

Librería  
*Bonilla y Asociados*  
desde 1950



**Título:** Design Patterns Explained: A New Perspective On Object-Oriented Design

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**Precio:** \$650.00

**Editorial:**

**Año:** 2005

**Tema:**

**Edición:** 1<sup>a</sup>

**Sinopsis**

**ISBN:** 9780321247148

This guide for software developers describes the basic principles underlying object-oriented programming and design patterns. The volume begins with introductory material on object-oriented software development and the limitations of traditional object-oriented design. The rest of the text is devoted to an exploration of ten commonly-used design patterns, such as the facade, adapter, bridge, observer, double-checked locking, and factory method patterns.