Jessie’s 2015 collection of Design Pattern Forms

Thursday, March 19, 2015

1 Alexander's first definition

*Each pattern is a three-part rule, expressing relationships between*

* a certain context,
* a problem,
* a solution.

(More on it in the Timeless Way of Building)

2 "Alexandrian form".([see Wikipedia](https://en.wikipedia.org/wiki/Pattern_language))

* short name, a rating (up to two '\*' symbols),
* a sensitizing picture,
* the context description,
* **the problem statement,**
* a longer part of text with examples and explanations,
* **Therefore: a solution statement**,
* a sketch and further references.

the problem statement and the solution statement are printed in bold font,

the latter is always preceded by the "Therefore:" keyword. Some authors instead use explicit labels, which creates some degree of redundancy.

3 Jennifer Tidwell - Software Development -

* Common Context for design & use
* A problem to solve
* A set of "forces" pushing a designer
* A primary rule for the forces to be resolved
	+ Useful Cases of the rule
* Examples

4 Asa Granlund - Software Development -

* Name/Object
* Forces
* Design Solution
	+ Subtask pattern
	+ Structure and navigation

5 Hugo Sereno -

* Name. Usually a noun “catchy” phrase that describes what the pattern “builds.”
* Aliases. Also known as...
* Context. Describe the setting for the problem. Include a description of the target user.
* Forces. Why the problem is not trivial. Discuss other possible solutions and why they won’t work.
* Problem. Unbiased by the solution.
* Solution. Include enough detail so the user can implement the solution, but don’t restrict the pattern to a narrow list of specifics.
* Resulting Context. Include the new problems that appear as a result of applying the pattern that will require new patterns for their resolution.
* Rationale. Explain the rationale behind the solution. Convince the reader. Tell stories! Share your expertise.
* Known Uses. Briefly list or describe places where the pattern is used.
* Related Patterns. Briefly describe any related patterns and their relationships to this pattern.
* Sketch. If appropriate.
* Example.

6 Helmut Leitner - Card Concept

Name & index code

* Image suggesting "system focus"
* Explanatory text
* Generative questions re: system focus

Connected concepts (tags)

7 Erich Gamma - Software Development -

* Evocative Name / Concept
* Specific design situation
	+ The architectural vision of the design
	+ (independent of the design platform)
* Recurring Problem
	+ In understanding the relationships between 'classes' & 'objects',
	+ Higher level abstractions
* Essence of a repeatable solution
	+ A simplifying insight
	+ And building block for more complex designs
* Accepted blueprint to follow

8 Jessie Henshaw 2018 St for Sm “Heart of PL” form

Identifiers,

* Pattern Name
* Authors, ID, Date
* Image
* References
* Examples

Signifiers

* Rich Context
* Situation to Resolve (Problem)
* Forces to Bring Into Balance (Insight)
* Fitting Organizational Structure (Solution)
* Functional and Living Qualities (Benefits)
* Details & Outcomes (Narrative)
* Possible Liabilities