

# Contents

<b>I. Introduction</b>	<b>1</b>
1. Architecture, Performance, and Games . . . . .	9
<b>II. Design Patterns Revisited</b>	<b>19</b>
2. Command . . . . .	21
3. Flyweight. . . . .	33
4. Observer . . . . .	43
5. Prototype . . . . .	59
6. Singleton. . . . .	73
7. State . . . . .	87
<b>III. Sequencing Patterns</b>	<b>105</b>
8. Double Buffer . . . . .	107
9. Game Loop . . . . .	123
10. Update Method . . . . .	139
<b>IV. Behavioral Patterns</b>	<b>153</b>
11. Bytecode . . . . .	155
12. Subclass Sandbox . . . . .	181
13. Type Object . . . . .	193
<b>V. Decoupling Patterns</b>	<b>211</b>
14. Component . . . . .	213
15. Event Queue. . . . .	233
16. Service Locator . . . . .	251
<b>VI. Optimization Patterns</b>	<b>267</b>
17. Data Locality . . . . .	269
18. Dirty Flag. . . . .	291
19. Object Pool . . . . .	305
20. Spatial Partition . . . . .	321