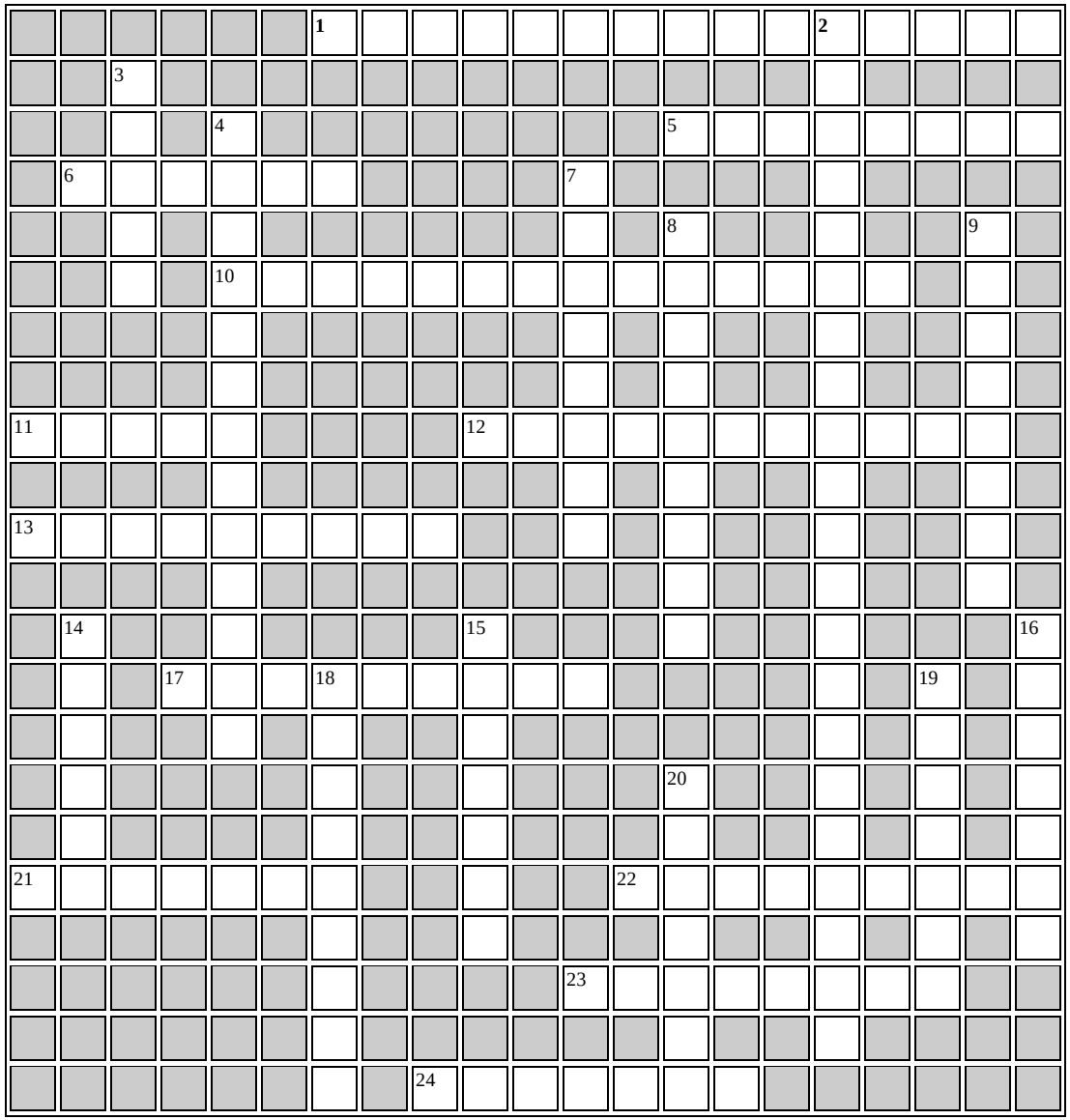
Dallas ASP.net User Group

Design Patterns Crossword Puzzle



Across

1. Provides an interface for creating families of related or dependent objects without specifying their concrete classes. (2 Words)
5. Defines a family of algorithms, encapsulates each one, and makes them interchangeable. It lets the algorithm vary independently from the clients that use it.
6. Provides a unified interface to a set of interfaces in a subsystem. It defines a higher-level interface that makes the subsystem easier to use.
10. Defines the skeleton of an algorithm in an operation, deferring some steps to subclasses. It lets subclasses redefine certain steps of an algorithm without changing the algorithm's structure. (2 Words)
11. Provides a surrogate or placeholder for another object to control access to it.
12. Given a language, defines a representation for its grammar along with an interpreter that uses the representation to interpret sentences in the language.
13. Uses sharing to support large numbers of fine-grained objects efficiently.
17. Composes objects into tree structures to represent part-whole hierarchies. It lets clients treat individual objects and compositions of objects uniformly.
21. Without violating encapsulation, it captures and externalizes an object’s internal state so that the object can be restored to this state later.
22. Ensures a class only has one instance and provides a global point of access to it.
23. Defines an object that encapsulates how a set of objects interact. Mediator promotes loose coupling by keeping objects from referring to each other explicitly, and it lets you vary their interaction independently.
24. A solution to a problem in a context.

Down

2. Avoids coupling the sender of a request to it receiver by giving more than one object a chance to handle the request. It chains the receiving objects and passes the along the chain until an object handles it. (3 Words)
3. Allows an object to alter its behavior when its internal state changes. The object will appear to change its class.
4. Defines an interface for creating an object, but lets subclasses decide which class to instantiate. It lets a class defer instantiation to the subclasses. (2 Words)
7. Provides a way to access the elements of an aggregate object sequentially without exposing its underlying representation.
8. Attaches additional responsibilities to an object dynamically. It provides a flexible alternative to subclassing for extending functionality.
9. Defines a one-to-many dependency between objects so that when one object changes state, all its dependents are notified and updated automatically.
14. Decouples an abstract from its implementation so that the two can vary independently.
15. Represents an operation to be performed on the elements of an object structure. It lets you define a new operation without changing the classes of the elements on which it operates.
16. Encapsulates a request as an object, thereby letting you parameterize clients with different requests, queue or log requests, and support undoable operations.
18. Specifies the kinds of objects to create using a prototypical instance, and creates new objects by copying this prototype.
19. Converts the interface of a class into another interface clients expect. It lets classes work together that couldn't otherwise because of incompatible interfaces.
20. Separates the construction of a complex object from it representation so that the same construction process can create different representations.