

Your Brain on Design Patterns

Head First Design Patterns

Avoid those
embarrassing
coupling mistakes



Learn why everything
your friends know about Factory
pattern is
probably wrong



Load the patterns
that matter straight
into your brain



Discover the secrets
of the Patterns Guru



Find out how
Starbuzz Coffee doubled
their stock price with
the Decorator pattern



See why Jim's
love life improved
when he cut down
his inheritance



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Eric Freeman & Elisabeth Freeman
with Kathy Sierra & Bert Bates

Praise for Head First Design Patterns

"I received the book yesterday and started to read it on the way home... and I couldn't stop. I took it to the gym and I expect people saw me smiling a lot while I was exercising and reading. This is tres 'cool'. It is fun but they cover a lot of ground and they are right to the point. I'm really impressed."

— **Erich Gamma, IBM Distinguished Engineer,
and co-author of Design Patterns**

"Head First Design Patterns' manages to mix fun, belly-laughs, insight, technical depth and great practical advice in one entertaining and thought provoking read. Whether you are new to design patterns, or have been using them for years, you are sure to get something from visiting Objectville."

— **Richard Helm, coauthor of "Design Patterns" with rest of the
Gang of Four - Erich Gamma, Ralph Johnson and John Vlissides**

"I feel like a thousand pounds of books have just been lifted off of my head."

— **Ward Cunningham, inventor of the Wiki
and founder of the Hillside Group**

"This book is close to perfect, because of the way it combines expertise and readability. It speaks with authority and it reads beautifully. It's one of the very few software books I've ever read that strikes me as indispensable. (I'd put maybe 10 books in this category, at the outside.)"

— **David Gelernter, Professor of Computer Science,
Yale University and author of "Mirror Worlds" and "Machine Beauty"**

"A Nose Dive into the realm of patterns, a land where complex things become simple, but where simple things can also become complex. I can think of no better tour guides than the Freemans."

— **Miko Matsumura, Industry Analyst, The Middleware Company
Former Chief Java Evangelist, Sun Microsystems**

"I laughed, I cried, it moved me."

— **Daniel Steinberg, Editor-in-Chief, java.net**

"My first reaction was to roll on the floor laughing. After I picked myself up, I realized that not only is the book technically accurate, it is the easiest to understand introduction to design patterns that I have seen."

— **Dr. Timothy A. Budd, Associate Professor of Computer Science at
Oregon State University and author of more than a dozen books,
including "C++ for Java Programmers"**

"Jerry Rice runs patterns better than any receiver in the NFL, but the Freemans have out run him. Seriously...this is one of the funniest and smartest books on software design I've ever read."

— **Aaron LaBerge, VP Technology, ESPN.com**

More Praise for *Head First Design Patterns*

"Great code design is, first and foremost, great information design. A code designer is teaching a computer how to do something, and it is no surprise that a great teacher of computers should turn out to be a great teacher of programmers. This book's admirable clarity, humor and substantial doses of clever make it the sort of book that helps even non-programmers think well about problem-solving."

— **Cory Doctorow, co-editor of *Boing Boing*
and author of "*Down and Out in the Magic Kingdom*"
and "*Someone Comes to Town, Someone Leaves Town*"**

"There's an old saying in the computer and videogame business – well, it can't be that old because the discipline is not all that old – and it goes something like this: Design is Life. What's particularly curious about this phrase is that even today almost no one who works at the craft of creating electronic games can agree on what it means to "design" a game. Is the designer a software engineer? An art director? A storyteller? An architect or a builder? A pitch person or a visionary? Can an individual indeed be in part all of these? And most importantly, who the %\$!#&* cares?"

It has been said that the "designed by" credit in interactive entertainment is akin to the "directed by" credit in filmmaking, which in fact allows it to share DNA with perhaps the single most controversial, overstated, and too often entirely lacking in humility credit grab ever propagated on commercial art. Good company, eh? Yet if Design is Life, then perhaps it is time we spent some quality cycles thinking about what it is.

Eric and Elisabeth Freeman have intrepidly volunteered to look behind the code curtain for us in "*Head First Design Patterns*." I'm not sure either of them cares all that much about the PlayStation or X-Box, nor should they. Yet they do address the notion of design at a significantly honest level such that anyone looking for ego reinforcement of his or her own brilliant auteurship is best advised not to go digging here where truth is stunningly revealed. Sophists and circus barkers need not apply. Next generation literati please come equipped with a pencil."

— **Ken Goldstein, Executive Vice President & Managing Director,
Disney Online**

"Just the right tone for the geeked-out, casual-cool guru coder in all of us. The right reference for practical development strategies—gets my brain going without having to slog through a bunch of tired, stale professor-speak."

— **Travis Kalanick, Founder of Scour and Red Swoosh
Member of the MIT TR100**

"This book combines good humors, great examples, and in-depth knowledge of Design Patterns in such a way that makes learning fun. Being in the entertainment technology industry, I am intrigued by the Hollywood Principle and the home theater Facade Pattern, to name a few. The understanding of Design Patterns not only helps us create reusable and maintainable quality software, but also helps sharpen our problem-solving skills across all problem domains. This book is a must read for all computer professionals and students."

— **Newton Lee, Founder and Editor-in-Chief, Association for Computing
Machinery's (ACM) Computers in Entertainment (acmcie.org)**

Praise for the *Head First* approach

"Java technology is everywhere—in mobile phones, cars, cameras, printers, games, PDAs, ATMs, smart cards, gas pumps, sports stadiums, medical devices, Web cams, servers, you name it. If you develop software and haven't learned Java, it's definitely time to dive in—Head First."

— **Scott McNealy, Sun Microsystems Chairman, President and CEO**

"It's fast, irreverent, fun, and engaging. Be careful—you might actually learn something!"

— **Ken Arnold, former Senior Engineer at Sun Microsystems**
Co-author (with James Gosling, creator of Java),
"The Java Programming Language"

"Head First Java is like Monty Python meets the gang of four... the text is broken up so well by puzzles and stories, quizzes and examples, that you cover ground like no computer book before."

— **Douglas Rowe, Columbia Java Users Group**

"'Head First Java'... gives new meaning to their marketing phrase 'There's an O'Reilly for that.' I picked this up because several others I respect had described it in terms like 'revolutionary' and a described a radically different approach to the textbook. They were (are) right... In typical O'Reilly fashion, they've taken a scientific and well considered approach. The result is funny, irreverent, topical, interactive, and brilliant... Reading this book is like sitting in the speakers lounge at a view conference, learning from — and laughing with — peers... If you want to UNDERSTAND Java, go buy this book."

— **Andrew Pollack, www.thenorth.com**

"If you want to *learn* Java, look no further: welcome to the first GUI-based technical book! This perfectly-executed, ground-breaking format delivers benefits other Java texts simply can't... Prepare yourself for a truly remarkable ride through Java land."

— **Neil R. Bauman, Captain & CEO, Geek Cruises (www.GeekCruises.com)**

What a fantastic way to learn!!! I CAN NOT PUT THIS BOOK DOWN!!! My 3 year old woke up at 1:40 a.m. this morning, and I put him back to bed with book in hand and a flashlight so I could continue to read for about another hour.

— **Ross Goldberg**

"This stuff is so fricking good it makes me wanna WEEP! I'm stunned."

— **Floyd Jones, Senior Technical Writer/Poolboy, BEA**

Other related books from O'Reilly

- Head First Java
- Head First EJB
- Head First Servlets & JSP
- Learning Java
- Java in a Nutshell
- Java Enterprise in a Nutshell
- Java Examples in a Nutshell
- Java Cookbook
- J2EE Design Patterns

Be watching for more books in the Head First series!

Head First Design Patterns



Wouldn't it be dreamy if there was a Design Patterns book that was more fun than going to the dentist, and more revealing than an IRS form? It's probably just a fantasy...

Eric Freeman
Elisabeth Freeman

with
Kathy Sierra
Bert Bates

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