

Design patterns have been developed to cope with the vast space of possible different designs within object-oriented systems. One of those classic patterns is the Visitor Pattern that is used for representing an operation to be performed on the elements of an object structure. We present a mapping from the Visitor Pattern to a grammar that defines the set of visit sequences that can be processed by the Visitor. The language defined by the grammar is the language of the visitor design pattern. Formalizing the processing of object structures by grammars allows to understand software development as language development.