Essentials \rightarrow Software design and architecture \rightarrow <u>The concept of patterns</u>

The concept of patterns → What patterns organize

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■ Easy ① 1 minute ②

Object-oriented design patterns describe an established way to organize an interaction between and	d Report a typo
√ Select one option from the list	
 Classes and objects Java and C++ methods and variables JVM and your classes your application and the standard library ✓ Correct. 	
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