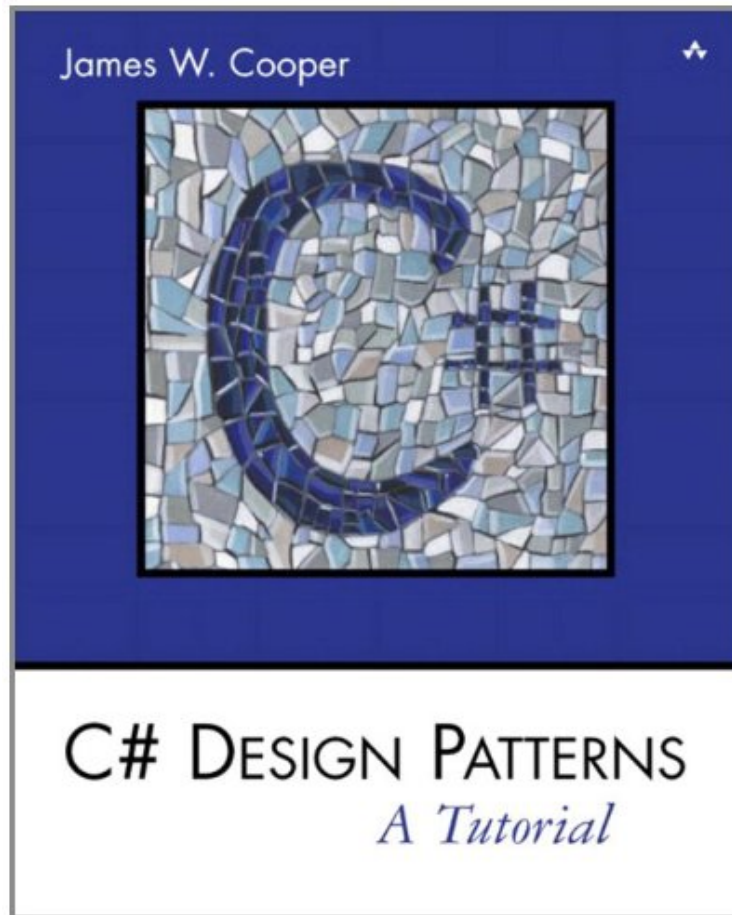


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C# Design Patterns: A Tutorial

Von James W. Cooper

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Von James W. Cooper : C# Design Patterns: A Tutorial before purchasing it in order to gage whether or not it would be worth my time, and all praised C# Design Patterns: A Tutorial:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Ergänzung zu Design Patterns in C#Von Theodor FabelDiese beiden Bcher sind unverzichtbar fr jeden professionellen Programmierer. Sie ergnzen sich: Dieses Buch zeigt die Grundzge und einen einfachen Zugang zu den Pattern, das Buch von John Metsker zeigt die erweiterten Mglichkeiten der Pattern. - Beide Bcher sind sehr empfehlenswert

KurzbeschreibungDesign patterns are elegant, adaptable, and reusable solutions to everyday software development problems. Programmers use design patterns to organize objects in programs, making them easier to write and modify. C# Design Patterns: A Tutorial is a practical guide to writing C# programs using the most common patterns. This

tutorial begins with clear and concise introductions to C#, object-oriented programming and inheritance, and UML diagrams. Each chapter that follows describes one of twenty-three design patterns, recommends when to use it, and explains the impact that it will have on the larger design. The use of every pattern is demonstrated with simple example programs. These programs are illustrated with screen shots and UML diagrams displaying how the classes interact. Design patterns will have an immediate impact on your work as you learn the following: Applying design patterns effectively in your day-to-day programming Using patterns to create sophisticated, robust C# programs The interaction of classes as demonstrated by UML diagrams Advancing your programming skills using design patterns Design patterns will not only enhance your productivity, but once you see how quickly and easily object-oriented code can be recycled, they will become an everyday part of your C# programming. Kurzbeschreibung Design patterns are elegant, adaptable, and reusable solutions to everyday software development problems. Programmers use design patterns to organize objects in programs, making them easier to write and modify. C# Design Patterns: A Tutorial is a practical guide to writing C# programs using the most common patterns. This tutorial begins with clear and concise introductions to C#, object-oriented programming and inheritance, and UML diagrams. Each chapter that follows describes one of twenty-three design patterns, recommends when to use it, and explains the impact that it will have on the larger design. The use of every pattern is demonstrated with simple example programs. These programs are illustrated with screen shots and UML diagrams displaying how the classes interact. Design patterns will have an immediate impact on your work as you learn the following: Applying design patterns effectively in your day-to-day programming Using patterns to create sophisticated, robust C# programs The interaction of classes as demonstrated by UML diagrams Advancing your programming skills using design patterns Design patterns will not only enhance your productivity, but once you see how quickly and easily object-oriented code can be recycled, they will become an everyday part of your C# programming. Synopsis This is a practical book that explains how to write C# programs using some of the most common design patterns. With the release of C# and Visual Studio .NET, there is a new interest in the Microsoft development community in some of the OO world's key tools, such as UML and Design Patterns, which they had neglected before. The book covers every pattern identified in Gamma et al's Design Patterns which can be executed in C#. For each pattern, it starts with a brief verbal description, and then builds simple example programs. Each of these examples is a visual program that can be run and examined to make the pattern as concrete a concept as possible. All of the examples will be on the companion CD. The emphasis is on the practical ways to use these patterns to ease the developer's day to day work. This book should be well timed for the growing number of developers who have learned the basics of C#, and now want information on how to get the most out of C# in their real-world application development.