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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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26. Thread Safety in Java Singleton. Gangs of Four Design Patterns is the collection of 23 design patterns from the book “Design Patterns: Elements of Reusable Object-Oriented Software”. This book was first published in 1994 and it's one of the most popular books to learn design patterns.

[Gangs of Four \(GoF\) Design Patterns - JournalDev](#)

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## Design Patterns: Elements of Reusable Object-Oriented ...

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 GoF<sup>1</sup> 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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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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