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are Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides 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 the remaining chapters describing 23 classic software design patterns.

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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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design patterns describe how  
to solve recurring design  
problems to design flexible

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and reusable object-oriented software. w3sDesign presents the up-to-date version of the well-known GoF<sup>1</sup> design patterns in a compact and memory friendly way so that they can be learned and memorized as fast as possible.

## GoF Design Patterns

### Reference

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to

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create more flexible,  
elegant, and ultimately  
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