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As with the original "Gang of Four," there are a few chapters in which the design patterns are presented as a series of recipes. These are not patterns in the strict sense of the word; they are case studies illustrating how the patterns can be used in specific situations. This is also true of the chapters on the "Gang of Four." The book is divided into four parts: software architecture, patterns and collections, reusable software, and knowledge and emerging topics in software engineering and knowledge engineering.

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The book covers a wide range of topics, from software architecture to design patterns, and includes case studies and practical examples to illustrate the concepts. The author, Mark Grand, is a well-respected expert in the field of software engineering and has written extensively on the subject of design patterns. The book is divided into four parts: software architecture, patterns and collections, reusable software, and knowledge and emerging topics in software engineering and knowledge engineering.

The book is highly recommended for anyone interested in software architecture and design patterns, particularly those working in the Java environment. It is a comprehensive guide that will help readers understand the principles behind design patterns and how to apply them effectively in their own projects. Whether you are a seasoned software developer or just starting out, this book will provide valuable insights and practical guidance to help you succeed in your endeavors.
Visual Basic Design Patterns
Mark Grand 2009-01-20 Design Patterns is a type of pattern used in the initial design phase of an object-oriented development project. Documents 18 Visual Basic 2009 design patterns, including 26 that have never before been published. Features case studies that demonstrate how to use design patterns effectively in the real world and even explains where not to use design patterns. Companion Web site includes all code and UML models from the book as well as links to appropriate software downloads.

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Köpev (Cihan) 2011-01-11 This is the first handbook to cover comprehensively both software engineering and knowledge engineering—two important fields that have become interwoven in recent years. Over 60 international experts have contributed to the book. Each chapter has been written in such a way that a practitioner of software engineering and knowledge engineering can easily understand and utilize conceptual information. Each chapter covers one topic and can be read independently of other chapters, providing both a general survey of the topic and an in-depth exposition of the state of the art. Practitioners will find the handbook useful for solving business problems in their daily jobs. Researchers will discover the basic principles and applications of software engineering and knowledge engineering. Volume Two will cover data mining, knowledge discovery, pattern recognition, knowledge and data management, intelligent systems, and software tools.

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