

LU02b - Refactoring und Optimierungen 1

Prinzipien

- DRY (Don't Repeat Yourself)
- SRP (Single Responsibility Principle)
- OCP (Open/Closed Principle)
- LSP (Liskov Substitution Principle)
- ISP (Interface Segregation Principle)
- DIP (Dependency Inversion Principle)
- KISS (Keep It Simple, Stupid)
- YAGNI (You Ain't Gonna Need It)
- SoC (Separation of Concerns)
- Law of Demeter (Principle of Least Knowledge)

SOLID steht wiederum für SRP, OCP, LSP, ISP, DIP

Design-Patterns

Es gibt zahlreiche Design-Patterns. Diese werden im späteren Verlauf des Semesters anschauen.

Creational Design Patterns	Structural Design Patterns	Behavioral Design Patterns
Factory Method	Adapter	Chain of Responsibility
Abstract Factory	Bridge	Command
Builder	Composite	Iterator
Prototype	Decorator	Mediator
Singleton	Facade	Memento
	Flyweight	Observer
	Proxy	State
		Strategy
		Template Method
		Visitor

Mehr dazu auf <https://refactoring.guru/design-patterns>

From:
<https://wiki.bzz.ch/> - **BZZ - Modulwiki**

Permanent link:
<https://wiki.bzz.ch/de/modul/ffit/3-jahr/java/learningunits/lu02/scanner?rev=1756151458>

Last update: **2025/08/25 21:50**

