



Create a pattern

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The tutorial shows you the steps used to create a design pattern. You can watch the pattern being created, modified, tested, and deployed as a plug-in. If you are not familiar with patterns, you can learn about applying patterns by completing the related pattern cheat sheets or the Apply a pattern tutorial. You can access cheat sheets and the Tutorials Gallery from the Help menu.

Learning objectives

The objective of this tutorial is to learn how to create patterns. In this tutorial, you will learn the following:

- How to select the perspectives and views needed to create, test, and apply a pattern.
- How to set up the projects to create and test the pattern.
- How to use the Pattern Authoring view to create the basic pattern structure.
- How to establish dependencies between pattern parameters.
- How to modify the update and expand type of hot-spots provided for the pattern author.
- How to use the run-time instantiation to debug the pattern.

Time required

30 minutes

Related information

[Authoring patterns](#)

[Patterns to apply](#)

[View the PDF version](#)

Lesson: Create a pattern

Using the Pattern Authoring view, you will learn how to create the basic pattern structure.

To complete this tutorial, you need to have the following tools and components installed:

- Pattern authoring

To perform the steps in this tutorial, you should be familiar with the following concepts and tasks:

- Basic UML concepts and terminology such as binding, argument values, and collaborations
- Basic visual modeling functions such as creating a class in the Project Explorer view or in a diagram
- Some knowledge of programming concepts and terminology, preferably Java™
- How to navigate the Eclipse workbench
- Industry definitions and uses of design patterns

This tutorial plays in a video format, which you can operate through playback controls. You can pause, advance, or reverse the tutorial at any time by using the controls on the control bar.

ShowMe.

Pattern authors should have a basic knowledge of Java code. Because patterns are created as plug-ins, a basic knowledge of plug-in development is beneficial.

You will create a simple pattern in this tutorial. After you complete this tutorial, you can get additional practice applying the other sample patterns.

Patterns are accessible in the Pattern Explorer view. You can use the Pattern Explorer view to organize, select, and apply patterns. You can see the pattern samples immediately after you import them, if the Pattern Explorer view is open.