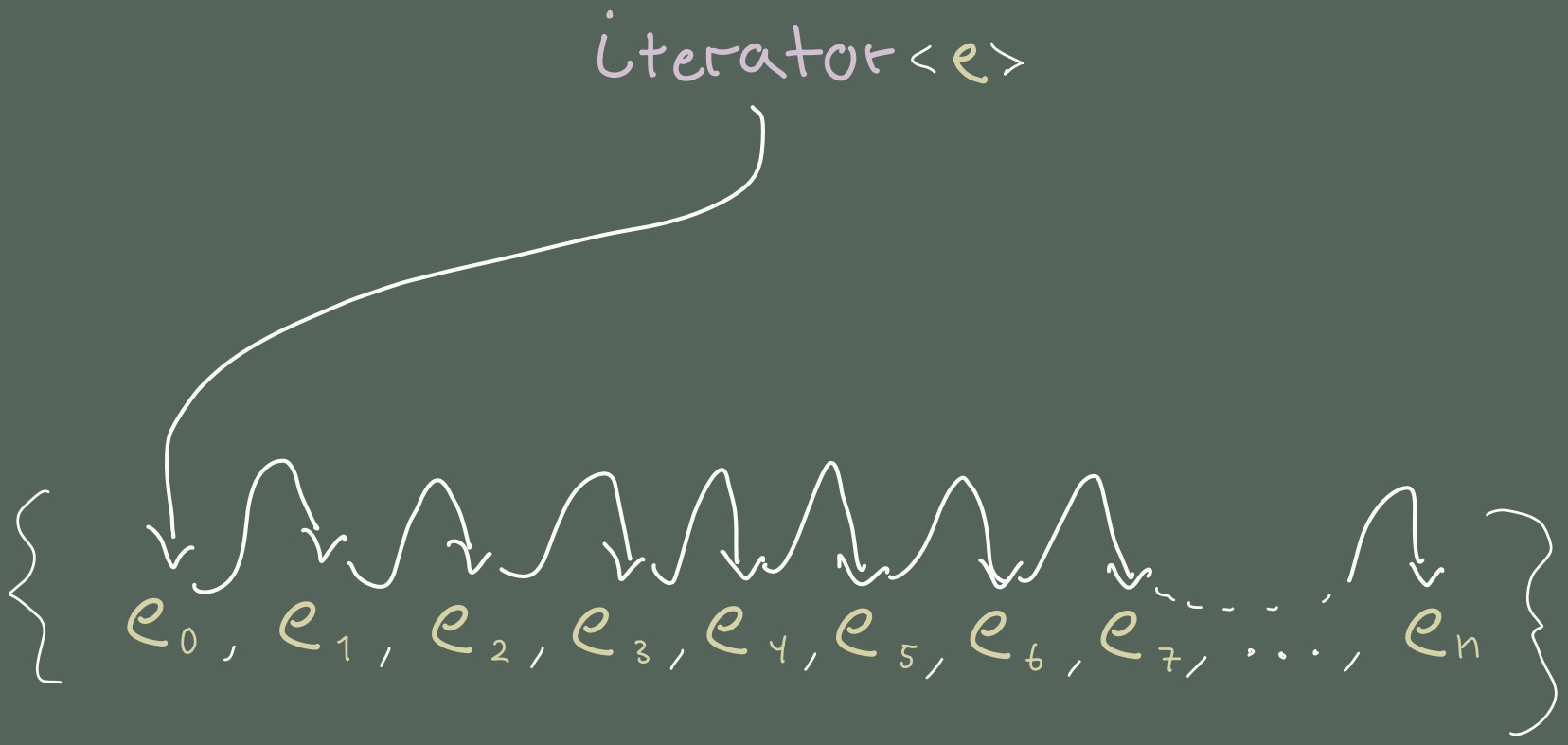
DESIGNMØNSTRE

REPETISJONSTIME

MED BUSHRA B

ITERATOR (BEHAVIORISTISK)

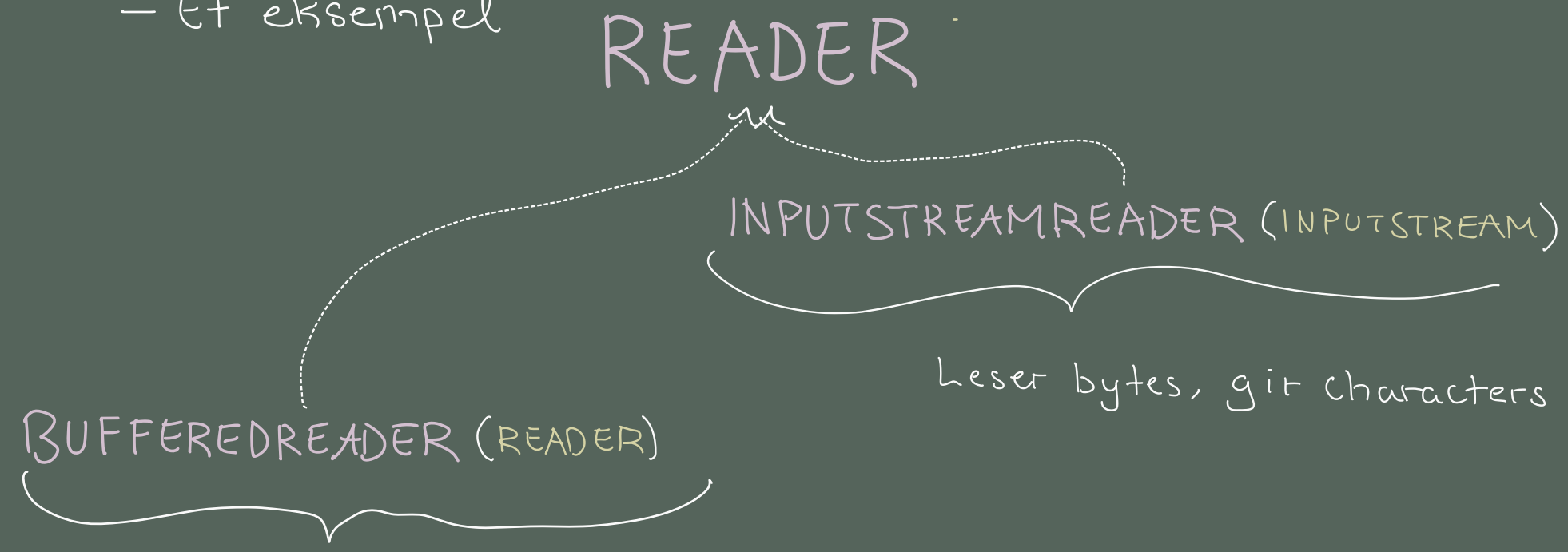


SINGLETON (KREASJONELL)



DECORATOR (STRUKTURELL)

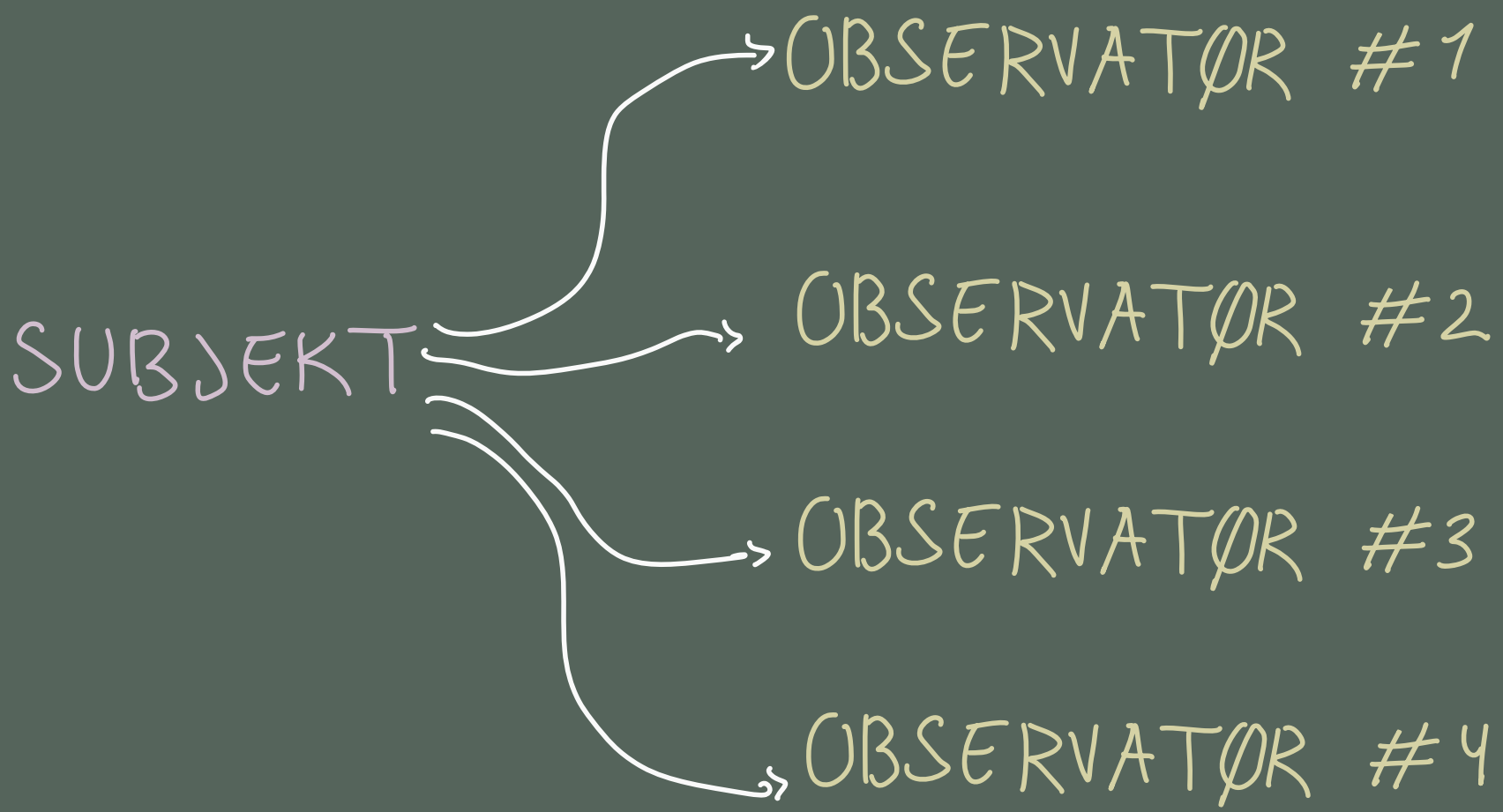
– Et eksempel



BUFFEREDREADER + INPUTSTREAMREADER =

Lesing av bytes → konvertering til chars → effektiv lesing av chars

OBSERVER (BEHAVIORISTISK)



MVC (BEHAVIORISTISK)

– Et eksempel

