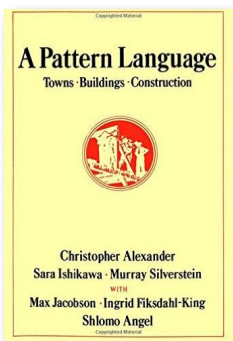
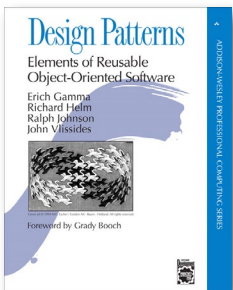


RESOURCES



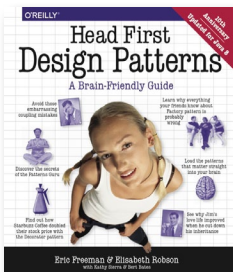
A Pattern Language: Towns, Buildings, Construction, by Christopher Alexander.

Published in 1977, this is the book that started it all.



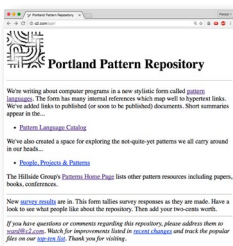
Design Patterns: Elements of Reusable Object Oriented Software, by Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides.

Published in 1994, this is the original software patterns catalog.



Head First Design Patterns, by Eric Freeman and Elisabeth Robson.

Originally published in 2004 and then updated in 2014, this book focuses on 14 of the core design patterns, with examples in Java.



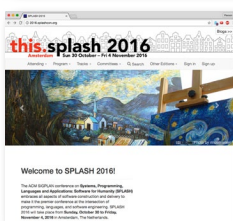
The Portland Pattern Repository is where you'll find discussion about all kinds of patterns and a patterns catalog.

<http://wiki.c2.com>



The Hillside Patterns Library is a great resource for patterns, books, discussion and more.

<http://hillside.net>



SPLASH Con is an annual conference featuring topics related to software architecture and development.

<http://2017.splashcon.org>

You can find all the code from our book (and the course) at Github:
<https://github.com/bethrobson/Head-First-Design-Patterns>