

# Streak IT Architecture Patterns

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*!!! TEST PAGE !!! This is a document about Patterns used for solving general IT problems.*

## Table of contents

1 Overview.....	2
2 Pattern: My Pattern .....	2

## 1. Overview

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## 2. Pattern: My Pattern

### 2.1. Revision

1.0.0

### 2.2. Principle

This is how to do things.

### 2.3. Problem

Not doing things this way makes it hard.

### 2.4. Context

Programmers need to do things all the time.

### 2.5. Forces

Programmers want to do things but are not sure how. In the absence of direction, programmers do things every which way.

### 2.6. Solution

Do it according to My Pattern!

### 2.7. Rationale

It works better in the long run.

### 2.8. References

Design Patterns, by Gamma, Helm, Johnson, Vlissides