Design Patterns

Elements of Reusable Object-Oriented Software

Erich Gamma
Richard Helm
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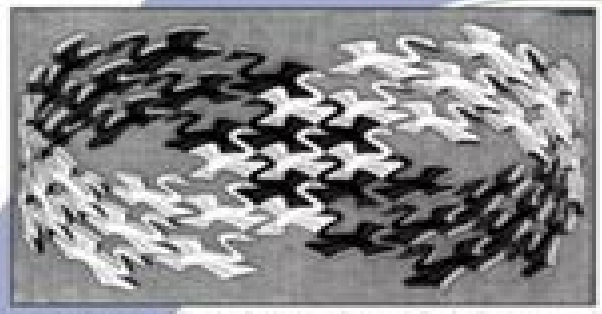

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Foreword by Grady Booch

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Erich Gamma,Richard Helm,Craig Larman,Ralph Johnson,John M. Vlissides

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Design Patterns in Ruby (Adobe Reader) Russ Olsen,2007-12-10 Praise for Design Patterns in Ruby Design Patterns in Ruby documents smart ways to resolve many problems that Ruby developers commonly encounter Russ Olsen has done a great job of selecting classic patterns and augmenting these with newer patterns that have special relevance for Ruby He clearly explains each idea making a wealth of experience available to Ruby developers for their own daily work Steve Metsker Managing Consultant with Dominion Digital Inc This book provides a great demonstration of the key Gang of Four design patterns without resorting to overly technical explanations Written in a precise yet almost informal style this book covers enough ground that even those without prior exposure to design patterns will soon feel confident applying them using Ruby Olsen has done a great job to make a book about a classically dry subject into such an engaging and even occasionally humorous read Peter Cooper This book renewed my interest in understanding patterns after a decade of good intentions Russ picked the most useful patterns for Ruby and introduced them in a straightforward and logical manner going beyond the GoF s patterns This book has improved my use of Ruby and encouraged me to blow off the dust covering the GoF book Mike Stok Design Patterns in Ruby is a great way for programmers from statically typed objectoriented languages to learn how design patterns appear in a more dynamic flexible language like Ruby Rob Sanheim Ruby Ninja Relevance Most design pattern books are based on C and Java But Ruby is different and the language s unique qualities make design patterns easier to implement and use In this book Russ Olsen demonstrates how to combine Ruby s power and elegance with patterns and write more sophisticated effective software with far fewer lines of code After reviewing the history concepts and goals of design patterns Olsen offers a quick tour of the Ruby language enough to allow any experienced software developer to immediately utilize patterns with Ruby The book especially calls attention to Ruby features that simplify the use of patterns including dynamic typing code closures and mixins for easier code reuse Fourteen of the classic Gang of Four patterns are considered from the Ruby point of view explaining what problems each pattern solves discussing whether traditional implementations make sense in the Ruby environment and introducing Ruby specific improvements You ll discover opportunities to implement patterns in just one or two lines of code instead of the endlessly repeated boilerplate that conventional languages often require Design Patterns in Ruby also identifies innovative new patterns that have emerged from the Ruby community These include ways to create custom objects with metaprogramming as well as the ambitious Rails based Convention Over Configuration pattern designed to help integrate entire applications and frameworks Engaging practical and accessible Design Patterns in Ruby will help you build better software while making your Ruby programming experience more rewarding ActionScript 3.0 Design Patterns William Sanders,Chandima Cumaranatunge,2007-07-16 Now that ActionScript is reengineered from top to bottom as a true object oriented programming OOP language reusable design patterns are an ideal way to solve common problems in Flash and Flex applications If you re an experienced Flash or

Flex developer ready to tackle sophisticated programming techniques with ActionScript 3 0 this hands on introduction to design patterns is the book you need ActionScript 3 0 Design Patterns takes you step by step through the process first by explaining how design patterns provide a clear road map for structuring code that actually makes OOP languages easier to learn and use You then learn about various types of design patterns and construct small abstract examples before trying your hand at building full fledged working applications outlined in the book Topics in ActionScript 3 0 Design Patterns include Key features of ActionScript 3 0 and why it became an OOP language OOP characteristics such as classes abstraction inheritance and polymorphism The benefits of using design patterns Creational patterns including Factory and Singleton patterns Structural patterns including Decorator Adapter and Composite patterns Behavioral patterns including Command Observer Strategy and State patterns Multiple design patterns including Model View Controller and Symmetric Proxy designs During the course of the book you ll work with examples of increasing complexity such as an e business application with service options that users can select an interface for selecting a class of products and individual products in each class an action game application a video record and playback application and many more Whether you re coming to Flash and Flex from Java or C or have experience with ActionScript 2 0 ActionScript 3 0 Design Patterns will have you constructing truly elegant solutions for your Flash and Flex applications in no time **Artificial Intelligence in Drug Discovery** Nathan Brown,2020-11-04 Following significant advances in deep learning and related areas interest in artificial intelligence AI has rapidly grown In particular the application of AI in drug discovery provides an opportunity to tackle challenges that previously have been difficult to solve such as predicting properties designing molecules and optimising synthetic routes Artificial Intelligence in Drug Discovery aims to introduce the reader to AI and machine learning tools and techniques and to outline specific challenges including designing new molecular structures synthesis planning and simulation Providing a wealth of information from leading experts in the field this book is ideal for students postgraduates and established researchers in both industry and academia Design Patterns CD Erich Gamma,Richard Helm,Ralph Johnson,John Vlissides,1998 The 23 patterns contained in the book Design Patterns Elements of Reusable Object Oriented Software have become an essential resource for anyone developing reusable software designs Now these design patterns along with the entire text of the book are being made available on CD This electronic version will enable programmers to install the patterns directly onto a computer or network and create an architecture for using and building reusable components Produced in HTML format the CD is heavily cross referenced with numerous links to the online text **InfoWorld** ,1995-10-02 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects **Adobe AIR** Marc Leuchner,Todd Anderson,Matt Wright,2008-04-30 Adobe Integrated Runtime AIR revolutionizes the way Rich Internet Applications RIAs are deployed and supports two primary technologies Flash and HTML Ajax in order to make desktop development something that every web developer can do This book walks you

through eleven fully implemented AIR applications with source code that you can use as they currently exist or customize Each project begins with a discussion of architecture and design followed by code implementation You ll get hands on knowledge of AIR application design and development that you can then use to build dynamic RIAs *InfoWorld* ,1997-06-16 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects InfoWorld ,1996-09-16 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects *Design Patterns* Erich Gamma,1999 Design Patterns Addison-Wesley Longman, Incorporated,Erich Gamma,1998-01-01 MacTech Magazine ,1996 Commerce Business Daily ,1999-10 **Byte** ,1990-10 **Design Patterns** Erich Gamma,Richard Helm,Ralph Johnson,John Vlissides,2003-09 *Design Patterns Explained* Alan Shalloway,James R. Trott,2004-10-12 One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples this has been very inspiring for a product I m working on an audio only introduction to OOP and software development Bruce Eckel I would expect that readers with a basic understanding of object oriented programming and design would find this book useful before approaching design patterns completely Design Patterns Explained complements the existing design patterns texts and may perform a very useful role fitting between introductory texts such as UML Distilled and the more advanced patterns books James Noble Leverage the quality and productivity benefits of patterns without the complexity Design Patterns Explained Second Edition is the field s simplest clearest most practical introduction to patterns Using dozens of updated Java examples it shows programmers and architects exactly how to use patterns to design develop and deliver software far more effectively You ll start with a complete overview of the fundamental principles of patterns and the role of object oriented analysis and design in contemporary software development Then using easy to understand sample code Alan Shalloway and James Trott illuminate dozens of today s most useful patterns their underlying concepts advantages tradeoffs implementation techniques and pitfalls to avoid Many patterns are accompanied by UML diagrams Building on their best selling First Edition Shalloway and Trott have thoroughly updated this book to reflect new software design trends patterns and implementation techniques Reflecting extensive reader feedback they have deepened and clarified coverage throughout and reorganized content for even greater ease of understanding New and revamped coverage in this edition includes Better ways to start thinking in patterns How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns driven development process How to use factories to instantiate and manage objects more effectively The Object Pool Pattern a new pattern not identified by the Gang of Four New study practice questions at the end of every chapter Gentle yet thorough this book assumes no patterns experience whatsoever It s the ideal first book on patterns and a perfect complement to Gamma s classic Design

Patterns If you re a programmer or architect who wants the clearest possible understanding of design patterns or if you ve struggled to make them work for you read this book Quill & Quire ,2002 **Design Patterns** Erich Gamma,Richard Helm,Craig Larman,Ralph Johnson,John M. Vlissides,2005-10-03 These texts cover the design of object oriented software and examine how to investigate requirements create solutions and then translate designs into code showing developers how to make practical use of the most significant recent developments A summary of UML notation is included *Library & Information Science Abstracts* ,2001 **Design Patterns** Shawn Robinson,2002 **Design Patterns for Object-oriented Software Development** Wolfgang Pree,1995 Software Software Engineering

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