# 一、前言

设计模式是解决问题的方案，学习现有的设计模式可以做到经验复用。拥有设计模式词汇，在沟通时就能用更少的词汇来讨论，并且不需要了解底层细节。

# 二、创建型

* [单例.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20%20-%20%E5%8D%95%E4%BE%8B.md)
* [简单工厂.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E7%AE%80%E5%8D%95%E5%B7%A5%E5%8E%82.md)
* [工厂方法.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E5%B7%A5%E5%8E%82%E6%96%B9%E6%B3%95.md)
* [抽象工厂.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E6%8A%BD%E8%B1%A1%E5%B7%A5%E5%8E%82.md)
* [生成器.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E7%94%9F%E6%88%90%E5%99%A8.md)
* [原型模式.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E5%8E%9F%E5%9E%8B%E6%A8%A1%E5%BC%8F.md)

# 三、行为型

* [责任链.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E8%B4%A3%E4%BB%BB%E9%93%BE.md)
* [命令.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E5%91%BD%E4%BB%A4.md)
* [解释器.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E8%A7%A3%E9%87%8A%E5%99%A8.md)
* [迭代器.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E8%BF%AD%E4%BB%A3%E5%99%A8.md)
* [中介者.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E4%B8%AD%E4%BB%8B%E8%80%85.md)
* [备忘录.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E5%A4%87%E5%BF%98%E5%BD%95.md)
* [观察者.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E8%A7%82%E5%AF%9F%E8%80%85.md)
* [状态.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E7%8A%B6%E6%80%81.md)
* [策略.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E7%AD%96%E7%95%A5.md)
* [模板方法.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E6%A8%A1%E6%9D%BF%E6%96%B9%E6%B3%95.md)
* [访问者.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E8%AE%BF%E9%97%AE%E8%80%85.md)
* [空对象.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E7%A9%BA%E5%AF%B9%E8%B1%A1.md)

# 四、结构型

* [适配器.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E9%80%82%E9%85%8D%E5%99%A8.md)
* [桥接.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E6%A1%A5%E6%8E%A5.md)
* [组合.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E7%BB%84%E5%90%88.md)
* [装饰.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E8%A3%85%E9%A5%B0.md)
* [外观.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E5%A4%96%E8%A7%82.md)
* [享元.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E4%BA%AB%E5%85%83.md)
* [代理.md](notes/%E8%AE%BE%E8%AE%A1%E6%A8%A1%E5%BC%8F%20-%20%E4%BB%A3%E7%90%86.md)

# 参考资料

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* Gamma E. 设计模式: 可复用面向对象软件的基础 [M]. 机械工业出版社, 2007.
* Bloch J. Effective java[M]. Addison-Wesley Professional, 2017.
* [Design Patterns](http://www.oodesign.com/)
* [Design patterns implemented in Java](http://java-design-patterns.com/)
* [The breakdown of design patterns in JDK](http://www.programering.com/a/MTNxAzMwATY.html)