# LU04b - APIs

## Design-Patterns

Es gibt zahlreiche Design-Patterns. Diese werden wird 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/lu04/b?rev=1757367666**

Last update: **2025/09/08 23:41**