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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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Oriented Software Pag 1
de 358. Gamma – Helm
- Johnson – Vlissides
Preface This book isn't
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design. Many books
already do a good job of
that. This book assumes
you are reasonably
proficient in at least one
object-oriented
programming ...

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26. Thread Safety in Java Singleton. Gangs of Four Design Patterns is the collection of 23 design patterns from the book "Design Patterns: Elements of Reusable Object-Oriented Software". This book was first published in

1994 and it's one of the most popular books to learn design patterns.

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In software engineering,
design patterns describe
how to solve recurring
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design problems to design flexible and reusable object-oriented software. w3sDesign presents the up-to-date version of the well-known GoF¹ design patterns in a compact and memory friendly way so that they can be learned and memorized as fast as possible.

GoF Design Patterns
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Are Not About Design.
Design patterns are not

about designs such as linked lists and hash tables that can be encoded in classes and reused as is. Design patterns are not complex, domain-speci?c designs for an entire application or subsystem. Design patterns are descriptions of communicating objects and classes that are customized to solve

a general design problem in a particular context.

Design Patterns - Iowa State University

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