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Head First Design Patterns Eric Freeman, Elisabeth Robson, Elisabeth Freeman, Kathy Sierra, Bert Bates, 2004-10-25 You're not alone. At any given moment somewhere in the world someone struggles with the same software design problems you have. You know you don't want to reinvent the wheel or worse a flat tire so you look to *Design Patterns* the lessons learned by those who've faced the same problems. With *Design Patterns* you get to take advantage of the best practices and experience of others so that you can spend your time on something else. Something more challenging. Something more complex. Something more fun. You want to learn about the patterns that matter why to use them when to use them how to use them and when NOT to use them. But you don't just want to see how patterns look in a book you want to know how they look in the wild. In their native environment. In other words in real world applications. You also want to learn how patterns are used in the Java API and how to exploit Java's built in pattern support in your own code. You want to learn the real OO design principles and why everything your boss told you about inheritance might be wrong and what to do instead. You want to learn how those principles will help the next time you're up a creek without a design pattern. Most importantly you want to learn the secret language of *Design Patterns* so that you can hold your own with your co-worker and impress cocktail party guests when he casually mentions his stunningly clever use of Command Facade Proxy and Factory in between sips of a martini. You'll easily counter with your deep understanding of why Singleton isn't as simple as it sounds how the Factory is so often misunderstood or on the real relationship between Decorator Facade and Adapter. With *Head First Design Patterns* you'll avoid the embarrassment of thinking Decorator is something from the Trading Spaces show. Best of all in a way that won't put you to sleep. We think your time is too important and too short to spend it struggling with academic texts. If you've read a *Head First* book you know what to expect a visually rich format designed for the way your brain works. Using the latest research in neurobiology cognitive science and learning theory *Head First Design Patterns* will load patterns into your brain in a way that sticks. In a way that lets you put them to work immediately. In a way that makes you better at solving software design problems and better at speaking the language of patterns with others on your team. *Head First Design Patterns* Eric Freeman, Elisabeth Robson, 2020-11-24 What will you learn from this book. You know you don't want to reinvent the wheel so you look to *Design Patterns* the lessons learned by those who've faced the same software design problems. With *Design Patterns* you get to take advantage of the best practices and experience of others so you can spend your time on something more challenging. Something more fun. This book shows you the patterns that matter when to use them and why how to apply them to your own designs and the object oriented design principles on which they're based. Join hundreds of thousands of developers who've improved their object oriented design skills through *Head First Design Patterns*. What's so special about this book. If you've read a *Head First* book you know what to expect a visually rich format designed for the way your brain works. With *Head First Design Patterns* 2E you'll learn design principles and patterns in a way that won't put you

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Head First Design Patterns Poster Elisabeth Robson, Eric Freeman, 2005-09-30 You know you don't want to reinvent the wheel or worse a flat tire so you look to Design Patterns the lessons learned by those who've faced the same problems With Design Patterns you get to take advantage of the best practices and experience of others so that you can spend your time on something else Something more challenging Something more complex Something more fun Head First Design Patterns Poster is a companion to Head First Design Patterns It summarizes visually 16 of the most common design patterns including Adapter Command Composite Decorator Observer Proxy State Singleton Strategy and more Each pattern includes a handy page reference to both Head First Design Patterns and the Gang of Four text the canonical description of the pattern and a visual guide designed and inspired by the examples in Head First Design Patterns to jog your memory of the objects classes and their relationships In addition the poster includes the best of the Head First Guide to Better Living with Patterns including how to read a patterns catalog the power of a shared vocabulary and annihilating evil with anti patterns Visually appealing and truly useful Head First Design Patterns Poster contains what you need to know at a glance Head First Design Patterns and this companion poster are a great combination that will load patterns into your brain in a way that sticks

Head First Design Patterns Eric Freeman, Elisabeth Robson, 2021-01-12 You know you don't want to reinvent the wheel so you look to design patterns the lessons learned by those who've faced the same software design problems With design patterns you get to take advantage of the best practices and experience of others so that you can spend your time on something more challenging Something more fun This book shows you the patterns that matter when to use them and why how to apply them to your own designs and the object oriented design principles on which the patterns are based Most importantly you want to learn design patterns in a way that won't put you to sleep If you've read a Head First book you know what to expect a visually rich format designed for the way your brain works Newly updated and expanded Head First Design Patterns 2E will load patterns into your brain in a way that sticks In a way that makes you better at solving software design problems and better at speaking the language of patterns with others on your team Join the hundreds of thousands of developers who have already improved their object oriented design skills through Head First Design Patterns

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Simple Object-Oriented Design Mauricio Aniche, 2024-06-04 Write object oriented code that's manageable, maintainable, and future proof. Keeping your object oriented designs simple demands a creative approach, and that's exactly what you'll find in Simple Object Oriented Design. This book is full of patterns and principles for reducing complexity, each one proven in author Mauricio Aniche's 20-year career in software development. You'll learn how to tackle code's natural growth in complexity and adopt a good enough approach that means it's easy to refactor when requirements change. You'll discover insightful principles for making code readable and documented, improving consistency and encapsulation, managing dependencies, designing abstractions, handling infrastructure, effective modularization. Learn what constitutes both good and bad object oriented software design, discover how to make better trade-offs in design decisions, and when to embrace complexity over simpler data structures. With this book as your vital reference, you'll be ready to write code that will last the test of time without slowing feature delivery to a crawl.

About the technology: Even a simple object oriented application can quickly become complex as it evolves. Each new class, method, or feature means more state and abstractions to manage, which in turn increases complexity, maintenance, and time spent detangling legacy code. It takes effort and skill to keep your codebase simple. This book shows you how.

About the book: Simple Object Oriented Design: Create clean, maintainable applications presents practical design principles you can use to keep an object oriented codebase simple as it grows and changes. Written as a collection of practical techniques you can apply in any OO language, it offers tips for concise code, managing dependencies and modules, and designing flexible abstractions. Illuminating figures, real-world examples, and insightful exercises make each principle stick.

What's inside: Writing simple, understandable classes; Flexible abstractions to extend your designs; Reducing the impact of coupling.

About the reader: Readers should be familiar with an object oriented language like Java, C, or Python.

About the author: Mauricio Aniche is a software engineer with 20 years of experience. He's also an Assistant Professor in Software Engineering at Delft University of Technology and the author of Effective Software Testing.

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Head First HTML5 Programming Eric Freeman, Elisabeth Robson, 2011-10-06 HTML has been on a wild ride. Sure, HTML started as a mere markup language, but more recently HTML's put on some major muscle. Now we've got a language tuned for building web applications with Web storage, 2D drawing, offline support, sockets, and threads, and more.

And to speak this language you've got to go beyond HTML5 markup and into the world of the DOM events and JavaScript APIs. Now you probably already know all about HTML markup otherwise known as structure and you know all about CSS style presentation but what you've been missing is JavaScript behavior. If all you know about are structure and presentation you can create some great looking pages but they're still just pages. When you add behavior with JavaScript you can create an interactive experience even better you can create full blown web applications. *Head First HTML5 Programming* is your ultimate tour guide to creating web applications with HTML5 and JavaScript and we give you everything you need to know to build them including how to add interactivity to your pages how to communicate with the world of Web services and how to use the great new APIs being developed for HTML5. Here are just some of the things you'll learn in *Head First HTML5 Programming*. Learn how to make your pages truly interactive by using the power of the DOM. Finally understand how JavaScript works and take yourself from novice to well informed in just a few chapters. Learn how JavaScript APIs fit into the HTML5 ecosystem and how to use any API in your web pages. Use the Geolocation API to know where your users are. Bring out your inner artist with Canvas HTML5's new 2D drawing surface. Go beyond just plugging a video into your pages and create custom video experiences. Learn the secret to grabbing five megabytes of storage in every user's browser. Improve your page's responsiveness and performance with Web workers. And much more. **C/C++ Users Journal**, 2005

Software Development, 2005 [Implementation Patterns](#) Kent Beck, 2008 From best selling author Kent Beck comes one of the most important books since the release of the GOF's *Design Patterns* **MSDN Magazine**, 2007

Programming Foundations: Design Patterns Elisabeth Robson, 2019 **Dr. Dobb's Journal**, 2006 *Head First Design Patterns* Eric Freeman, Elisabeth Robson, 2020 You know you don't want to reinvent the wheel so you look to design patterns the lessons learned by those who've faced the same software design problems. With design patterns you get to take advantage of the best practices and experience of others so that you can spend your time on something more challenging something more fun. This book shows you the patterns that matter when to use them and why how to apply them to your own designs and the object oriented design principles on which the patterns are based. Most importantly you want to learn design patterns in a way that won't put you to sleep. If you've read a *Head First* book you know what to expect a visually rich format designed for the way your brain works. Newly updated and expanded *Head First Design Patterns 2E* will load patterns into your brain in a way that sticks. In a way that makes you better at solving software design problems and better at speaking the language of patterns with others on your team. Join the hundreds of thousands of developers who have already improved their object oriented design skills through *Head First Design Patterns*.

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