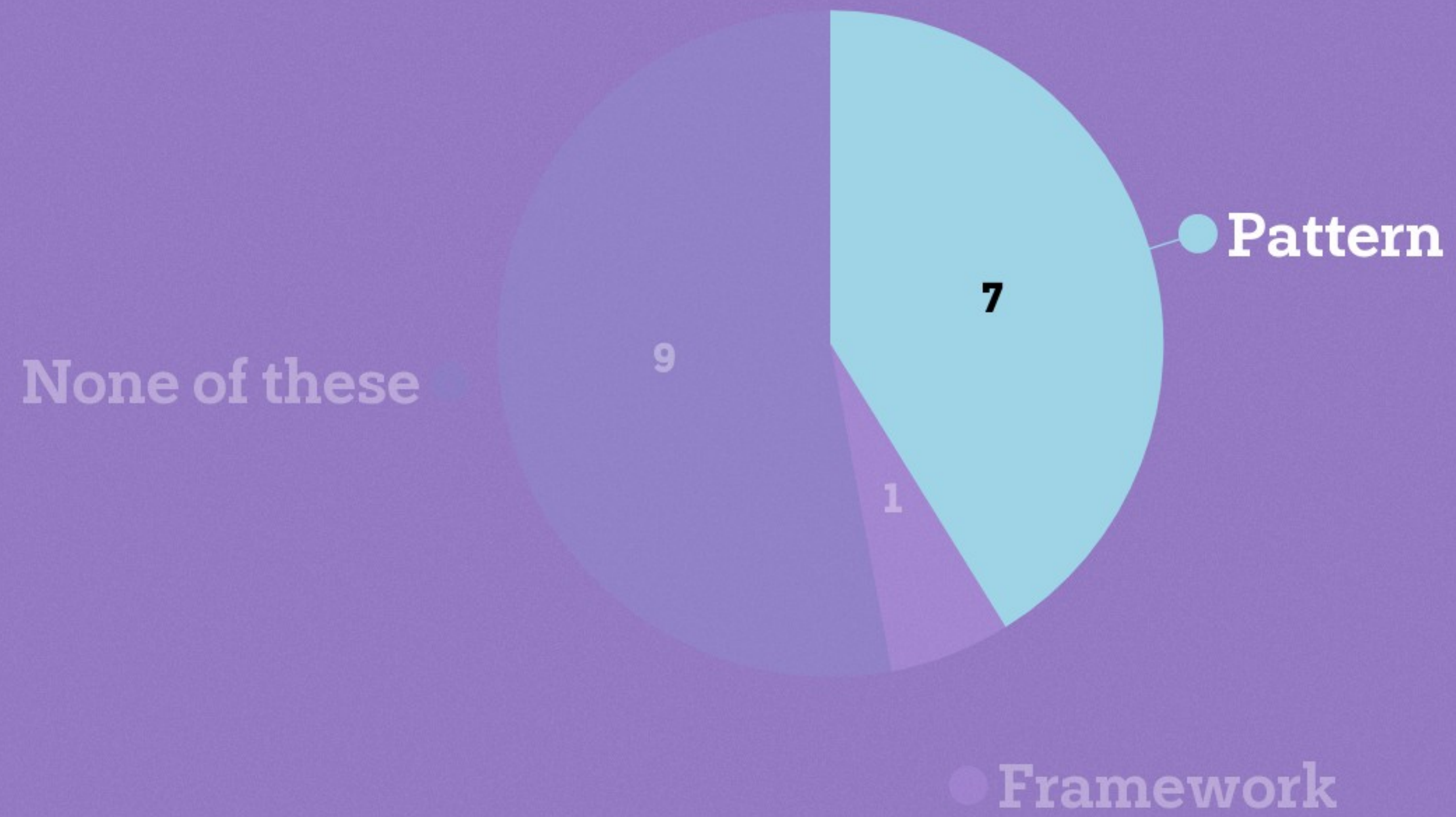
0
Pattern

18
Framework

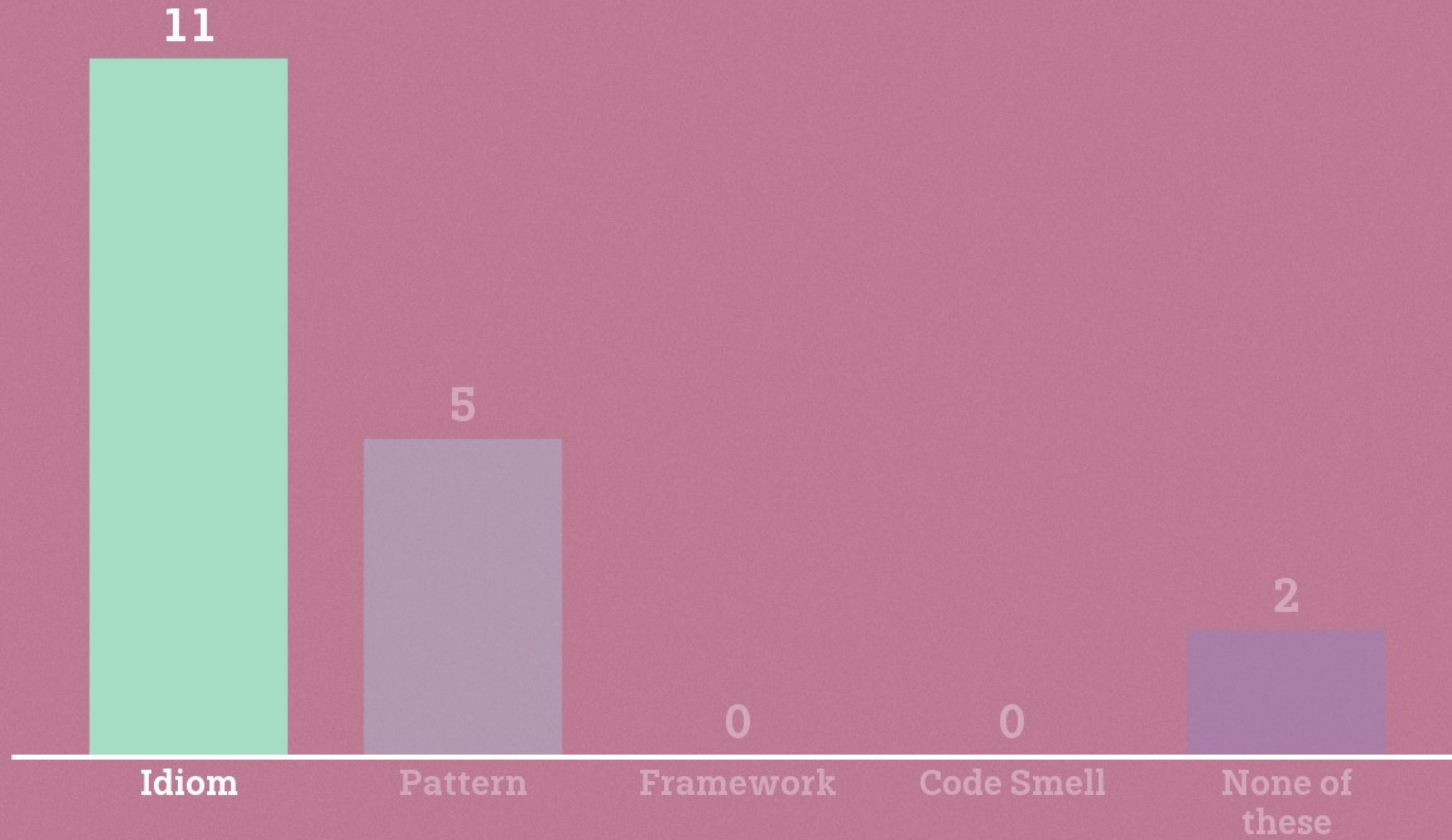
0
Code Smell

0
None of these

Client-Server



Anonymous inner class



Singleton

1
Idiom

12
Pattern

0
Framework

1
Code Smell

0
None of these

You have to design a graphical editor for geometric shapes. Which design patterns would be useful?

superclasses and interfaces

Factory Method to create several shapes

adapter pattern

composite pattern (whole editor contains all shapes but implements the same interface)

MVC to split logic from GUI

Template method pattern for splitting things in a hierarchical order

maybe null object pattern depending what you do with the shapes

Delegation to separate user input, Model and Graphics

Builder

Last chance for questions