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Design Patterns: Elements of Reusable Object-Oriented Software Erich Gamma, Richard Helm, Ralph Johnson and John M. Vlissides BACK OF BOOK COPY. Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems.

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Guide to Readers This book has two main parts. The first part
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parts, with the first two chapters exploring the capabilities and
pitfalls of object-oriented programming, and the remaining chapters
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Design Patterns Design Patterns Elements of Reusable Object Oriented Software Pag 1 de 358. Gamma - Helm - Johnson - Vlissides Preface This book isn't an introduction to object-oriented technology or design. Many books already do a good job of that. This book assumes you are reasonably proficient in at least one object-oriented programming ...

Design Patterns Elements of Reusable Object Oriented Software

26. Thread Safety in Java Singleton. Gangs of Four Design Patterns is the collection of 23 design patterns from the book "Design Patterns: Elements of Reusable Object-Oriented Software". This book was first published in 1994 and it's one of the most popular books to learn design patterns.

Gangs of Four (GoF) Design Patterns - JournalDev

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In software engineering, design patterns describe how to solve recurring design problems to design flexible and reusable object-oriented

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software. w3sDesign presents the up-to-date version of the well-known GoF¹ design patterns in a compact and memory friendly way so that they can be learned and memorized as fast as possible.

GoF Design Patterns Reference

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves.

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Design Patterns: Elements of Reusable Object-Oriented ...

Design Patterns: Elements of Reusable Object-Oriented Software (Addison-Wesley Professional Computing Series) (Old Edition) Hardcover - 31 October 1994 by Erich Gamma (Author)

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Design Patterns - Iowa State University

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