

Dating Design Patterns Paperback

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Everybody's Talking About the Wrong Sam Bankman-Fried Book - WIRED

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Design Matters: Martha Wainwright - PRINT Magazine - PRINT Magazine

Lincoln Bed Bath and Beyond to close its doors at SouthPointe - Lincoln Journal Star

Thomas Abraham, MD, Hachette India - "India prefers classic crime titles" - Hindustan Times

The Rabbit Hutch by Tess Gunty: 9780593467879 ... - Penguin Random House

What's Coach Beard Reading?: Every Book In Ted Lasso Season 2 - Book Riot

Suicidal risk associated with finasteride versus dutasteride among ... - Nature.com

Design Patterns 15 Years Later: An Interview with Erich Gamma ... - InformIT

Which Looks Better, Hardcover or Paperbacks? - Electric Literature

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The Top Urban Planning Books of 2022 - Planetizen

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Festival of Leaves dodges some Weather and Power bullets for a ... - Royal Examiner

Patterns from "SOA Design Patterns" by Thomas Erl, Part 2 - InfoQ.com

Cecil Smith - The Father of Cubeology | Spotlight ... - highcountryshopper.com

Book Review: 'Forgiving Imelda Marcos,' by Nathan Go; 'Dreaming ... - The New York Times

Wi2023 Program - BTW

23 Best Spring Books to Add to Your 2023 Reading List - Country Living

DevOps must-reads: 7 titles every practitioner should read - TechBeacon

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Book Review: Implementation Patterns - InfoQ.com

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16 New Halloween Books for Adults to Read in 2023 - Country Living

Vermont Historical Society to public new book detailing eugenics ... - Brattleboro Reformer

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Patterns from SOA Design Patterns by Thomas Erl, Part 1 - InfoQ.com

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Security architecture anti-patterns - NCSC.GOV.UK - National Cyber Security Centre

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'It took almost three years and a police charge before I recognised I was being stalked' - The Guardian

Principles for Microservice Design: Think IDEALS, Rather than SOLID - InfoQ.com

Art Imitates Life: On the Making of Larry McMurtry, The Writer - Literary Hub

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Gang of Four Design Patterns - Does it stand the test of time? - InfoQ.com

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The Best Books of 2022 - The New Yorker

The 7 Software Architecture Books Experienced Developers Need to ... - hackernoon.com

Reading Between the Lines: Race, Equity, and Book Publishing - PEN America

Turing patterns, 70 years later - Nature.com

What to read this autumn: 2023's biggest new books - The Guardian

Share Market Highlights 20 september 2023: Sensex sheds nearly 800 pts, Nifty ends below 19,900 - BusinessLine

So You Want to Read TMNT Comics? - Part 5: Change is IDW ... - Multiversity Comics

Review: 'The Rabbit Hutch,' by Tess Gunty - The New York Times

This One's Too Large, This One's Too Small: Is There a Perfect ... - tor.com

New Moon in Aquarius January 2023: What to Know - ELLE

Best King Charles coronation memorabilia - The Independent

The Ten Best Science Books of 2022 | Science - Smithsonian Magazine

Design inspiration: Thumbed-through paperbacks make for a nice ... - The Boston Globe

222 Best Books of All Time - Parade Magazine

Microfrontends Anti-Patterns: Seven Years in the Trenches - InfoQ.com

Mental health and wellbeing plan: discussion paper - GOV.UK

A novel, a Holocaust game, and accusations of uncredited work - J. - The Jewish News of Northern California

March 1, 2023 - Arts Etc. - The International Examiner

Celeste Ng on the GOP's War on Children - Literary Hub

Important role of endogenous microbial symbionts of fish gills in the ... - Nature.com

Past and Present Approaches to the Management of Red Deer - SAPIENS

Marvel, DC, and Calvin & Hobbes creator: the big new comics of fall 2023 - Polygon

Machine Learning Design Patterns - Valliappa Lakshmanan

2020-10-15

The design patterns in this book capture best practices and solutions to recurring problems in machine learning. The authors, three Google engineers, catalog proven methods to help data scientists tackle common problems throughout the ML process. These design patterns codify the

experience of hundreds of experts into straightforward, approachable advice. In this book, you will find detailed explanations of 30 patterns for data and problem representation, operationalization, repeatability, reproducibility, flexibility, explainability, and fairness. Each pattern includes a description of the problem, a variety of potential solutions, and recommendations for choosing the best technique for your situation.

You'll learn how to: Identify and mitigate common challenges when training, evaluating, and deploying ML models Represent data for different ML model types, including embeddings, feature crosses, and more Choose the right model type for specific problems Build a robust training loop that uses checkpoints, distribution strategy, and hyperparameter tuning Deploy scalable ML systems that you can retrain and update to reflect new data Interpret model predictions for stakeholders and ensure models are treating users fairly

Pro CSS and HTML Design Patterns - Michael Bowers 2008-11-01

Applying design patterns to HTML and CSS allows web developers and designers to improve their work, in terms of efficiency/productivity and end results, so this is an essential book for anyone involved in the industry. As well as information on CSS and HTML best practices, this book provides the reader with all the CSS and HTML design patterns they need, to adapt for their own projects quickly and easily, along with details of exactly how each one works, and how to use them most effectively. The book is up-to-date for modern browser support, and CSS and HTML specs.

Go Design Patterns - Mario Castro Contreras 2017-02-24

Learn idiomatic, efficient, clean, and extensible Go design and concurrency patterns by using TDD About This Book A highly practical guide filled with numerous examples unleashing the power of design patterns with Go. Discover an introduction of the CSP concurrency model by explaining GoRoutines and channels. Get a full explanation, including comprehensive text and examples, of all known GoF design patterns in Go. Who This Book Is For The target audience is both beginner- and advanced-level developers in the Go programming language. No knowledge of design patterns is expected. What You Will Learn All basic syntax and tools needed to start coding in Go Encapsulate the creation of complex objects in an idiomatic way in Go Create unique instances that cannot be duplicated within a program Understand the importance of object encapsulation to provide clarity and maintainability Prepare cost-effective actions so that different parts of the program aren't affected by expensive tasks Deal with channels and GoRoutines within the Go

context to build concurrent application in Go in an idiomatic way In Detail Go is a multi-paradigm programming language that has built-in facilities to create concurrent applications. Design patterns allow developers to efficiently address common problems faced during developing applications. Go Design Patterns will provide readers with a reference point to software design patterns and CSP concurrency design patterns to help them build applications in a more idiomatic, robust, and convenient way in Go. The book starts with a brief introduction to Go programming essentials and quickly moves on to explain the idea behind the creation of design patterns and how they appeared in the 90's as a common "language" between developers to solve common tasks in object-oriented programming languages. You will then learn how to apply the 23 Gang of Four (GoF) design patterns in Go and also learn about CSP concurrency patterns, the "killer feature" in Go that has helped Google develop software to maintain thousands of servers. With all of this the book will enable you to understand and apply design patterns in an idiomatic way that will produce concise, readable, and maintainable software. Style and approach This book will teach widely used design patterns and best practices with Go in a step-by-step manner. The code will have detailed examples, to allow programmers to apply design patterns in their day-to-day coding.

Design Patterns - Christopher G. Lasater 2010-10-25

Design Patterns demonstrates how software developers can improve the performance, maintainability, portability, and scalability of their code through the use of the Gang of Four design patterns. After a discussion of patterns methodology, reasons for using design patterns, the book delves into each of the 23 patterns. Each pattern section gives a detailed description of the pattern, refactored from either Boolean logic or simpler, less-maintainable code that you might encounter in the real world, and shows readers how to use the pattern in their code. The text walks readers through making the move from current code to the pattern, lists the benefits of using the pattern, and shows how the pattern performs after the refactoring effort, with a goal throughout of providing practical implementations.

The Packaging Designer's Book of Patterns - Lászlo Roth 2012-12-07

The essential packaging design resource, now with more patterns than ever! For more than two decades, *The Packaging Designer's Book of Patterns* has served as an indispensable source of ideas and practical solutions for a wide range of packaging design challenges. This Fourth Edition offers more than 600 patterns and structural designs—more than any other book—all drawn to scale and ready to be traced, scanned, or photocopied. Online access to the patterns in digital format allows readers to immediately use any pattern in the most common software programs, including Adobe Photoshop and Illustrator. Every pattern has been test-constructed to verify dimensional accuracy. The patterns can be scaled to suit particular specifications—many are easily converted to alternate uses—and most details are easily customizable. Features of this Fourth Edition include: More than 55 new patterns added to this edition—over 600 patterns in all A broad array of patterns for folding cartons, trays, tubes, sleeves, wraps, folders, rigid boxes, corrugated containers, and point-of-purchase displays Proven, scalable patterns that save hours of research and trial-and-error design Packaging patterns that are based on the use of 100% recyclable materials Includes access to a password protected website that contains all 600+ patterns in digital form for immediate use Comprehensive and up to date, *The Packaging Designer's Book of Patterns*, Fourth Edition enables packaging, display, and graphic designers and students to achieve project-specific design objectives with precision and confidence.

C# 3.0 Design Patterns - Judith Bishop 2007-12-10

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 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 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 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 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 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 Patterns.

Professional ASP.NET Design Patterns - Scott Millett 2010-09-16

Design patterns are time-tested solutions to recurring problems, letting the designer build programs on solutions that have already proved effective Provides developers with more than a dozen ASP.NET examples showing standard design patterns and how using them helps build a richer understanding of ASP.NET architecture, as well as better ASP.NET applications Builds a solid understanding of ASP.NET architecture that can be used over and over again in many projects Covers ASP.NET code to implement many standard patterns including Model-View-Controller (MVC), ETL, Master-Master Snapshot, Master-Slave-Snapshot, Façade, Singleton, Factory, Single Access Point, Roles, Limited View, observer, page controller, common communication patterns, and more

Design Patterns in Ruby - Russ Olsen 2007-12-10

Praise for *Design Patterns in 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 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 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 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 '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 patterns for Ruby and 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 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, 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 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 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 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 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 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 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 "Convention Over Configuration" pattern, designed to help integrate entire applications and frameworks. Engaging, practical, and accessible, Design Patterns in Ruby will help you build better software while making your Ruby programming experience more rewarding.

SOA Design Patterns - Thomas Erl 2008-12-31

In cooperation with experts and practitioners throughout the SOA community, best-selling author Thomas Erl brings together the de facto catalog of design patterns for SOA and service-orientation. More than three years in development and subjected to numerous industry reviews, the 85 patterns in this full-color book provide the most successful and proven design techniques to overcoming the most common and critical problems to achieving modern-day SOA. Through numerous examples, individually documented pattern profiles, and over 400 color illustrations, this book provides in-depth coverage of:

- Patterns for the design, implementation, and governance of service inventories—collections of services representing individual service portfolios that can be independently modeled, designed, and evolved.
- Patterns specific to service-level architecture which pertain to a wide range of design areas, including contract design, security, legacy encapsulation, reliability, scalability, and a variety of implementation and governance issues.
- Service composition patterns that address the many aspects associated with combining services into aggregate distributed solutions, including topics such as runtime messaging and message design, inter-service security controls, and transformation.
- Compound patterns (such as Enterprise Service Bus and Orchestration) and recommended pattern application sequences that establish foundational processes. The book begins by establishing SOA types that are referenced throughout the patterns and then form the basis of a final chapter that discusses the architectural impact of service-oriented computing in general. These chapters bookend the pattern catalog to provide a clear link between SOA design patterns, the strategic goals of service-oriented computing, different SOA types, and the service-orientation design paradigm. This book series is further supported by a

series of resources sites, including soabooks.com, soaspecs.com, soapatterns.org, soamag.com, and soaposters.com.

Design Patterns Explained - Alan Shalloway 2004-10-12

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

Hands-On Design Patterns with C# and .NET Core - Gaurav Arora
2019-07-05

Apply design patterns to solve problems in software architecture and programming using C# 7.x and .NET Core 2 Key Features Enhance your programming skills by implementing efficient design patterns for C# and .NET Explore design patterns for functional and reactive programming to build robust and scalable applications Discover how to work effectively with microservice and serverless architectures Book Description Design patterns are essentially reusable solutions to common programming problems. When used correctly, they meet crucial software requirements with ease and reduce costs. This book will uncover effective ways to use design patterns and demonstrate their implementation with executable code specific to both C# and .NET Core. Hands-On Design Patterns with C# and .NET Core begins with an overview of object-oriented programming (OOP) and SOLID principles. It provides an in-depth explanation of the Gang of Four (GoF) design patterns such as creational, structural, and behavioral. The book then takes you through functional, reactive, and concurrent patterns, helping you write better code with streams, threads, and coroutines. Toward the end of the book, you'll learn about the latest trends in architecture, exploring design patterns for microservices, serverless, and cloud native applications. You'll even understand the considerations that need to be taken into account when choosing between different architectures such as microservices and MVC. By the end of the book, you will be able to write efficient and clear code and be comfortable working on scalable and maintainable projects

of any size. What you will learn
 Make your code more flexible by applying SOLID principles
 Follow the Test-driven development (TDD) approach in your .NET Core projects
 Get to grips with efficient database migration, data persistence, and testing techniques
 Convert a console application to a web application using the right MVP
 Write asynchronous, multithreaded, and parallel code
 Implement MVVM and work with RxJS and AngularJS to deal with changes in databases
 Explore the features of microservices, serverless programming, and cloud computing
 Who this book is for
 If you have a basic understanding of C# and the .NET Core framework, this book will help you write code that is easy to reuse and maintain with the help of proven design patterns that you can implement in your code.

Service Design Patterns - Robert Daigneau 2012

"Forewords by Martin Fowler and Ian Robinson"--From front cover.

Real-time Design Patterns - Bruce Powel Douglass 2003

This revised and enlarged edition of a classic in Old Testament scholarship reflects the most up-to-date research on the prophetic books and offers substantially expanded discussions of important new insight on Isaiah and the other prophets.

Concurrency in Go - Katherine Cox-Buday 2017-07-19

Concurrency can be notoriously difficult to get right, but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the skills and tooling you need to confidently write and implement concurrent systems of any size. Understand how Go addresses fundamental problems that make concurrency difficult to do correctly
 Learn the key differences between concurrency and parallelism
 Dig into the syntax of Go's memory synchronization primitives
 Form patterns with these primitives to write maintainable concurrent code
 Compose

patterns into a series of practices that enable you to write large, distributed systems that scale
 Learn the sophistication behind goroutines and how Go's runtime stitches everything together

PHP Architect's Guide to PHP Design Patterns - Jason E. Sweat 2005

Design patterns are comprehensive, well-tested solutions to common problems that developers everywhere encounter each day. Although designed for solving general programming issues, some of them have been successfully adapted to the specific needs of Web development.
 php architect's Guide to PHP Design Patterns is the first comprehensive guide to the application of design patterns to the PHP development language. Designed to satisfy the need of enterprise-strength development, you will find this book an excellent way to learn about design patterns and an irreplaceable reference for your day-to-day programming.
 With coverage of more than 16 different types of patterns, including Model-View-Controller, Iterator, MockObject, Register, Proxy, ActiveRecord, DataMapper and many, many others, this book is the ideal resource for your enterprise development with PHP 4 and PHP 5.*
 Includes over 16 design patterns* Each pattern is discussed in detail with practical code applications* Covers both PHP 4 and PHP 5* Provides a thorough test-driven approach to design patterns* Code is available online

Cocoa Design Patterns - Erik Buck 2009-09-01

"Next time some kid shows up at my door asking for a code review, this is the book that I am going to throw at him." -Aaron Hillegass, founder of Big Nerd Ranch, Inc., and author of Cocoa Programming for Mac OS X
 Unlocking the Secrets of Cocoa and Its Object-Oriented Frameworks
 Mac and iPhone developers are often overwhelmed by the breadth and sophistication of the Cocoa frameworks. Although Cocoa is indeed huge, once you understand the object-oriented patterns it uses, you'll find it remarkably elegant, consistent, and simple. Cocoa Design Patterns begins with the mother of all patterns: the Model-View-Controller (MVC) pattern, which is central to all Mac and iPhone development. Encouraged, and in some cases enforced by Apple's tools, it's important to have a firm grasp of MVC right from the start. The book's midsection

is a catalog of the essential design patterns you'll encounter in Cocoa, including Fundamental patterns, such as enumerators, accessors, and two-stage creation Patterns that empower, such as singleton, delegates, and the responder chain Patterns that hide complexity, including bundles, class clusters, proxies and forwarding, and controllers And that's not all of them! Cocoa Design Patterns painstakingly isolates 28 design patterns, accompanied with real-world examples and sample code you can apply to your applications today. The book wraps up with coverage of Core Data models, AppKit views, and a chapter on Bindings and Controllers. Cocoa Design Patterns clearly defines the problems each pattern solves with a foundation in Objective-C and the Cocoa frameworks and can be used by any Mac or iPhone developer.

Dating Design Patterns - Ericha Gordon 2003

Design Patterns - Erich Gamma 1994-10-31

The Gang of Four's seminal catalog of 23 patterns to solve commonly occurring design problems Patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. Highly influential, Design Patterns is a modern classic that introduces what patterns are and how they can help you design object-oriented software and provides a catalog of simple solutions for those already programming in at least one object-oriented programming language. Each pattern: Describes the circumstances in which it is applicable, when it can be applied in view of other design constraints, and the consequences and trade-offs of using the pattern within a larger design Is compiled from real systems and based on real-world examples Includes downloadable C++ source code that demonstrates how patterns can be implemented and Python From the preface: "Once you the design patterns and have had an 'Aha!' (and not just a 'Huh?') experience with them, you won't ever think about object-oriented design in the same way. You'll have insights that can make your own designs more flexible, modular, reusable, and understandable - which is why you're interested in object-oriented technology in the first place, right?"

A Pattern Language - Christopher Alexander 2018-09-20

You can use this book to design a house for yourself with your family; you can use it to work with your neighbors to improve your town and neighborhood; you can use it to design an office, or a workshop, or a public building. And you can use it to guide you in the actual process of construction. After a ten-year silence, Christopher Alexander and his colleagues at the Center for Environmental Structure are now publishing a major statement in the form of three books which will, in their words, "lay the basis for an entirely new approach to architecture, building and planning, which will we hope replace existing ideas and practices entirely." The three books are The Timeless Way of Building, The Oregon Experiment, and this book, A Pattern Language. At the core of these books is the idea that people should design for themselves their own houses, streets, and communities. This idea may be radical (it implies a radical transformation of the architectural profession) but it comes simply from the observation that most of the wonderful places of the world were not made by architects but by the people. At the core of the books, too, is the point that in designing their environments people always rely on certain "languages," which, like the languages we speak, allow them to articulate and communicate an infinite variety of designs within a forma system which gives them coherence. This book provides a language of this kind. It will enable a person to make a design for almost any kind of building, or any part of the built environment. "Patterns," the units of this language, are answers to design problems (How high should a window sill be? How many stories should a building have? How much space in a neighborhood should be devoted to grass and trees?). More than 250 of the patterns in this pattern language are given: each consists of a problem statement, a discussion of the problem with an illustration, and a solution. As the authors say in their introduction, many of the patterns are archetypal, so deeply rooted in the nature of things that it seems likely that they will be a part of human nature, and human action, as much in five hundred years as they are today.

Head First Design Patterns - Eric Freeman 2004-10-25

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 solving software design

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

Dating Design Patterns Paperback:

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