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In addition to co-authoring Design Patterns: Elements of Reusable Object-Oriented Software, he is co-editor of the book Pattern Languages of Program Design 2 (both from Addison-Wesley). He and the other co-authors of Design Patterns are recipients of the 1998 Dr. Dobb's Journal Excellence in Programming Award.

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Design Patterns: Elements of Reusable Object-Oriented Software (1994) is a software engineering book describing software design patterns. The book was written by Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides, with a foreword by Grady Booch.

Design Patterns - Wikipedia

Design Patterns: Elements of Reusable

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

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Design Patterns: Elements of Reusable Object-Oriented Software By Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides Published Oct 31, 1994 by Addison-Wesley Professional. Part of the Addison-Wesley Professional Computing Series series.

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Gangs of Four Design Patterns is the collection of 23 design patterns from the book "Design Patterns: Elements of Reusable Object-Oriented Software". Gangs Of Four Design Patterns Book This book was first published in 1994 and it's one of the most popular books to learn design patterns.

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Gangs of Four (GoF) Design Patterns - JournalDev

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Design Patterns - Elements of Reusable Object-Oriented Software was written by Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides (also known as the Gang of Four, or GoF) It was published by Addison-Wesley in 1995, and is regarded as the first text on Software Design Patterns.

Examples to Accompany: Design Patterns

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Software design pattern - Wikipedia

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