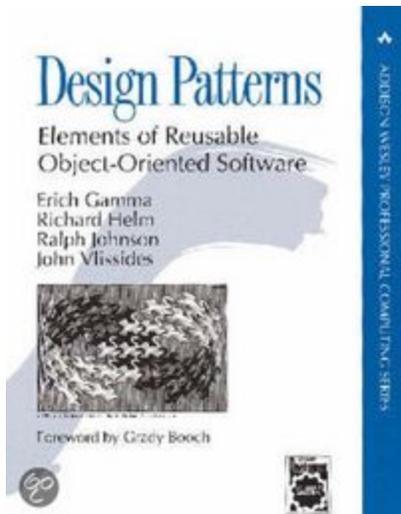


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Design Patterns: Elements of Reusable Object-Oriented Software, 1/e Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. The authors begin by describing what patterns are and how they can help you design object-oriented software. They then go on to systematically name, explain, evaluate, and catalog recurring designs in object-oriented systems. With

Design Patterns as your guide, you will learn how these important patterns fit into the software development process, and how you can leverage them to solve your own design problems most efficiently. Applying UML and Patterns: An Introduction to Object-Oriented Analysis and Design and Iterative Development, 3/e Craig Larman again delivers a clear path for students to learn object-oriented analysis and design through his clear and precise writing style. Larman teaches newcomers to OOA/D learn how to think in objects by presenting three iterations of a single, cohesive case study, incrementally introducing the requirements and OOA/D activities, principles, and patterns that are most critical to success.

