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Design Patterns Erich Gamma 9780201633610

In addition to co-authoring Design Patterns: Elements of Reusable Object-Oriented Software, he is co-editor of the book Pattern Languages of Program Design 2 (both from Addison-Wesley). He and the other co-authors of Design Patterns are recipients of the 1998 Dr. Dobbs's Journal Excellence in Programming Award.

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Design Patterns Wikipedia

Design Patterns: Elements of Reusable Object-Oriented Software (1994) is a software engineering book describing software design patterns. The book's authors are Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides with a foreword by Grady Booch.

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Design Patterns Book. Design Patterns: Elements of Reusable Object-Oriented Software by ErichGamma, RichardHelm, It is a book of OO design patterns, so the premise is that one is only going to use OOP to implement the patterns. It's not intended for multi-paradigm design guidance.

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Software design pattern Wikipedia

In software engineering, a software design pattern is a general, Peter Norvig demonstrates that 16 out of the 23 patterns in the Design Patterns book (which is primarily focused on C++) are simplified or eliminated (via direct

language support) in Lisp or Dylan.

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Form Design Patterns Smashing Magazine

Form Design Patterns. by Adam Silver. Without forms, the web is a passive experience where content is just consumed. But with forms the web can be collaborative, creative and productive. In a world of horribly marked up forms, this book is a beacon of light illuminating the way to more accessible user experiences. I highly recommend it

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Design Patterns is a very important reference and its contents are also important, but it is a rather dull book to read. This is mainly because the bulk of the book contains a catalog of patterns. This is mainly because the bulk of the book contains a catalog of patterns.

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Design Patterns in Java betterworldbooks com

Design Patterns in Java by Steven Metsker, William C. Wake Hardcover Book, 461 pages Description" Design Patterns in Java " gives you the hands-on practice and deep insight you need to fully leverage the significant power of design patterns in any Java software project.

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Design Patterns Elements of Reusable Object Oriented

Design Patterns: Elements of Reusable Object-Oriented Software 10 Guide to Readers This book has two main parts. The first part (Chapters 1 and 2)describes what design patterns are and how they help you designobject-oriented software. It includes a design case study thatdemonstrates how design patterns apply in practice.

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