"Killer Examples" for Design Patterns and Objects First Workshops

http://www.cse.buffalo.edu/faculty/alphonce/KillerExamples


Pedagogical Process for Teaching DPs

1. Use it
2. Conceptualize it
3. Build it
4. Analytically high quality code
5. Design and construct
6. Evaluate software

Killer Examples

A workshop to share ideas, specifically "killer examples," for Pedagogical Process for Teaching Design Patterns

Legend

Student shortcuts to a solution
Desirable solutions
True path to desired design
Decrease complexity
Error handling/exception throwing
Decrease complexity: high abstraction properties

Underlying Principles

- Abstract Behavior
- Adapter
- Decorator
- Encapsulation
- State
- Strategy
- Visitor
- Factory
- Composite
- MVC

Fundamental Object-Oriented (OO) principles and Design Patterns can be used to illustrate fundamental Computer Science principles.

Goal of a Killer Example is to show the benefits of using patterns and how these "tricks" lead us eventually break down.