

Patrons de conception pour la qualité du logiciel

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Qu'est-ce qu'un patron ?

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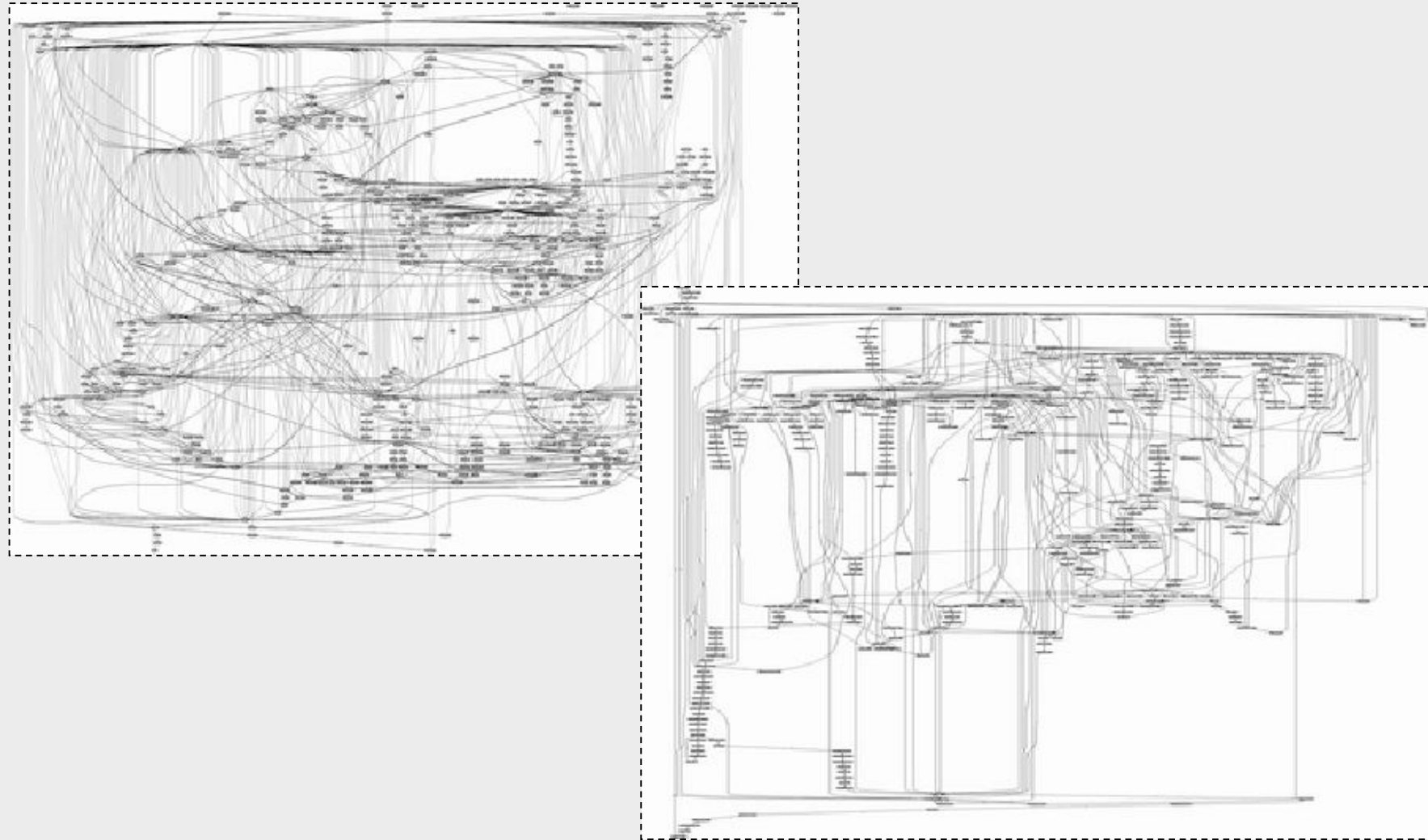
« Each pattern describes a problem which occurs over and over again in our environment, and then describes the core of the solution to that problem, in such a way that you can use this solution a million times over, without ever doing it the same way twice. »

(Alexander C., A pattern language: Towns/Buildings/Construction, 1977)

- Nom
- Problème
- Exemple de solution
- Solution générique

Conception logicielle & Qualité

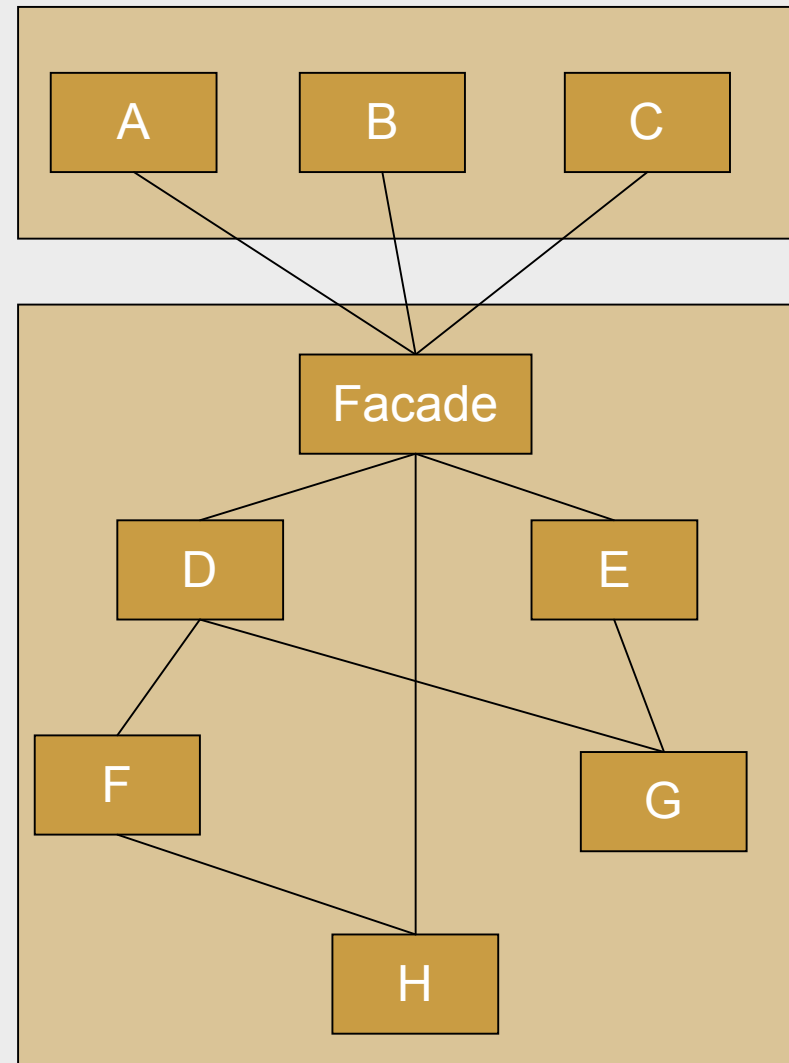
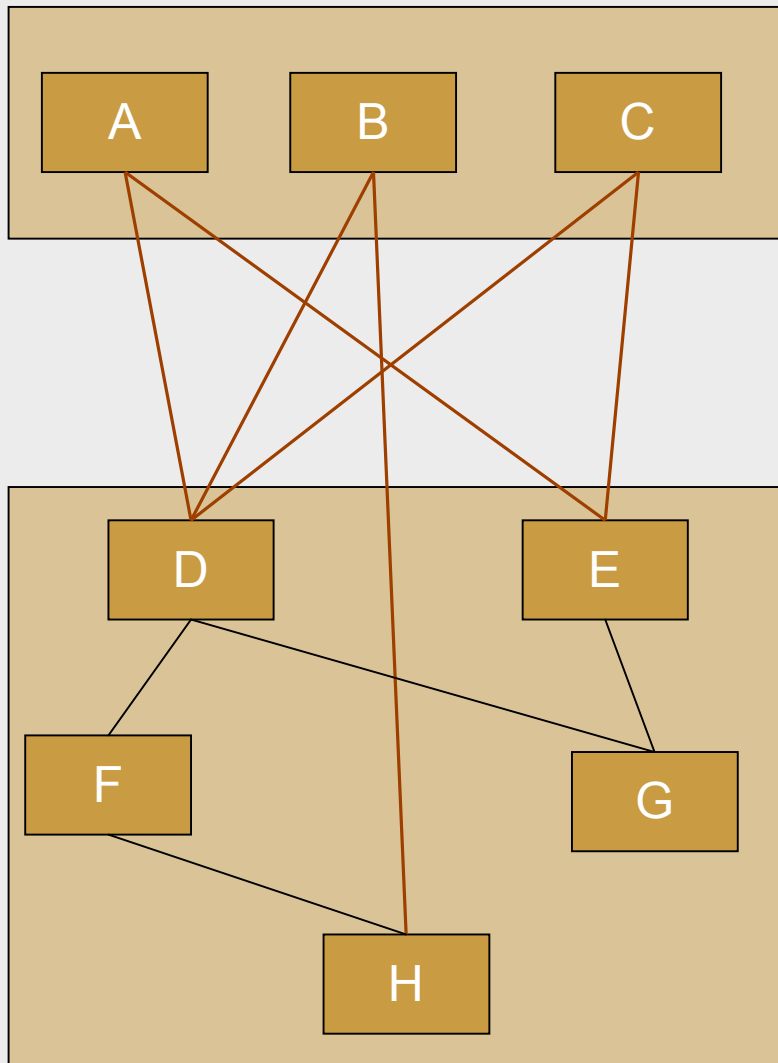
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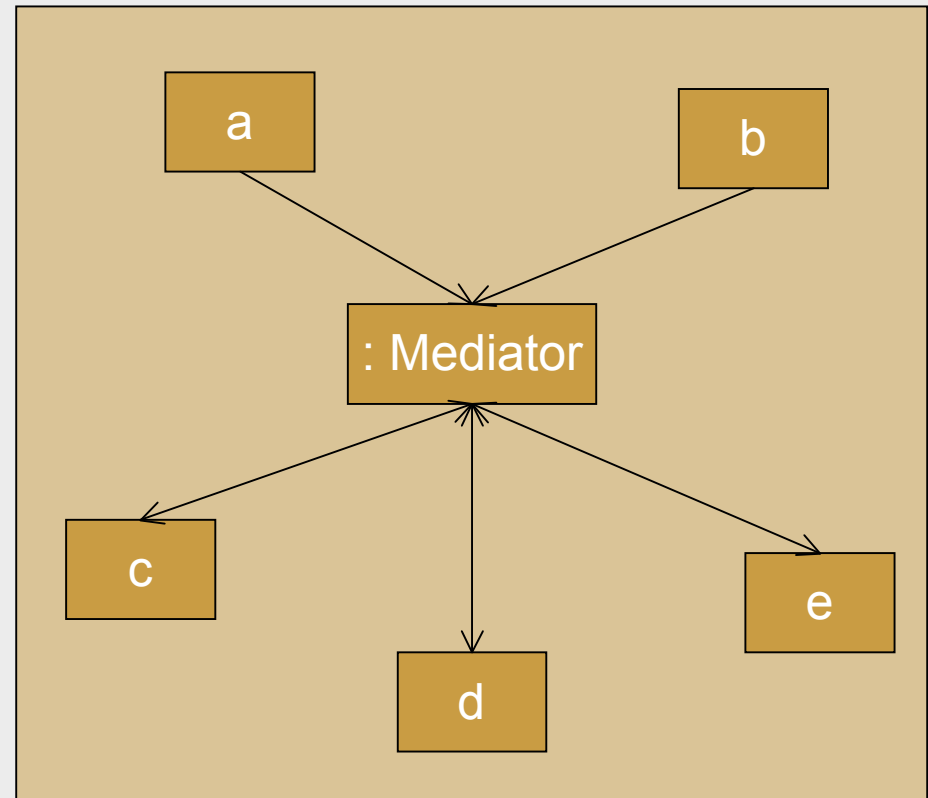
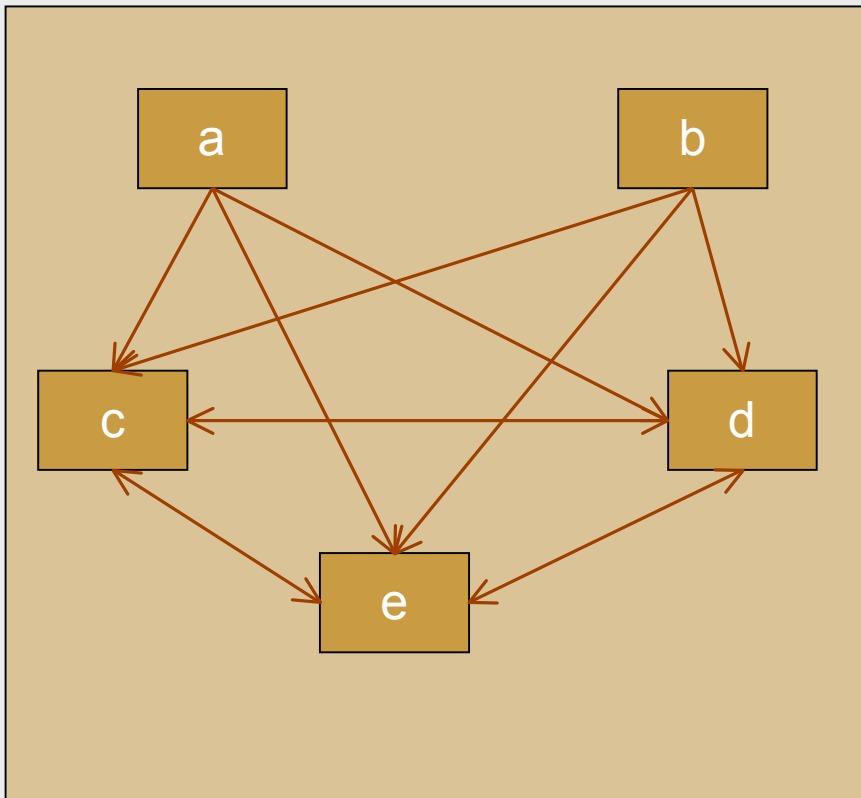


Source : http://www.thisisby.us/index.php/content/why_windows_is_less_secure_than_linux

« Facade »

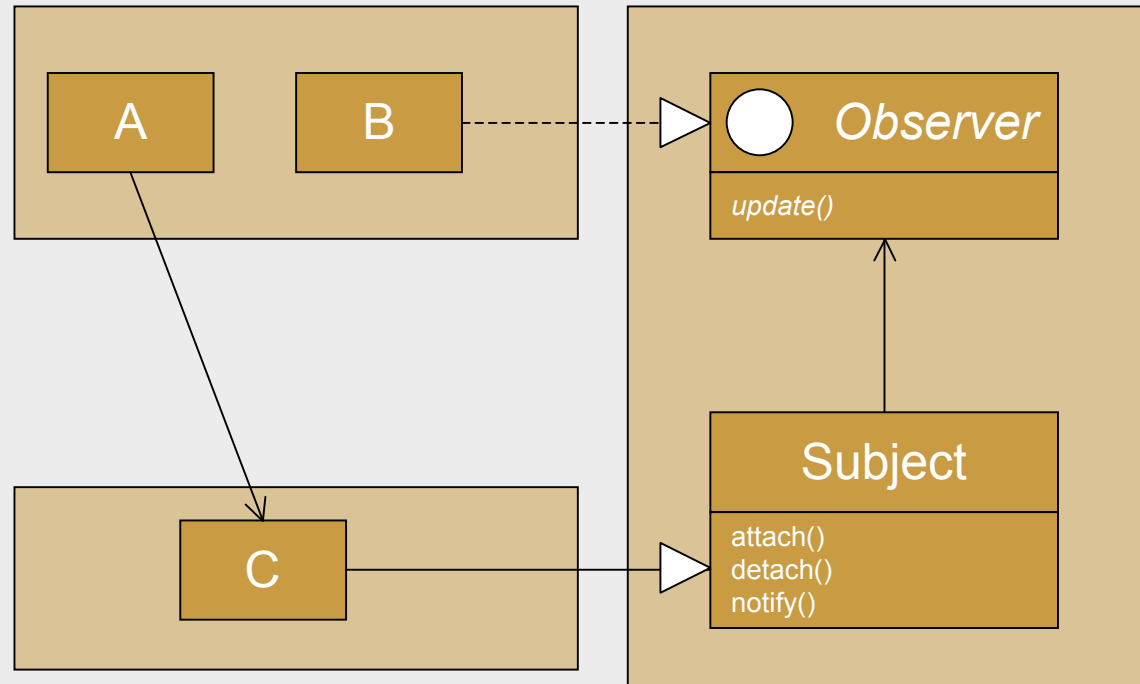
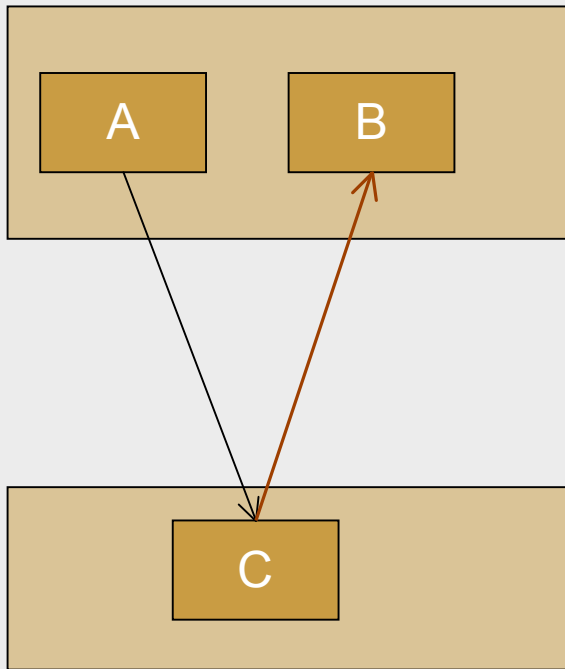
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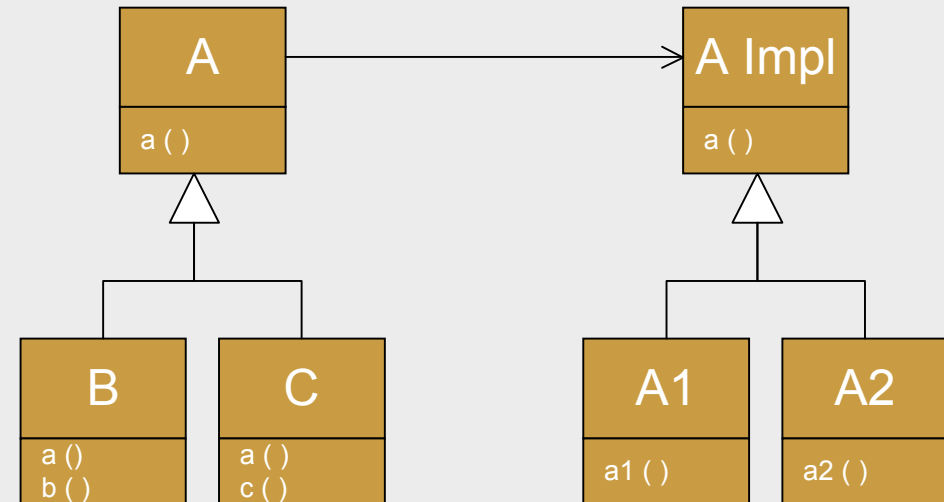
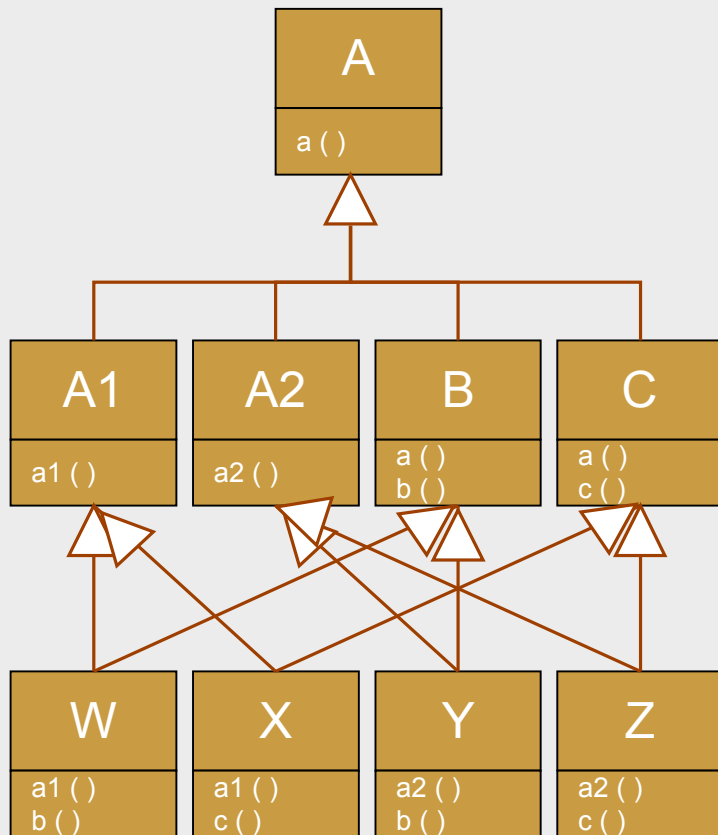




« Observer »

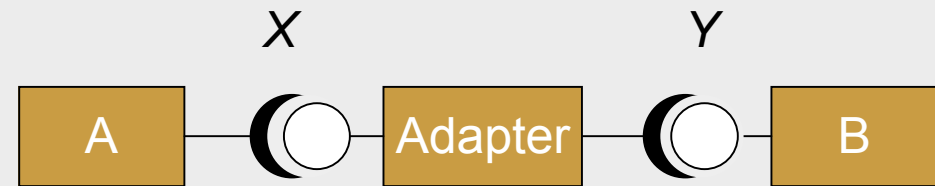
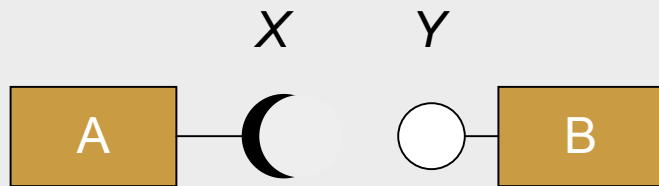
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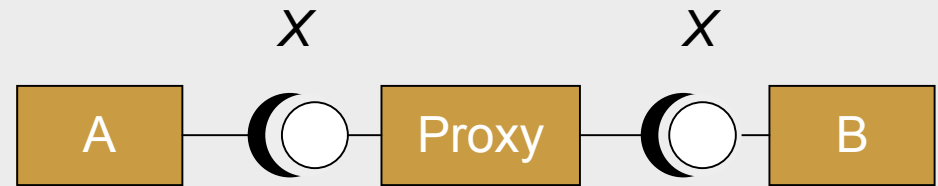
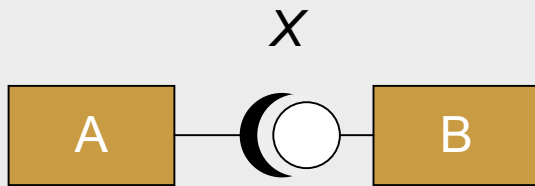




« Adapter »

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- Bonnes pratiques
 - Une aide à la conception objet
 - Des mots pour le dire
 - Un langage partagé
- Réduction du « couplage » des classes
 - Développement à plusieurs
 - Évolution du code
 - Testabilité

- Gamma E., Helm R., Johnson R., Vlissides J., *Design Patterns: Elements of Reusable Object-Oriented Software*, Boston : Addison-Wesley, 1994. 395 p.