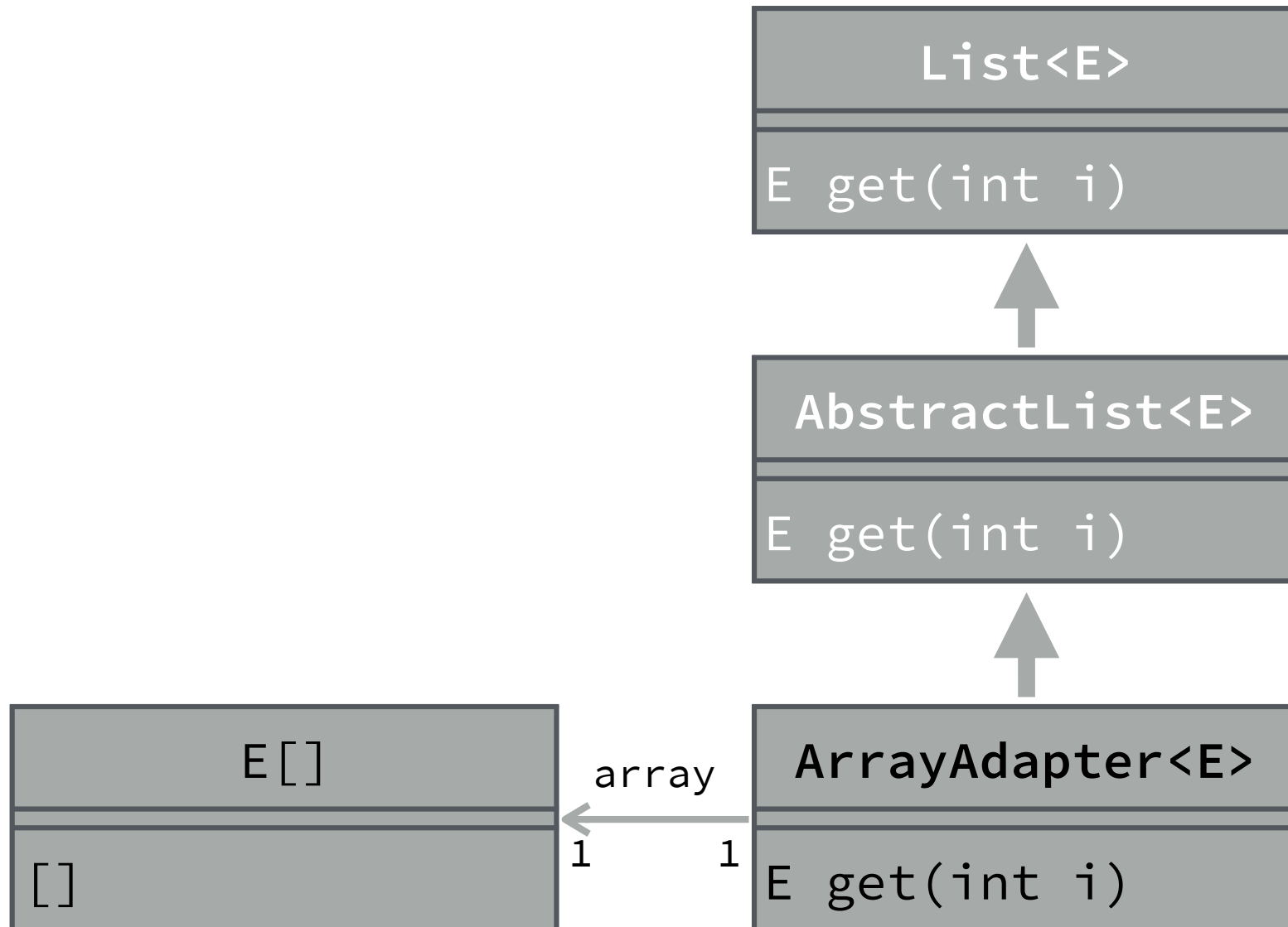


Patrons de conception (2)

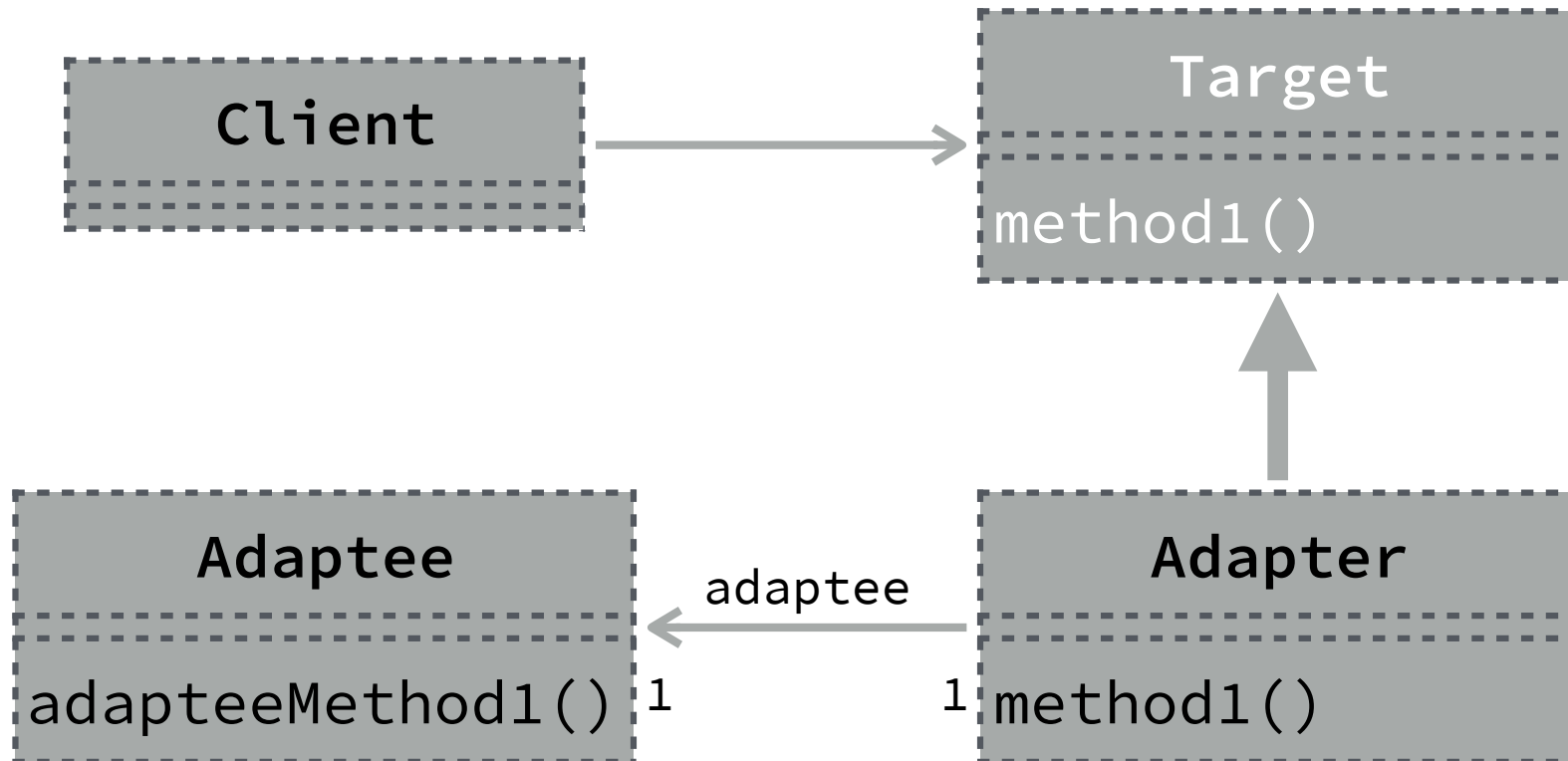
Pratique de la programmation orientée-objet
Michel Schinz – 2017-05-01

Patron *Adapter*

Adaptateur de tableau

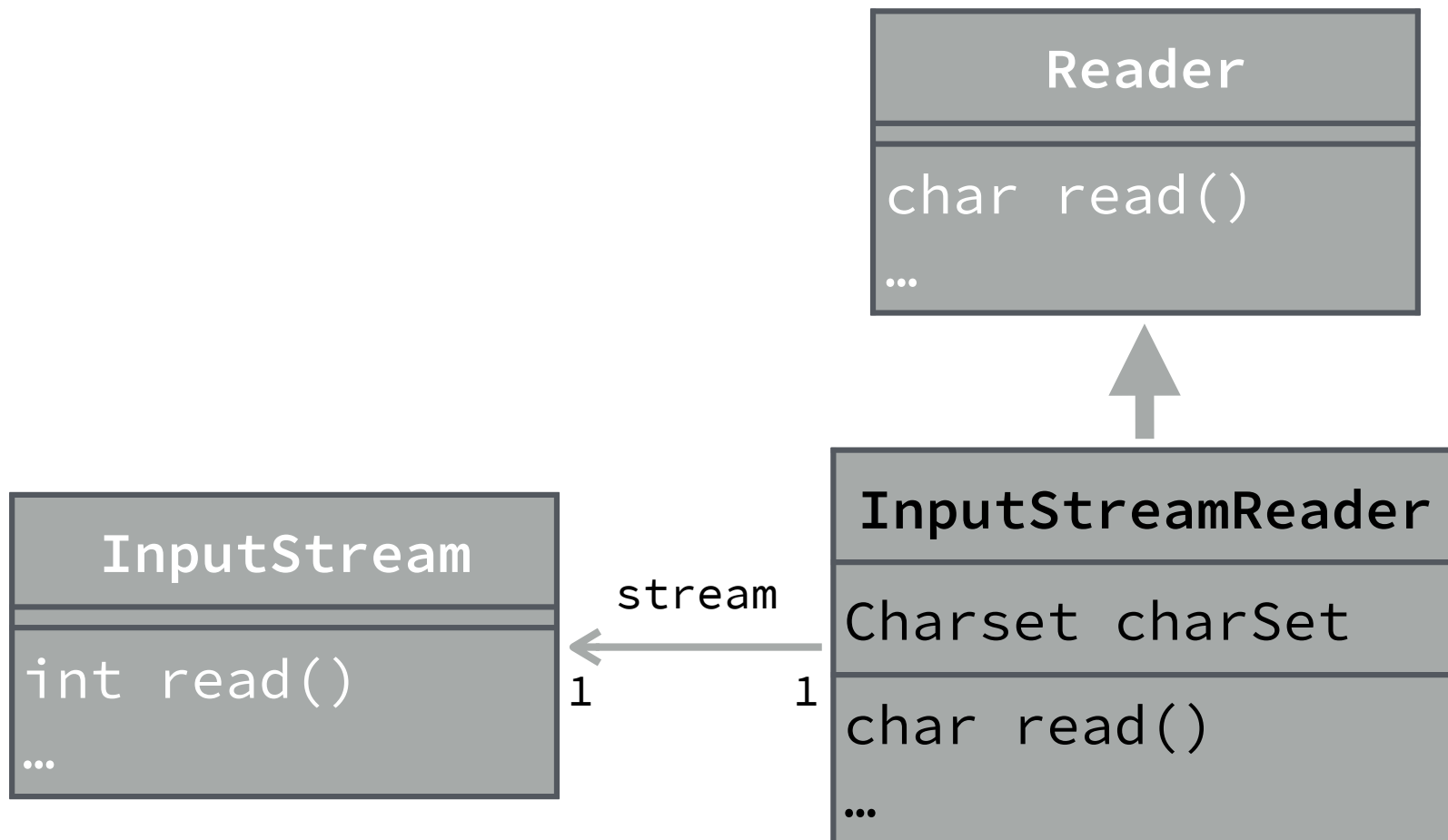


Patron Adapter

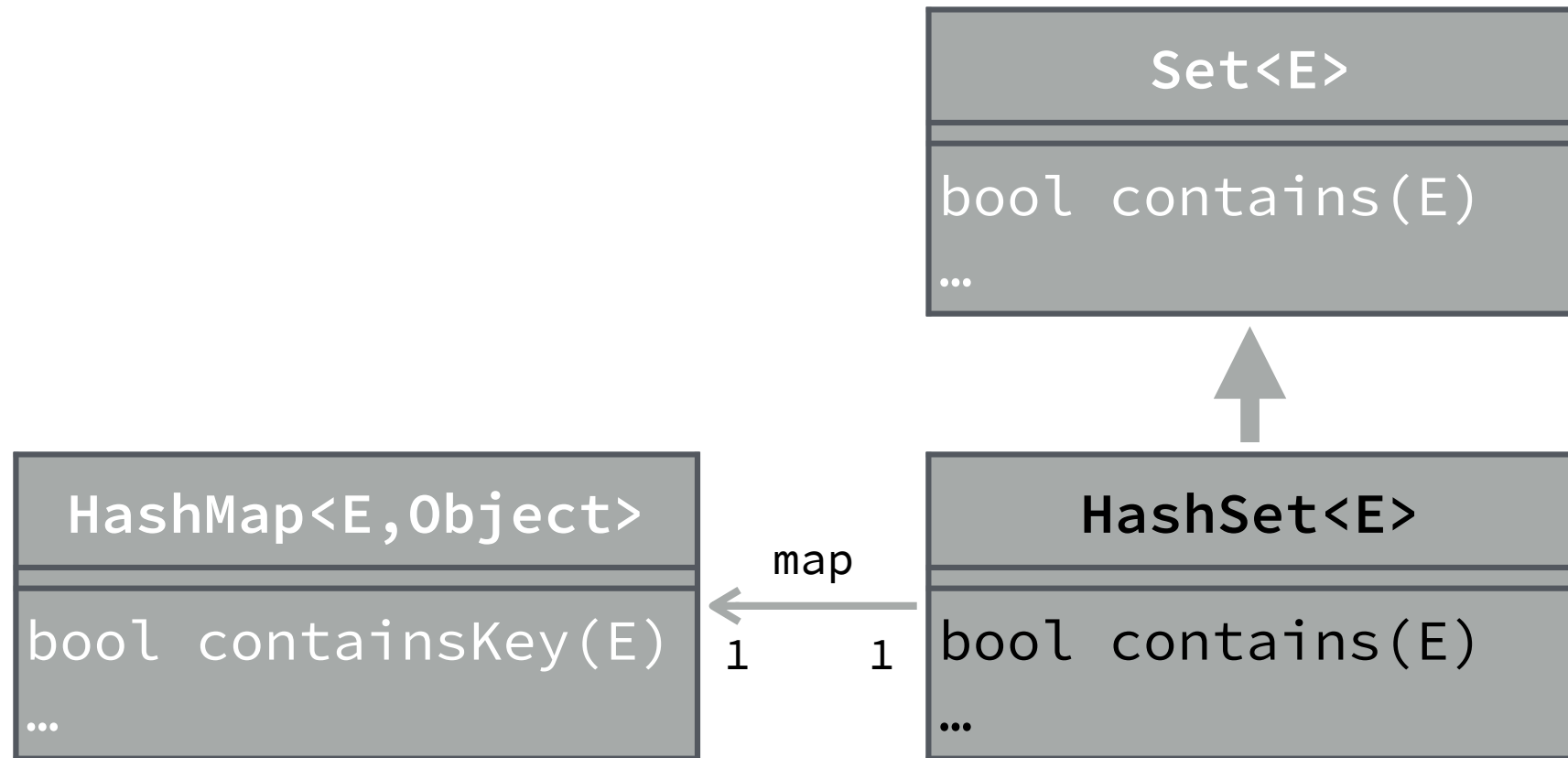


Exemple réel : E/S

La classe `InputStreamReader` adapte un flot d'entrée d'octets (`InputStream`) pour en faire un lecteur (`Reader`), étant donné un encodage de caractères.

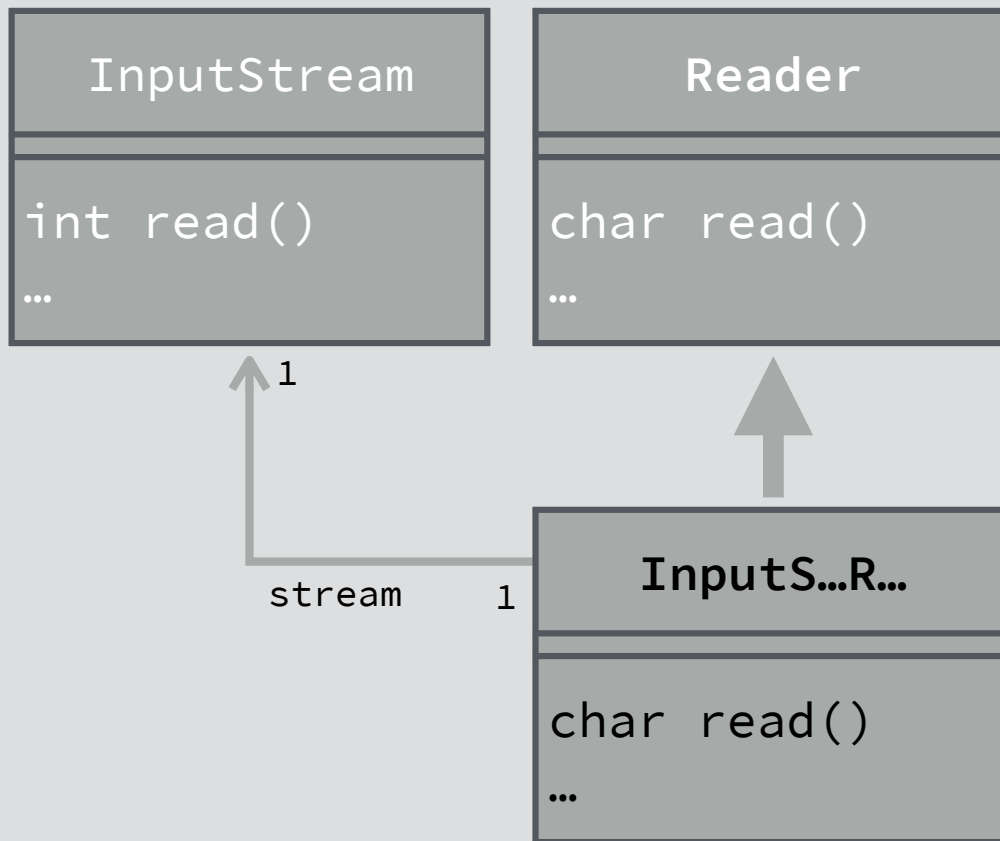


Exemple réel : collections

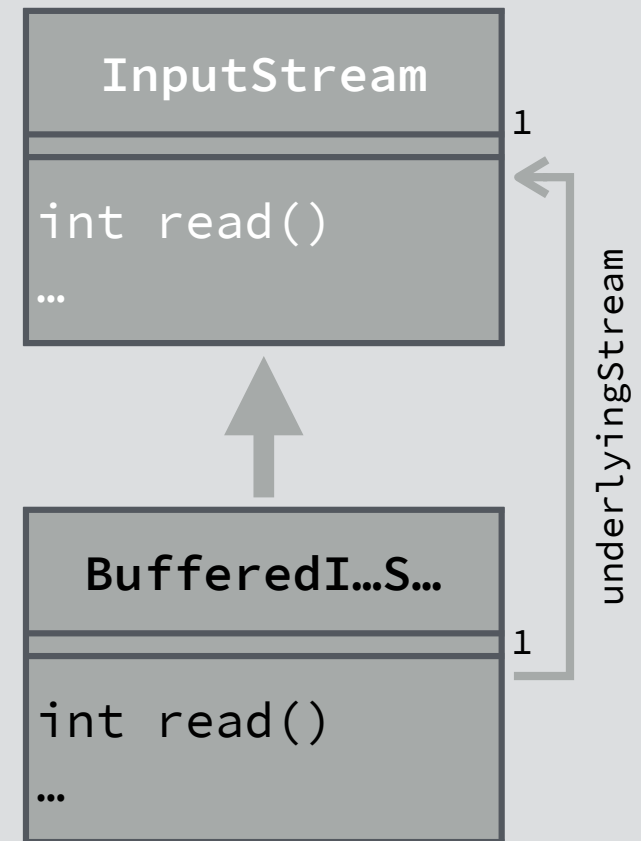


Adapter / Decorator

InputStreamReader (Adapter)



BufferedInputStream (Decorator)



Patron *Observer*

Tableur simple

	A	B	C
1	10	6	
2	12	12	
3	=A1+A2	=B1+B2	=A3+B3

Graphe d'observation

	A	B	C
1	10	6	
2	12	12	
3	$=A1+A2$	$=B1+B2$	$=A3+B3$

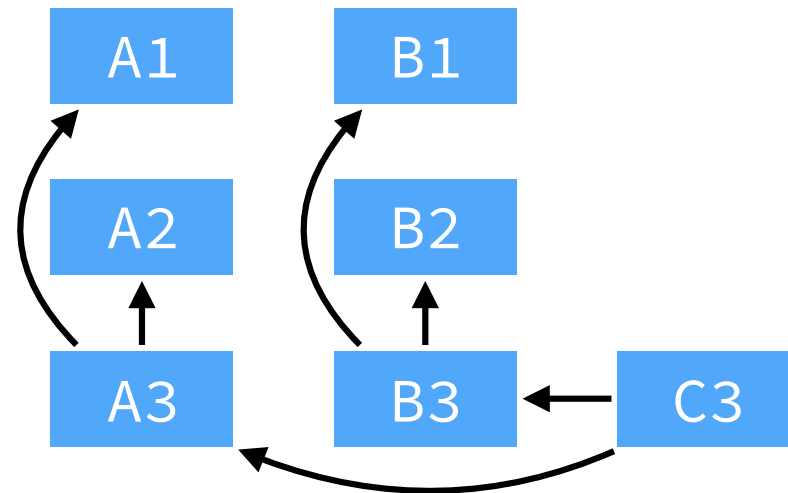
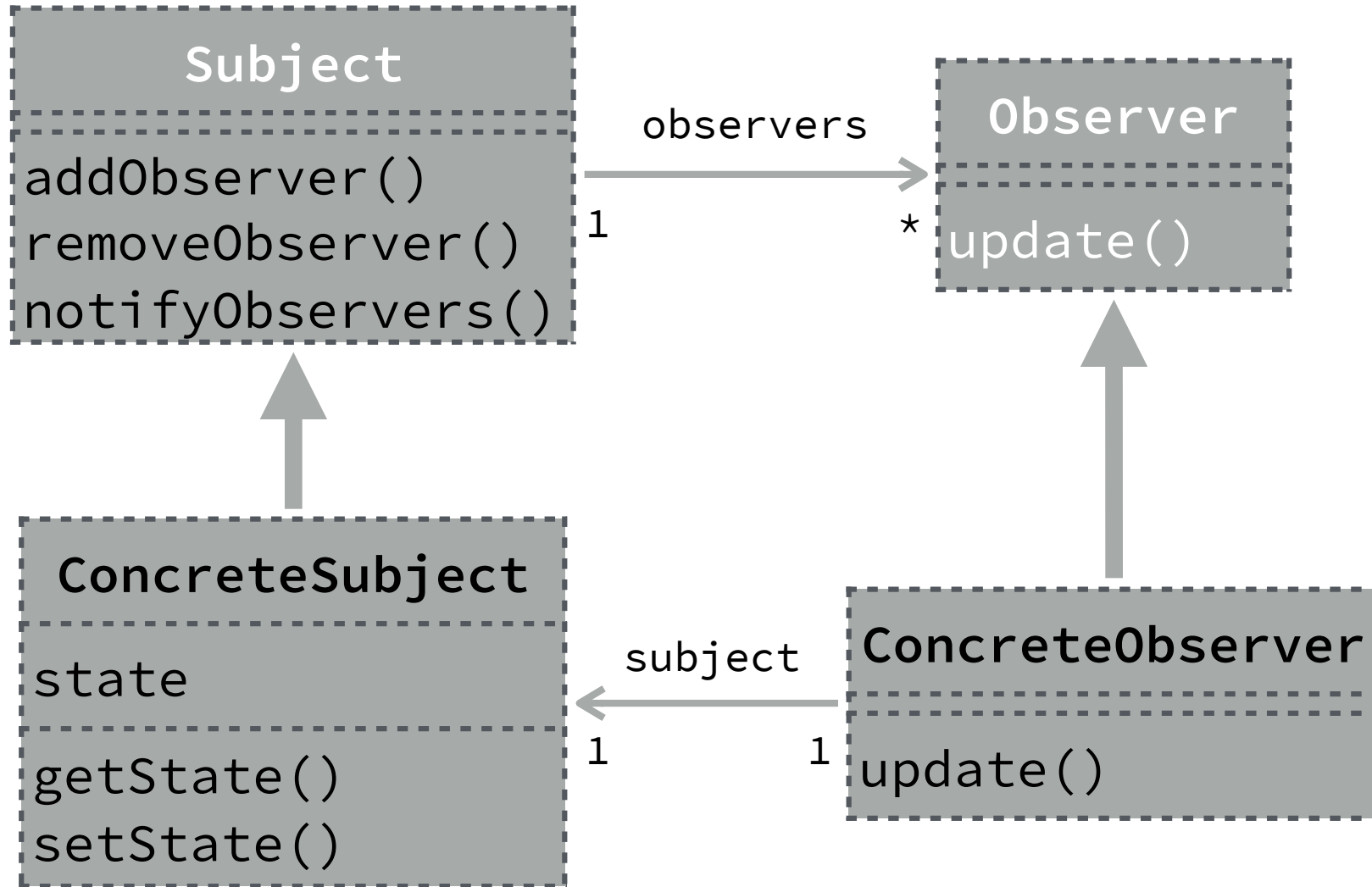
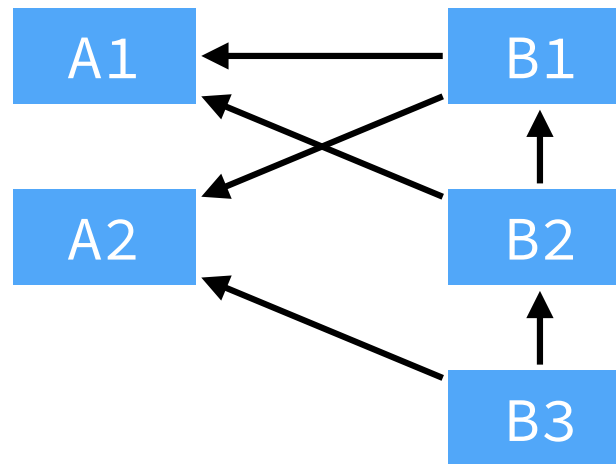


Diagramme de classes



Glitches

	A	B	
1	10	$=A1-A2$	$A1-1$
2	1	$=A1-B1$	1
3		$=A2/B2$	1



Patron *MVC*

MVC

