

Online Library Design Patterns
Elements Of Reusable Object
Oriented Software Erich

Design Patterns Elements Of Reusable Object Oriented

Online Library Design Patterns

Elements Of Reusable Object

Software Erich Gamma

*Four designers present a
catalog of simple and succinct
solutions to commonly occurring*

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design problems. This book shows the role that patterns can play in architecting complex systems. It provides references to a set of well-engineered patterns that the practicing developer can apply to craft

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specific applications. Each pattern includes code that demonstrates the implementation in object-oriented programming languages such as C++ or Smalltalk.

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*Master Java EE design pattern
implementation to improve
your design skills and your
application's architecture
Professional Java EE Design
Patterns is the
perfect companion for anyone*

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who wants to work more effectively with JavaEE, and the only resource that covers both the theory and application of design patterns in solving real-world problems. The authors guide readers through both the

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*fundamental and
advanced features of Java EE 7,
presenting patterns throughout,
and demonstrating how they are
used in day-to-day problem
solving. As the most popular
programming language in*

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community-driven enterprise software, Java EE provides an API and runtime environment that is a superset of Java SE. Written for the junior and experienced Java EE developer seeking to improve design

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*quality and effectiveness, the book covers areas including:
Implementation and problem-solving with design patterns
Connection between existing Java SE design patterns and new Java EE concepts*

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*Harnessing the power of Java EE
in design patterns Individually-
based focus that fully explores
each pattern Colorful war-
stories showing how patterns
were used in the field to solve
real-life problems Unlike most*

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Java EE books that simply offer descriptions or recipes, this book drives home the implementation of the pattern to real problems to ensure that the reader learns how the patterns should be used and to be aware of their pitfalls.

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For the programmer looking for a comprehensive guide that is actually useful in the everyday workflow, Professional Java EE Design Patterns is the definitive resource on the market.

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*Harness the power of Apex
design patterns to build robust
and scalable code architectures
on the Force.com platform
About This Book Apply
Creational, Structural and
behavioural patterns in Apex to*

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fix governor limit issues. Have a grasp of the anti patterns to be taken care in Apex which could have adverse effect on the application. The authors, Jitendra Zaa is a salesforce MVP and Anshul Verma has 12+

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*years of experience in the area
of application development.*

*Who This Book Is For If you are
a competent developer with
working knowledge of Apex, and
now want to deep dive into the
world of Apex design patterns to*

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optimize the application performance, then this book is for you. Prior knowledge of Salesforce and Force.com platform is recommended. What You Will Learn Apply OOPs principal in Apex to design a

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*robust and efficient solution to
address various facets to a
business problem Get to grips
with the benefits and
applicability of using different
design patterns in Apex Solve
problems while instantiating,*

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*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 practices*

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*to resolve governor limit issues
Get clued up about the
Inheritance, abstract classes,
polymorphism in Apex to deal
with the object mechanism
Master various design patterns
and determine the best out of*

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*them Explore the anti patterns
that could not be applied to
Apex and their appropriate
solutions In Detail Apex is an on-
demand programming language
providing a complete set of
features for building business*

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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

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OOPs languages 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

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access and integration. Apex Design Patterns gives you an insight to several problematic situations that can arise while developing on Force.com platform and the usage of Design patterns to solve them.

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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

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creational patterns that deal with object creation mechanism and structural patterns that helps to identify the relationship between entities. Also, the behavioural and concurrency patterns are put forward

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explaining the communication between objects and multi-threaded programming paradigm respectively. We later on, deal with the issues regarding structuring of classes, instantiating or how to give a

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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

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explained to differentiate between the implementation of appropriate patterns. 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

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*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 to solve your common*

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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. Praise for Design Patterns in

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Ruby " Design Patterns in Ruby documents smart ways to resolve many problems that Ruby developers commonly encounter. Russ Olsen has done a great job of selecting classic patterns and augmenting these

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with newer patterns that have special relevance for Ruby. He clearly explains each idea, making a wealth of experience available to Ruby developers for their own daily work." —Steve Metsker, Managing Consultant

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with Dominion Digital, Inc. "This book provides a great demonstration of the key 'Gang of Four' design patterns without resorting to overly technical explanations. Written in a precise, yet almost informal

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style, this book covers enough ground that even those without prior exposure to design patterns will soon feel confident applying them using Ruby. Olsen has done a great job to make a book about a classically

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*'dry' subject into such an
engaging and even occasionally
humorous read." —Peter Cooper
"This book renewed my interest
in understanding patterns after
a decade of good intentions.
Russ picked the most useful*

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*patterns for Ruby and
Gamma
introduced them in a
straightforward and logical
manner, going beyond the GoF's
patterns. This book has
improved my use of Ruby, and
encouraged me to blow off the*

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dust covering the GoF book."

*—Mike Stok " Design Patterns in
Ruby is a great way for
programmers from statically
typed objectoriented languages
to learn how design patterns
appear in a more dynamic,*

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flexible language like Ruby."

—Rob Sanheim, *Ruby Ninja*,

Relevance Most design pattern books are based on C++ and Java. But Ruby is different—and the language's unique qualities make design patterns easier to

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implement and use. In this book, Russ Olsen demonstrates how to combine Ruby's power and elegance with patterns, and write more sophisticated, effective software with far fewer lines of code. After reviewing

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the history, concepts, and goals of design patterns, Olsen offers a quick tour of the Ruby language—enough to allow any experienced software developer to immediately utilize patterns with Ruby. The book especially

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calls attention to Ruby features that simplify the use of patterns, including dynamic typing, code closures, and "mixins" for easier code reuse. Fourteen of the classic "Gang of Four" patterns are considered

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*from the Ruby point of view,
explaining what problems each
pattern solves, discussing
whether traditional
implementations make sense in
the Ruby environment, and
introducing Ruby-specific*

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improvements. You'll discover
opportunities to implement
patterns in just one or two lines
of code, instead of the endlessly
repeated boilerplate that
conventional languages often
require. *Design Patterns in Ruby*

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also identifies innovative new patterns that have emerged from the Ruby community. These include ways to create custom objects with metaprogramming, as well as the ambitious Rails-based

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"Convention Over Configuration" pattern, designed to help integrate entire applications and frameworks. Engaging, practical, and accessible, Design Patterns in Ruby will help you

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*build better software while
making your Ruby programming
experience more rewarding.*

*The Object-Oriented Thought
Process*

Design Patterns in Python

Design Patterns in C#

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Java Design Patterns

Apex Design Patterns

Head First Design Patterns

***Get hands-on experience with each
Gang of Four design pattern using
C#. For each of the patterns, you'll
see at least one real-world scenario,***

a coding example, and a complete implementation including output. In the first part of Design Patterns in C#, you will cover the 23 Gang of Four (GoF) design patterns, before moving onto some alternative design patterns, including the Simple Factory Pattern, the Null

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Object Pattern, and the MVC

The final part winds up with a conclusion and criticisms of design patterns with chapters on anti-patterns and memory leaks. By working through easy-to-follow examples, you will understand the concepts in depth and have a

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collection of programs to port over to your own projects. Along the way, the author discusses the different creational, structural, and behavioral patterns and why such classifications are useful. In each of these chapters, there is a Q&A session that clears up any doubts

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and covers the pros and cons of each of these patterns.He finishes the book with FAQs that will help you consolidate your knowledge. This book presents the topic of design patterns in C# in such a way that anyone can grasp the idea. What You Will Learn Work with

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each of the design patterns

*Implement the design patterns in
real-world applications Select an
alternative to these patterns by
comparing their pros and cons Use
Visual Studio Community Edition
2017 to write code and generate
output Who This Book Is For*

Software developers, software testers, and software architects. The Robert C. Martin Clean Code Collection consists of two bestselling eBooks: Clean Code: A Handbook of Agile Software Craftmanship The Clean Coder: A Code of Conduct for Professional

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***Programmers In Clean Code,
legendary software expert Robert C.
Martin has teamed up with his
colleagues from Object Mentor to
distill their best agile practice of
cleaning code “on the fly” into a
book that will instill within you the
values of a software craftsman and***

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make you a better programmer--but only if you work at it. You will be challenged to think about what's right about that code and what's wrong with it. More important, you will be challenged to reassess your professional values and your commitment to your craft. In The

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Clean Coder, Martin introduces the disciplines, techniques, tools, and practices of true software craftsmanship. This book is packed with practical advice--about everything from estimating and coding to refactoring and testing. It covers much more than technique:

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It is about attitude. Martin shows how to approach software development with honor, self-respect, and pride; work well and work clean; communicate and estimate faithfully; face difficult decisions with clarity and honesty; and understand that deep

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***knowledge comes with a
responsibility to act. Readers of this
collection will come away
understanding How to tell the
difference between good and bad
code How to write good code and
how to transform bad code into
good code How to create good***

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names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development What it means to

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***behave as a true software
craftsman How to deal with conflict,
tight schedules, and unreasonable
managers How to get into the flow
of coding and get past writer's
block How to handle unrelenting
pressure and avoid burnout How to
combine enduring attitudes with***

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***new development paradigms How
to manage your time and avoid
blind alleys, marshes, bogs, and
swamps How to foster
environments where programmers
and teams can thrive When to say
“No”--and how to say it When to
say “Yes”--and what yes really***

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means

If you want to speed up the development of your .NET applications, you're ready for C# design patterns -- elegant, accepted and proven ways to tackle common programming problems. This practical guide offers you a clear

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introduction to the classic object-oriented design patterns, and explains how to use the latest features of C# 3.0 to code them. C# Design Patterns draws on new C# 3.0 language and .NET 3.5 framework features to implement the 23 foundational patterns known

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to working developers. You get plenty of case studies that reveal how each pattern is used in practice, and an insightful comparison of patterns and where they would be best used or combined. This well-organized and illustrated book includes: An

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explanation of design patterns and why they're used, with tables and guidelines to help you choose one pattern over another Illustrated coverage of each classic Creational, Structural, and Behavioral design pattern, including its representation in UML and the roles of its various

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***players C# 3.0 features introduced
by example and summarized in
sidebars for easy reference***

***Examples of each pattern at work in
a real .NET 3.5 program available
for download from O'Reilly and the
author's companion web site***

Quizzes and exercises to test your

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understanding of the material. With C# 3.0 Design Patterns, you learn to make code correct, extensible and efficient to save time up front and eliminate problems later. If your business relies on efficient application development and quality code, you need C# Design

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Patterns.

A collection of current best practices and trends in reusable design patterns in software engineering, system design, and development, providing tested software design solutions for developers in all domains and

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organizations. Patterns are arranged by topic, with sections on general purpose design patterns and variations, and architectural, distribution, persistence, user-interface, programming, domain-specific, and process patterns, with a final chapter on a pattern

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***language for pattern writing. Based
on papers from American and
European conferences held in 1996.
Annotation copyrighted by Book
News, Inc., Portland, OR
A Hands-on Guide with Real-World
Examples
Adaptive Code***

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Pattern Languages of Program

Design 3

**Reusable Approaches for Object-
Oriented Software Design**

**A JavaScript and jQuery
Developer's Guide**

**A guide to creating smart, efficient,
and reusable software, 2nd Edition**

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Systems programming provides the foundation for the world's computation. Writing performance-sensitive code requires a programming language that puts programmers in control of how memory,

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processor time, and other system resources are used. The Rust systems programming language combines that control with a modern type system that catches broad classes of common mistakes, from memory

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management errors to data
races between threads. With this
practical guide, experienced
systems programmers will learn
how to successfully bridge the
gap between performance and
safety using Rust. Jim Blandy,

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Jason Orendorff, and Leonora
Tindall demonstrate how Rust's
features put programmers in
control over memory
consumption and processor use
by combining predictable
performance with memory safety

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and trustworthy concurrency.

You'll learn: Rust's fundamental data types and the core concepts of ownership and borrowing How to write flexible, efficient code with traits and generics How to write fast, multithreaded code

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without data races Rust's key
power tools: closures, iterators,
and asynchronous programming
Collections, strings and text,
input and output, macros, unsafe
code, and foreign function
interfaces This revised, updated

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edition covers the Rust 2021
Edition.

"One of the great things about
the book is the way the authors
explain concepts very simply
using analogies rather than
programming examples—this has

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been very inspiring for a product
I'm working on: an audio-only
introduction to OOP and
software development." –Bruce
Eckel "...I would expect that
readers with a basic
understanding of object-oriented

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programming and design would
find this book useful, before
approaching design patterns
completely. Design Patterns
Explained complements the
existing design patterns texts
and may perform a very useful

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role, fitting between introductory
texts such as UML Distilled and
the more advanced patterns
books." –James Noble Leverage
the quality and productivity
benefits of patterns—without the
complexity! Design Patterns

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Explained, Second Edition is the field's simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and

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deliver software far more effectively. You'll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software

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development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today's most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and

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pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns,

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and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and

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revamped coverage in this
edition includes Better ways to
start "thinking in patterns" How
design patterns can facilitate
agile development using
eXtreme Programming and other
methods How to use

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commonality and variability
analysis to design application
architectures The key role of
testing into a patterns-driven
development process How to
use factories to instantiate and
manage objects more effectively

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The Object-Pool Pattern—a 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.

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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 clearest possible understanding of design

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patterns—or if you've struggled to
make them work for you—read
this book.

The way developers design,
build, and run software has
changed significantly with the
evolution of microservices and

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containers. These modern architectures use new primitives that require a different set of practices than most developers, tech leads, and architects are accustomed to. With this focused guide, Bilgin Ibryam and Roland

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Hu ß from Red Hat provide common reusable elements, patterns, principles, and practices for designing and implementing cloud-native applications on Kubernetes. Each pattern includes a

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description of the problem and a proposed solution with Kubernetes specifics. Many patterns are also backed by concrete code examples. This book is ideal for developers already familiar with basic

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Kubernetes concepts who want to learn common cloud native patterns. You'll learn about the following pattern categories: Foundational patterns cover the core principles and practices for building container-based cloud-

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native applications. Behavioral patterns explore finer-grained concepts for managing various types of container and platform interactions. Structural patterns help you organize containers within a pod, the atom of the

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Kubernetes platform.

Configuration patterns provide insight into how application configurations can be handled in Kubernetes. Advanced patterns covers more advanced topics such as extending the platform

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with operators.

Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most

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significant recent developments.

A summary of UML notation is
included

Architecture Patterns with
Python

MapReduce Design Patterns

Java EE 8 Design Patterns and

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Best Practices

Building Effective Algorithms and
Analytics for Hadoop and Other
Systems

Django Design Patterns and
Best Practices

The Pragmatic Programmer

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Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for

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the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice* , the

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creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be

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very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. Java Concurrency in Practice arms readers with both the theoretical underpinnings and

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concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models

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that make it easier to build
concurrent programs that are both
correct and performant. This book
covers: Basic concepts of
concurrency and thread safety
Techniques for building and
composing thread-safe classes

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Using the concurrency building blocks in `java.util.concurrent`
Performance optimization dos and don'ts
Testing concurrent programs
Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

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This book is about the 23 common GoF (Gang of Four) Design Patterns implemented and in Python. A Design Pattern is a description or template that can be repeatedly applied to a commonly recurring problem in software

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design. You will find a familiarity with Design Patterns very useful when planning, discussing, developing, managing and documenting your applications from now on and into the future. You will learn these Design Patterns.

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Creational - Factory - Abstract
Factory - Builder - Prototype -
Singleton Structural - Decorator -
Adapter - Facade - Bridge -
Composite - Flyweight - Proxy
Behavioral - Command - Chain of
Responsibility - Observer Pattern -

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Interpreter - Iterator - Mediator -
Memento - State - Strategy -
Template - Visitor. If you want a
break from your computer and read
from a book for a while, then this
book is for you. *** Book also
provides you FREE Access to

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Online Instructional Videos. See
video codes in the book *** Thanks,
Sean Bradley

Presents practical advice on the
disciplines, techniques, tools, and
practices of computer programming
and how to approach software

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development with a sense of pride,
honor, and self-respect.

Explore the world of .NET design
patterns and bring the benefits that
the right patterns can offer to your
toolkit today About This Book Dive
into the powerful fundamentals of

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.NET framework for software development The code is explained piece by piece and the application of the pattern is also showcased. This fast-paced guide shows you how to implement the patterns into your existing applications Who This

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Book Is For This book is for those with familiarity with .NET development who would like to take their skills to the next level and be in the driver's seat when it comes to modern development techniques. Basic object-oriented C#

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programming experience and an elementary familiarity with the .NET framework library is required. What You Will Learn Put patterns and pattern catalogs into the right perspective Apply patterns for software development under

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C#/.NET Use GoF and other patterns in real-life development scenarios Be able to enrich your design vocabulary and well articulate your design thoughts Leverage object/functional programming by mixing OOP and

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FP Understand the reactive programming model using Rx and RxJs Writing compositional code using C# LINQ constructs Be able to implement concurrent/parallel programming techniques using idioms under .NET Avoiding pitfalls

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when creating compositional,
readable, and maintainable code
using imperative, functional, and
reactive code. In Detail Knowing
about design patterns enables
developers to improve their code
base, promoting code reuse and

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making their design more robust.

This book focuses on the practical aspects of programming in .NET. You will learn about some of the relevant design patterns (and their application) that are most widely used. We start with classic object-

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oriented programming (OOP) techniques, evaluate parallel programming and concurrency models, enhance implementations by mixing OOP and functional programming, and finally to the reactive programming model where

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functional programming and OOP are used in synergy to write better code. Throughout this book, we'll show you how to deal with architecture/design techniques, GoF patterns, relevant patterns from other catalogs, functional

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programming, and reactive programming techniques. After reading this book, you will be able to convincingly leverage these design patterns (factory pattern, builder pattern, prototype pattern, adapter pattern, facade pattern,

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decorator pattern, observer pattern
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and so on) for your programs. You
will also be able to write fluid
functional code in .NET that would
leverage concurrency and
parallelism! Style and approach
This tutorial-based book takes a

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step-by-step approach. It covers the major patterns and explains them in a detailed manner along with code examples.

Common GOF (Gang of Four)
Design Patterns Implemented in
Python

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C# 3.0 Design Patterns

The Robert C. Martin Clean Code
Collection (Collection)

Kubernetes Patterns

Elements of Reusable Object-
Oriented Software (Adobe Reader)

Elements of Reusable Object-

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Oriented Software

“One of the most significant books in my life.” –Obie Fernandez, Author, The Rails Way “Twenty years ago, the first edition of The Pragmatic Programmer completely changed the

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trajectory of my career.

*This new edition could do
the same for yours.” –Mike
Cohn, Author of Succeeding
with Agile, Agile Estimating
and Planning, and User
Stories Applied “. . .
filled with practical*

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advice, both technical and professional, that will serve you and your projects well for years to come.”

***–Andrea Goulet, CEO,
Corgibytes, Founder,
LegacyCode.Rocks “. . .
lightning does strike twice,***

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and this book is proof.” –VM

*(Vicky) Brasseur, Director
of Open Source Strategy,
Juniper Networks The
Pragmatic Programmer is one
of those rare tech books
you'll read, re-read, and
read again over the years.*

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Whether you're new to the field or an experienced practitioner, you'll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to

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***help their clients create
better software and
rediscover the joy of
coding. These lessons have
helped a generation of
programmers examine the very
essence of software
development, independent of***

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***any particular language,
framework, or methodology,
and the Pragmatic philosophy
has spawned hundreds of
books, screencasts, and
audio books, as well as
thousands of careers and
success stories. Now, twenty***

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*years later, this new
edition re-examines what it
means to be a modern
programmer. Topics range
from personal responsibility
and career development to
architectural techniques for
keeping your code flexible*

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*and easy to adapt and reuse.
Read this book, and you'll
learn how to: Fight software
rot Learn continuously Avoid
the trap of duplicating
knowledge Write flexible,
dynamic, and adaptable code
Harness the power of basic*

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***tools Avoid programming by
coincidence Learn real
requirements Solve the
underlying problems of
concurrent code Guard
against security
vulnerabilities Build teams
of Pragmatic Programmers***

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***Take responsibility for your
work and career Test
ruthlessly and effectively,
including property-based
testing Implement the
Pragmatic Starter Kit
Delight your users Written
as a series of self-***

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contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best approaches and major pitfalls of many different

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aspects of software

**development. Whether you're
a new coder, an experienced
programmer, or a manager
responsible for software
projects, use these lessons
daily, and you'll quickly
see improvements in personal**

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productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer. Register your

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*book for convenient access
to downloads, updates,
and/or corrections as they
become available. See inside
book for details.*

*Design Patterns Elements of
Reusable Object-oriented
Software*

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As Python continues to grow in popularity, projects are becoming larger and more complex. Many Python developers are now taking an interest in high-level software design patterns such as hexagonal/clean

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***architecture, event-driven
architecture, and the
strategic patterns
prescribed by domain-driven
design (DDD). But
translating those patterns
into Python isn't always
straightforward. With this***

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hands-on guide, Harry

*Percival and Bob Gregory
from MADE.com introduce
proven architectural design
patterns to help Python
developers manage
application complexity—and
get the most value out of*

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their test suites. Each pattern is illustrated with concrete examples in beautiful, idiomatic Python, avoiding some of the verbosity of Java and C# syntax. Patterns include: Dependency inversion and its

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***links to ports and adapters
(hexagonal/clean
architecture) Domain-driven
design's distinction between
entities, value objects, and
aggregates Repository and
Unit of Work patterns for
persistent storage Events,***

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*commands, and the message
bus Command-query
responsibility segregation
(CQRS) Event-driven
architecture and reactive
microservices
Implement design patterns in
.NET using the latest*

***versions of the C# and F#
languages. This book
provides a comprehensive
overview of the field of
design patterns as they are
used in today's developer
toolbox. Using the C#
programming language, Design***

Patterns in .NET explores the classic design pattern implementation and discusses the applicability and relevance of specific language features for the purpose of implementing patterns. You will learn by

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*example, reviewing scenarios
where patterns are
applicable. MVP and patterns
expert Dmitri Nesteruk
demonstrates possible
implementations of patterns,
discusses alternatives and
pattern inter-relationships,*

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*and illustrates the way that
a dedicated refactoring tool
(ReSharper) can be used to
implement design patterns
with ease. What You'll Learn
Know the latest pattern
implementations available in
C# and F# Refer to*

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*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
Studio/ReSharper Who This*

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***Book Is For 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
Agile coding with design***

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patterns and SOLID

principles

The Clean Coder

*Elements of Reusable Object-
oriented Software*

Patterns for building

powerful web apps with

vanilla JavaScript and React

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Design Patterns in .NET
Gamma Design Patterns Explained

Software -- Software Engineering.

Object-oriented programming is the de facto programming paradigm for many programming languages. Object-

Oriented Programming in C#

Succinctly provides an introduction to

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*OOA for C# developers. Author Sander
Rossel provides overviews and
numerous samples to guide readers
towards OOP mastery.*

** Allen Holub is a highly regarded
instructor for the University of
California, Berkeley, Extension. He has
taught since 1982 on various topics,*

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including Object-Oriented Analysis and Design, Java, C++, C. Holub will use this book in his Berkeley Extension classes. * Holub is a regular presenter at the Software Development conferences and is Contributing Editor for the online magazine JavaWorld, for whom he writes the Java Toolbox. He

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*also wrote the OO Design Process
column for IBM DeveloperWorks. **

*This book is not time-sensitive. It is an
extremely well-thought out approach to
learning design patterns, with Java as
the example platform, but the concepts
presented are not limited to just Java
programmers. This is a complement to*

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the Addison-Wesley seminal "Design
Patterns" book by the "Gang of Four".
With Learning JavaScript Design
Patterns, you'll learn how to write
beautiful, structured, and maintainable
JavaScript by applying classical and
modern design patterns to the
language. If you want to keep your

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code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful

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from the perspective of a modern web
application developer. This book also
walks experienced JavaScript
developers through modern module
formats, how to namespace code
effectively, and other essential topics.
Learn the structure of design patterns
and how they are written Understand

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different pattern categories, including
creational, structural, and behavioral
Walk through more than 20 classical
and modern design patterns in
JavaScript Use several options for
writing modular code—including the
Module pattern, Asynchronous Module
Definition (AMD), and CommonJS

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Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the

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*future."—Andrée Hansson, Lead Front-
End Developer, presis!*

Holub on Patterns

*A Hands-On Experience with Real-
World Examples*

*Learning Design Patterns by Looking
at Code*

Design Patterns CD

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*A Code of Conduct for Professional
Programmers*

*APPLYING UML & PATTERNS 3RD
EDITION*

The Object-Oriented Thought
Process Third Edition Matt
Weisfeld An introduction to

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object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and

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Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects ' services as well as inherit their functionality. OOP promotes

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code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process.

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Written by a developer for
developers who want to make
the leap to object-oriented
technologies as well as
managers who simply want to
understand what they are
managing, **The Object-Oriented**

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Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and

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association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on

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interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server

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architectures and web services.

“ Programmers who aim to create high quality software—as all programmers should—must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes.

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Doing so entails careful study of books such as Matt Weisfeld ' s The Object-Oriented Thought Process. ” –Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java
Matt Weisfeld is an associate

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professor in business and
technology at Cuyahoga

Community College in

Cleveland, Ohio. He has more

than 20 years of experience as a

professional software developer,

project manager, and corporate

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trainer using C++, Smalltalk,
.NET, and Java. He holds a BS
in systems analysis, an MS in
computer science, and an MBA
in project management. Weisfeld
has published many articles in
major computer trade magazines

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and professional journals.

Using research in neurobiology,
cognitive science and learning
theory, this text loads patterns
into your brain in a way that lets
you put them to work
immediately, makes you better at

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solving software design
problems, and improves your
ability to speak the language of
patterns with others on your
team.

2012 Jolt Award Finalist! Even
experienced software

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professionals find it difficult to apply patterns in ways that deliver substantial value to their organizations. In Elemental Design Patterns, Jason McC. Smith addresses this problem head-on, helping developers

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harness the true power of patterns, map them to real software implementations more cleanly and directly, and achieve far better results. Part tutorial, part example-rich cookbook, this resource will help developers,

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designers, architects, and analysts successfully use patterns with a wide variety of languages, environments, and problem domains. Every bit as important, it will give them a deeper appreciation for the work

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they've chosen to pursue. Smith presents the crucial missing link that patterns practitioners have needed: a foundational collection of simple core patterns that are broken down to their core elements. If you work in

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software, you may already be using some of these elemental design patterns every day.

Presenting them in a comprehensive methodology for the first time, Smith names them, describes them, explains their

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importance, helps you compare
and choose among them, and
offers a framework for using
them together. He also
introduces an innovative Pattern
Instance Notation diagramming
system that makes it easier to

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work with patterns at many levels of granularity, regardless of your goals or role. If you 're new to patterns, this example-rich approach will help you master them piece by piece, logically and intuitively. If you 're an

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experienced patterns

practitioner, Smith follows the

Gang of Four format you ' re

already familiar with, explains

how his elemental patterns can

be composed into conventional

design patterns, and introduces

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highly productive new ways to
apply ideas you ' ve already
encountered. No matter what
your level of experience, this
infinitely practical book will help
you transform abstract patterns
into high-value solutions.

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The 23 patterns contained in the book, Design Patterns: Elements of Reusable Object-Oriented Software have become an essential resource for anyone developing reusable software designs. Now these design

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patterns, along with the entire text of the book, are being made available on CD. This electronic version will enable programmers to install the patterns directly onto a computer or network and create an architecture for using

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and building reusable components. Produced in HTML format, the CD is heavily cross-referenced with numerous links to the online text.

Design Patterns
Enabling Test-Driven

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Development, Domain-Driven
Design, and Event-Driven
Microservices
Design Patterns in Ruby (Adobe
Reader)
Mastering Python Design
Patterns

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Reusable Approaches in C# and
F# for Object-Oriented Software
Design

.NET Design Patterns

Exploit various design patterns to
master the art of solving problems
using Python Key Features Master

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the application design using the core design patterns and latest features of Python 3.7 Learn tricks to solve common design and architectural challenges Choose the right plan to improve your programs and increase their

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productivity Book Description

Python is an object-oriented scripting language that is used in a wide range of categories. In software engineering, a design pattern is an elected solution for solving software design problems.

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Although they have been around for a while, design patterns remain one of the top topics in software engineering, and are a ready source for software developers to solve the problems they face on a regular basis. This book takes you

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through a variety of design patterns and explains them with real-world examples. You will get to grips with low-level details and concepts that show you how to write Python code, without focusing on common solutions as

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enabled in Java and C++. You'll also find sections on corrections, best practices, system architecture, and its designing aspects. This book will help you learn the core concepts of design patterns and the way they can be used to

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resolve software design problems. You'll focus on most of the Gang of Four (GoF) design patterns, which are used to solve everyday problems, and take your skills to the next level with reactive and functional patterns that help you

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build resilient, scalable, and robust applications. By the end of the book, you'll be able to efficiently address commonly faced problems and develop applications, and also be comfortable working on scalable and maintainable projects

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of any size. What you will learn
Explore Factory Method and
Abstract Factory for object
creation Clone objects using the
Prototype pattern Make
incompatible interfaces
compatible using the Adapter

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pattern Secure an interface using
the Proxy pattern Choose an
algorithm dynamically using the
Strategy pattern Keep the logic
decoupled from the UI using the
MVC pattern Leverage the
Observer pattern to understand

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reactive programming Explore
patterns for cloud-native,
microservices, and serverless
architectures Who this book is for
This book is for intermediate
Python developers. Prior
knowledge of design patterns is

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not required to enjoy this book.

Write code that can adapt to changes. By applying this book 's principles, you can create code that accommodates new requirements and unforeseen scenarios without significant

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rewrites. Gary McLean Hall describes Agile best practices, principles, and patterns for designing and writing code that can evolve more quickly and easily, with fewer errors, because it doesn't impede change. Now

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revised, updated, and expanded,
Adaptive Code, Second Edition
adds indispensable practical
insights on Kanban, dependency
inversion, and creating reusable
abstractions. Drawing on over a
decade of Agile consulting and

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development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, pure dependency injection, and more. Master powerful new ways to: • Write code that enables and

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complements Scrum, Kanban, or any other Agile framework •
Develop code that can survive major changes in requirements •
Plan for adaptability by using dependencies, layering, interfaces, and design patterns • Perform

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unit testing and refactoring in tandem, gaining more value from both • Use the “ golden master ” technique to make legacy code adaptive • Build SOLID code with single-responsibility, open/closed, and Liskov substitution principles

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- Create smaller interfaces to support more-diverse client and architectural needs
- Leverage dependency injection best practices to improve code adaptability
- Apply dependency inversion with the Stairway

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pattern, and avoid related anti-patterns About You This book is for programmers of all skill levels seeking more-practical insight into design patterns, SOLID principles, unit testing, refactoring, and related topics. Most readers will

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have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

Apply modern C++17 to the implementations of classic design

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patterns. As well as covering traditional design patterns, this book fleshes out new patterns and approaches that will be useful to C++ developers. The author presents concepts as a fun investigation of how problems can

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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++,

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Gamma showcasing how some of its latest features (e.g., coroutines) 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

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aid readability. What You Will
Learn Apply design patterns to
modern C++ programming Use
creational patterns of builder,
factories, prototype and singleton
Implement structural patterns
such as adapter, bridge, decorator,

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facade and more Work with the
behavioral patterns such as chain
of responsibility, command,
iterator, mediator and more Apply
functional design patterns such as
Monad and more Who This Book Is
For Those with at least some prior

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programming experience,
especially in C++.

In this book, you will learn design patterns, performance and rendering patterns for building high-quality web applications using modern JavaScript and

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React. Patterns are time-tested templates for writing code. They can be really powerful, whether you're a seasoned developer or beginner, bringing a valuable level of resilience and flexibility to your codebase. Whether it's better user-

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experience, developer-experience
or just smarter architecture, the
patterns in “ Learning Patterns ”
can be a valuable consideration for
any modern web application.

Java Concurrency in Practice

Use the Power of C# 3.0 to Solve

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Real-World Problems

Industry-standard web
development techniques and
solutions using Python, 2nd
Edition

Design Patterns: Elements of
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Software
Reusable Elements for Designing
Cloud-Native Applications
Design Patterns in Modern C++
Get hands-on experience
implementing 26 of the most
common design patterns using

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Java and Eclipse. In addition to Gang of Four (GoF) design patterns, you will also learn about alternative design patterns, and understand the criticisms of design patterns with an overview of anti-patterns. For

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each pattern you will see at least one real-world scenario, a computer-world example, and a complete implementation including output. This book has three parts. The first part covers 23 Gang of Four (GoF) design

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patterns. The second part includes three alternative design patterns. The third part presents criticisms of design patterns with an overview of anti-patterns. You will work through easy-to-follow examples to understand the

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concepts in depth and you will
have a collection of programs to
port over to your own projects. A
Q&A session is included in each
chapter and covers the pros and
cons of each pattern. The last
chapter presents FAQs about the

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design patterns. The step-by-step approach of the book helps you apply your skills to learn other patterns on your own, and to be familiar with the latest version of Java and Eclipse. What You'll Learn Work with

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each of the design patterns

Implement design patterns in real-world applications Choose from alternative design patterns by comparing their pros and cons Use the Eclipse IDE to write code and generate output Read

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the in-depth Q&A session in
each chapter with pros and cons
for each design pattern Who This
Book Is For Software
developers, architects, and
programmers

Until now, design patterns for the

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MapReduce framework have been scattered among various research papers, blogs, and books. This handy guide brings together a unique collection of valuable MapReduce patterns that will save you time and effort

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regardless of the domain,
language, or development
framework you're using. Each
pattern is explained in context,
with pitfalls and caveats clearly
identified to help you avoid
common design mistakes when

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modeling your big data
architecture. This book also
provides a complete overview of
MapReduce that explains its
origins and implementations, and
why design patterns are so
important. All code examples are

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written for Hadoop.

Summarization patterns: get a top-level view by summarizing and grouping data
Filtering patterns: view data subsets such as records generated from one user
Data organization patterns:

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reorganize data to work with
other systems, or to make
MapReduce analysis easier Join
patterns: analyze different
datasets together to discover
interesting relationships
Metapatterns: piece together

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several patterns to solve multi-stage problems, or to perform several analytics in the same job

Input and output patterns:

customize the way you use

Hadoop to load or store data "A

clear exposition of MapReduce

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programs for common data
processing patterns "this book is
indispensable for anyone using
Hadoop." --Tom White, author of
Hadoop: The Definitive Guide
Get the deep insights you need
to master efficient architectural

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design considerations and solve
common design problems in your
enterprise applications. Key
Features The benefits and
applicability of using different
design patterns in JAVA EE
Learn best practices to solve

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common design and architectural challenges Choose the right patterns to improve the efficiency of your programs Book Description Patterns are essential design tools for Java developers. Java EE Design

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Patterns and Best Practices
helps developers attain better
code quality and progress to
higher levels of architectural
creativity by examining the
purpose of each available
pattern and demonstrating its

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implementation with various code examples. This book will take you through a number of patterns and their Java EE-specific implementations. In the beginning, you will learn the foundation for, and importance

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of, design patterns in Java EE,
and then will move on to
implement various patterns on
the presentation tier, business
tier, and integration tier. Further,
you will explore the patterns
involved in Aspect-Oriented

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Programming (AOP) and take a closer look at reactive patterns.

Moving on, you will be introduced to modern architectural patterns involved in composing microservices and cloud-native applications. You

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will get acquainted with security patterns and operational patterns involved in scaling and monitoring, along with some patterns involved in deployment. By the end of the book, you will be able to efficiently address

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common problems faced when developing applications and will be comfortable working on scalable and maintainable projects of any size. What you will learn Implement presentation layers, such as the front

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controller pattern Understand the
business tier and implement the
business delegate pattern
Master the implementation of
AOP Get involved with
asynchronous EJB methods and
REST services Involve key

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patterns in the adoption of
microservices architecture
Manage performance and
scalability for enterprise-level
applications Who this book is for
Java developers who are
comfortable with programming in

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Java and now want to learn how to implement design patterns to create robust, reusable and easily maintainable apps.

Capturing a wealth of experience about the design of object-oriented software, four top-notch

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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,

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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

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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

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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

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design constraints, and the 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

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demonstrates how it may be implemented in object-oriented programming languages like C++ or Smalltalk.

your journey to mastery, 20th
Anniversary Edition
Elemental Design Patterns

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Build enterprise-ready scalable
applications with architectural
design patterns

Learning JavaScript Design
Patterns

Design Patterns and Contracts
A New Perspective on Object-

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Oriented Design

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

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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.

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Build maintainable websites with elegant Django design patterns and modern best practices Key Features Explore aspects of Django from Models and Views to testing and deployment Understand the nuances of web

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development such as browser
attack and data design Walk
through various asynchronous
tools such as Celery and
Channels Book Description
Building secure and maintainable
web applications requires

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comprehensive knowledge. The second edition of this book not only sheds light on Django, but also encapsulates years of experience in the form of design patterns and best practices. Rather than sticking to GoF

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design patterns, the book looks at higher-level patterns. Using the latest version of Django and Python, you'll learn about Channels and asyncio while building a solid conceptual background. The book compares

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design choices to help you make everyday decisions faster in a rapidly changing environment. You'll first learn about various architectural patterns, many of which are used to build Django. You'll start with building a fun

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superhero project by gathering the requirements, creating mockups, and setting up the project. Through project-guided examples, you'll explore the Model, View, templates, workflows, and code reusability

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techniques. In addition to this, you'll learn practical Python coding techniques in Django that'll enable you to tackle problems related to complex topics such as legacy coding, data modeling, and code

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reusability. You'll discover API design principles and best practices, and understand the need for asynchronous workflows. During this journey, you'll study popular Python code testing techniques in Django,

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various web security threats and their countermeasures, and the monitoring and performance of your application. What you will learn Make use of common design patterns to help you write better code Implement best

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practices and idioms in this
rapidly evolving framework Deal
with legacy code and debugging
Use asynchronous tools such as
Celery, Channels, and asyncio
Use patterns while designing API
interfaces with the Django REST

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Framework Reduce the
maintenance burden with well-
tested, cleaner code Host,
deploy, and secure your Django
projects Who this book is for This
book is for you whether you're
new to Django or just want to

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learn its best practices. You do not have to be an expert in Django or Python. No prior knowledge of patterns is expected for reading this book but it would be helpful.

"This book introduces the

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fundamentals of software
contracts and illustrates how
Design by Contract contributes
to the optimal use of design
patterns in a quality-oriented
software engineering process.
The Design by Contract

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approach to software
construction provides a
methodological guideline for
building systems that are robust,
modular, and simple." "Readers
will find value in the book's
overview of the Object Constraint

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Language, a precise modeling
language that allows Design by
Contract to be used with the
industry standard Unified
Modeling Language (UML).
Although written in Eiffel, this
book makes an excellent

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companion for developers who are using languages such as Java and UML. Throughout the book the authors discuss specific implementation issues and provide complete, ready-to-be-compiled examples of the use of

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each pattern." "They introduce design patterns and Design by Contract in the context of software engineering, and show how these tools are used to guide and document system design."--BOOK JACKET.Title

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Learning Patterns
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Oriented Software with Applying
Uml and Patterns:An Introduction

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to Object-Oriented Analysis and
Design and the Unified Process
Professional Java EE Design
Patterns
Object-Oriented Programming in
C# Succinctly
Programming Rust