

## **Data Patterns Cheat Sheet**

by cam.luc via cheatography.com/18514/cs/1783/

## **DAO - Data Access Object**

**Definition:** An object that provides an abstract interface to some type of database or persistence mechanism

Benefits: Provide some specific data operations without exposing

details of the database

## **DTO - Data Transfer Object**

**Definition:** An object that carries data between processes

Usage: To define the data contract in web service or remote data

transfer

Benefits: Eliminate redundant data from the data contract;

Aggregate data to transfer in one remote operation

**Comparison:** Unlike DAO, DTO does not have any behavior (except for getters and setters.) DTOs are simple objects and do not require testing; A value object is not a DTO

Usability level: Simple (does not require complex design or architecture)



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