

## **Patterns of Enterprise Software**

[[Introduction]]

= Part 1 - The Narratives = [[Chapter 1 - Layering]] [[Chapter 2 - Organizing Domain Logic]] [[Chapter 3 - Mapping to Relational Databases]] [[Chapter 4 - Web Presentation]] [[Chapter 5 - Concurrency]] [[Chapter 6 - Session State]] [[Chapter 7 - Distribution Strategies]] [[Chapter 8 - Putting It All Together]]

= Part 2 - The Patterns = [[Chapter 9 - Domain Logic Patterns]] [[Chapter 10 - Data Source Architectural Patterns]] [[Chapter 11 - Object-Relational Behavioral Patterns]] [[Chapter 12 - Object-Relational Structural Patterns]] [[Chapter 13 - Object-Relational Metadata Mapping Patterns]] [[Chapter 14 - Web Presentation Patterns]] [[Chapter 15 - Distribution Patterns]] [[Chapter 16 - Offline Concurrency Patterns]] [[Chapter 17 - Session State Patterns]] [[Chapter 18 - Base Patterns]]