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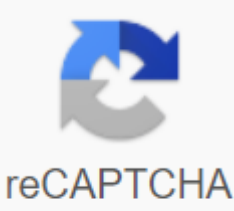
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Design patterns explained second edition pdf

One of the great things in the book is the way the authors explain the concepts very simply by using analogies rather than programming examples- it was very inspiring for a product I'm working on: an audio-only introduction to OOP and software development. - Bruce Eckel ... I expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching the design models completely. Explained design models complement existing texts of design models and can perform a very useful role, adjusting between introductory texts such as UML Distillé and more advanced model books. -James Noble Take advantage of the quality and productivity benefits of models-without complexity! Explained design models, Second Edition is the simplest, clearest and most practical introduction from the field to models. Using dozens of updated Java examples, it shows programmers and architects exactly how to use models to design, develop and deliver software much more efficiently. You will begin with a comprehensive overview of the fundamentals of models, and the role of object-oriented analysis and design in the development of contemporary software. Then, using an example of easy-to-understand code, Alan Shalloway and James Trott shed light on dozens of today's most useful models: their underlying concepts, benefits, trade-offs, implementation techniques and pitfalls to avoid. Many models are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have carefully updated this book to reflect new software design trends, models and implementation techniques. Reflecting the many reactions of readers, they deepened and clarified the coverage throughout, and reorganized the content for even easier understanding. New and revamped coverage in this edition includes better ways to start thinking in models How design models can facilitate agile development using eXtreme programming and other methods How to use community and variability analysis to design Le application architectures Key role of testing in a model-based development process How to Use Plants to More Effectively Introduce and Manage Objects The Object-Pool Pattern - a new model not identified by the gang of four New study/practice at the end of each chapter this book assumes no model experience whatsoever. It's the ideal on the grounds, and a perfect complement to Gamma's classic design design. If you are a programmer or architect who wants the clearest possible understanding of design models or if you have struggled to make them work for you- read this book. Take advantage of the quality and productivity

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