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Design Patterns Design Patterns Elements of Reusable Object Oriented Software Pag 1 de 358. Gamma – Helm - Johnson – Vlissides Preface This book isn't an introduction to object-oriented technology or design. Many books already do a good job of that. This book assumes you are reasonably proficient in at least one object-oriented programming

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### Design Patterns Elements of Reusable Object Oriented Software

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### Gangs of Four (GoF) Design Patterns - JournalDev

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### GoF Design Patterns Reference

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves.

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Design Patterns: Elements of Reusable Object-Oriented Software (Addison-Wesley Professional Computing Series) (Old Edition) Hardcover – 31 October 1994 by Erich Gamma (Author)

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