

Common way of describing
design patterns in programming

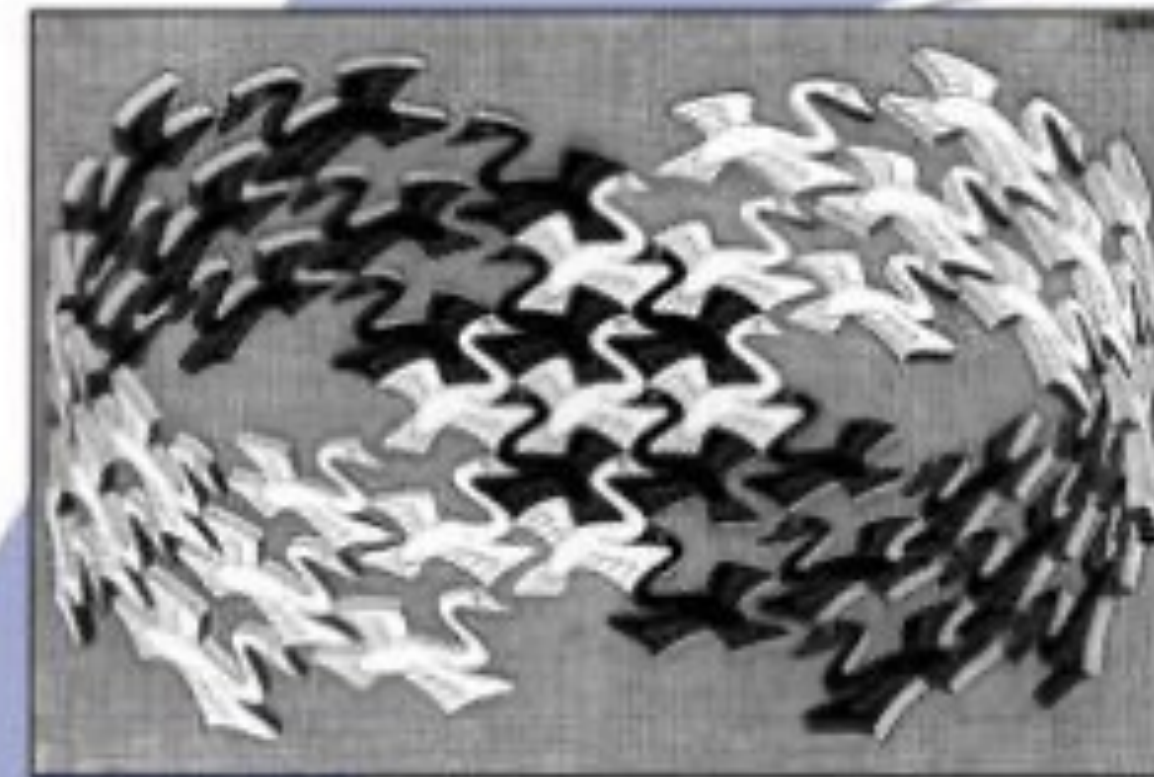
Design Patterns: Elements of Reusable Object- Oriented Software

Erich Gamma, Richard Helm,
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Design Patterns

Elements of Reusable
Object-Oriented Software

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Foreword by Grady Booch