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Elements, with a foreword by Grady Booch. The book is divided into two parts, with the first two chapters exploring the capabilities and pitfalls of object-oriented programming, and ...

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Guide to Readers

This book has  
two main parts.

The first part  
(Chapters 1 and  
2) describes what  
design patterns



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are and how they help you design object-oriented software. It includes a design case study that demonstrates how design patterns apply in practice. • • •

Design Patterns

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software design  
patterns. The  
book's authors  
are Erich Gamma,  
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Ralph Johnson  
and John  
Vlissides with a  
foreword by  
Grady Booch. The  
book is divided

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into two parts, with the first two chapters exploring the capabilities and pitfalls of object-oriented programming, and the remaining chapters describing 23 classic software design patterns.

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[GitHub - VanHakobyan/DesignPatterns: Elements of Reusable Object Oriented](#)

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Software Pag 1  
de 358. Gamma –  
Helm - Johnson –  
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Preface This

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book isn't an introduction to object-oriented technology or 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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## Elements Of Design Patterns

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26. Thread

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Singleton. Gangs  
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Patterns is the  
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design patterns  
from the book



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“Design  
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October 1994 by

Erich Gamma

(Author)

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## Patterns: Of Elements of Reusable Object- Oriented . . .

141. Design  
Patterns Are Not  
About Design.  
Design patterns  
are not about  
designs such as  
linked lists and  
hash tables that  
can be encoded  
in classes and

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reused as is.

Design patterns are not complex, domain-specific designs for an entire application or subsystem.

Design patterns are descriptions of communicating objects and classes that are customized to

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Solve a general  
design problem  
in a particular  
context.

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31 1994 by Erich  
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