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written by 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 ...

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Design Patterns: Elements of Reusable Object-Oriented Software 10 Guide to Readers This book has two main parts. The first part (Chapters 1 and 2) describes what design patterns are and how they help you design object-oriented software. It includes a design case study

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that demonstrates how design patterns
apply in practice. • • •

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describing 23 classic software design
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26. Thread Safety in Java Singleton.

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This book was first published in 1994 and it ' s one of the most popular books to

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Objects to design flexible and reusable object-oriented software. w3sDesign presents the up-to-date version of the well-known GoF¹ design patterns in a compact and memory friendly way so that they can be learned and memorized as fast as possible.

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and ultimately reusable designs without
having to rediscover the design solutions
themselves.

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(Old Edition) Hardcover – 31 October
1994 by Erich Gamma (Author)

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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 reused as is. Design patterns are not complex, domain-specific designs for an entire application or subsystem. Design patterns are descriptions of communicating objects

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and classes that are customized to solve a general design problem in a particular context.

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A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a

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Object design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography.

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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

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Object rediscovered 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

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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. Each pattern describes the circumstances in which it is applicable, when it can be applied in view of other design constraints, and the

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consequences and trade-offs of using the pattern within a larger design. All patterns are compiled from real systems and are based on real-world examples. Each pattern also includes code that demonstrates how it may be implemented in object-oriented programming languages like C++ or Smalltalk.

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grips with the benefits and applicability of using different design patterns in Apex Solve problems while instantiating, structuring and giving dynamic behavior to Apex classes Understand the implementation of creational, structural, behavioral, concurrency and anti-patterns in your application Follow the Apex best

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practices to resolve governor limit issues
Get clued up about the Inheritance,
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is an on-demand programming language providing a complete set of features for building business applications – including data models and objects to manage data.

Apex being a proprietor programming language from Salesforce to be worked with multi tenant environment is a lot different than traditional OOPs languages

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like Java and C#. It acts as a workflow engine for managing collaboration of the data between users, a user interface model to handle forms and other interactions, and a SOAP API for programmatic access and integration. Apex Design Patterns gives you an insight to several problematic situations that can arise while developing

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on Force.com platform and the usage of Design patterns to solve them. Packed with real life examples, it gives you a walkthrough from learning design patterns that Apex can offer us, to implementing the appropriate ones in your own application. Furthermore, we learn about the creational patterns that deal with

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Object creation mechanism and structural patterns that helps to identify the relationship between entities. Also, the behavioural and concurrency patterns are put forward explaining the communication between objects and multi-threaded programming paradigm respectively. We later on, deal with the issues regarding

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structuring of classes, instantiating or how to give a dynamic behaviour at a runtime, with the help of anti-patterns. We learn the basic OOPs principal in polymorphic and modular way to enhance its capability. Also, best practices of writing Apex code are explained to differentiate between the implementation of appropriate patterns.

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This book will also explain some unique patterns that could be applied to get around governor limits. By the end of this book, you will be a maestro in developing your applications on Force.com for Salesforce Style and approach This book is a step-by-step guide, complete with well-tested programs and real world situations

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to solve your common occurring problems in Apex design by using the anti-patterns. It gets crackling from exploring every appropriate solution to comparing the best one as per OOps principal.

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Object useful, before approaching software 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

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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

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Object Models, Martin Fowler focuses on the end result of object-oriented analysis and design—the models themselves. He shares with you his wealth of object modeling experience and his keen eye for identifying repeating problems and transforming them into reusable models.

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turn conceptual models into software that
in turn fits into an architecture for a large
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as a fun investigation of how problems can be solved in different ways, along the way using varying degrees of technical sophistication and explaining different sorts of trade-offs. Design Patterns in Modern C++ also provides a technology demo for modern C++, showcasing how some of its latest features (e.g., coroutines)

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make difficult problems a lot easier to solve. The examples in this book are all suitable for putting into production, with only a few simplifications made in order to aid readability. What You Will Learn

Apply design patterns to modern C++ programming Use creational patterns of builder, factories, prototype and singleton

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Ever feel as if you've solved this programming problem before? You -- or someone -- probably did, and that's why

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there's a design pattern to help this time around. This book shows you how (and when) to use the famous patterns developed by the "Gang of Four," plus some new ones, all designed to make your programming life easier. Discover how to:

- * Simplify the programming process with design patterns
- * Make the most of the

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Decorator, Factory, and Adapter patterns

* Identify which pattern applies * Reduce
the amount of code needed for a task *

Create your own patterns

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languages. This book provides a

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be used to implement design patterns with ease. What You'll Learn Know the latest pattern implementations available in C# and F# Refer to researched and proven variations of patterns Study complete, self-contained examples including many that cover advanced scenarios Use the latest implementations of C# and Visual

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Developers who have some experience in
the C# language and want to expand their
comprehension of the art of programming
by leveraging design approaches to solving
modern problems

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