

*Librería*

# *Bonilla y Asociados*

*desde 1950*



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**Sinopsis**

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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.