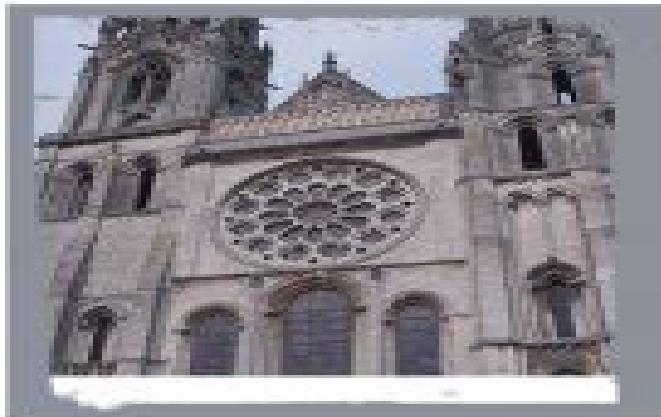




PATTERN-ORIENTED SOFTWARE ARCHITECTURE

A System of Patterns



Volume 1

Frank Buschmann
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Peter Sommerlad
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Pattern-Oriented Software Architecture, A System of Patterns Frank Buschmann,Regine Meunier,Hans Rohnert,Peter Sommerlad,Michael Stal,1996-08-16 Pattern oriented software architecture is a new approach to software development This book represents the progression and evolution of the pattern approach into a system of patterns capable of describing and documenting large scale applications A pattern system provides on one level a pool of proven solutions to many recurring design problems On another it shows how to combine individual patterns into heterogeneous structures and as such it can be used to facilitate a constructive development of software systems Uniquely the patterns that are presented in this book span several levels of abstraction from high level

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Pattern-Oriented Software Architecture, A Pattern Language for Distributed Computing Frank Buschmann, Kevlin Henney, Douglas C. Schmidt, 2007-04-23 The eagerly

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Proceedings of the 7th European Conference on Pattern Languages of Programs, 2002 Alan O'Callaghan,2003
Patterns in Java Mark Grand,2002

This is the best book on patterns since the Gang of Four's Design Patterns The book manages to be a resource for three of the most important trends in professional programming Patterns Java and UML Larry O'Brien Founding Editor Software Development Magazine Since the release of Design Patterns in 1994 patterns have become one of the most important new technologies contributing to software design and development In this volume Mark Grand presents 41 design patterns that help you create more elegant and reusable designs He revisits the 23 Gang of Four design patterns from the perspective of a Java programmer and introduces many new patterns specifically for Java Each pattern comes with the complete Java source code and is diagrammed using UML Patterns in Java Volume 1 gives you 11 Behavioral Patterns 9 Structural Patterns 7 Concurrency Patterns 6 Creational Patterns 5 Fundamental Design Patterns and 3 Partitioning Patterns Real world case studies that illustrate when and how to use the patterns Introduction to UML with examples that demonstrate how to express patterns using UML The CD ROM contains Java source code for the 41 design patterns Trial versions of Together J Whiteboard Edition from Object International www.togetherj.com Rational Rose 98 from Rational Software www.rational.com System Architect from Popkin Software www.popkin.com and OptimizeIt from Intuitive Systems Inc

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