Design Patterns in Java(TM) (Software Patterns Series)

By Steven John Metsker, William C. Wake

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Design Patterns in Java™ gives you the hands-on practice and deep insight you need to fully leverage the significant power of design patterns in any Java software project. The perfect complement to the classic *Design Patterns*, this learn-by-doing workbook applies the latest Java features and best practices to all of the original 23 patterns identified in that groundbreaking text.

Drawing on their extensive experience as Java instructors and programmers, Steve Metsker and Bill Wake illuminate each pattern with real Java programs, clear UML diagrams, and compelling exercises. You'll move quickly from theory to application—learning how to improve new code and refactor existing code for simplicity, manageability, and performance.

Coverage includes

- Using Adapter to provide consistent interfaces to clients

- Using Facade to simplify the use of reusable toolkits

- Understanding the role of Bridge in Java database connectivity

- The Observer pattern, Model-View-Controller, and GUI behavior

- Java Remote Method Invocation (RMI) and the Proxy pattern

- Streamlining designs using the Chain of Responsibility pattern

- Using patterns to go beyond Java's built-in constructor features

- Implementing Undo capabilities with Memento

- Using the State pattern to manage state more cleanly and simply

- Optimizing existing codebases with extension patterns

- Providing thread-safe iteration with the Iterator pattern

- Using Visitor to define new operations without changing hierarchy classes

If you're a Java programmer wanting to save time while writing better code, this book's techniques, tips, and clear explanations and examples will help you harness the power of patterns to improve every program you write, design, or maintain.

All source code is available for download at http://www.oozinoz.com.

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Editorial Review

From the Back Cover

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About the Author

Steven John Metsker, passed away in 2008 and was a Managing Consultant with Dominion Digital, an information technology and business process reengineering company. Steve specialized in object-oriented techniques for creating clean, powerful software, and he is the author of *Building Parsers with Java™*, *Design Patterns Java™ Workbook*, and *Design Patterns in C#* (all from Addison-Wesley).

William C. Wake, http://www.xp123.com , is an independent software consultant, coach, and trainer with more than twenty years of programming experience. Bill previously held positions with Capital One Financial, DMR Trecom, and VTLS, Inc. He is the author of the *Refactoring Workbook* and *Extreme Programming Explored* (both from Addison-Wesley).

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Design patterns are class- and method-level solutions to common problems in object-oriented design. If

you're an intermediate-level Java programmer who wants to become advanced or an advanced-level Java programmer who hasn't yet studied design patterns, this book is for you.

Design Patterns in Java™ takes a workbook approach. Each chapter focuses on a particular pattern. In addition to explaining the pattern, the chapter includes a number of challenges, each asking you to explain something or to develop code that solves a problem.

We strongly urge you to stop and work through the challenges rather than try to read this book straight through. You'll learn more by putting in the work to do the challenges, even if it's only a chapter or two a week.

An Update

This book merges and updates two previous books: *Design Patterns Java Workbook™* and *Design Patterns in C#*. This book combines the Java orientation of the former with the more stand-alone approach of the latter. If you've already worked through the previous books, you won't need this one.

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From reader reviews:

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