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Elements of Reusable Object-Oriented Software is a software engineering book describing software design patterns. The book's authors are 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 the remaining chapters describing 23 classic software design patterns.

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Gangs of Four (GoF) Design Patterns - JournalDev

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In software engineering, design patterns describe how to solve recurring design problems 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.

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

Design Patterns - Iowa State University

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