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expect--a visually-rich
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your brain works. Using the
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neurobiology, cognitive
science, and learning theory,
Head First Design Patterns

will load patterns into your
brain in a way that sticks. In
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to work immediately.
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**Head First Design Patterns by
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Head First Design Patterns Book
Description : Using research in
neurobiology, cognitive science
and learning theory, this text
loads patterns into your brain in a
way that lets you put them to
work immediately, makes you
better at solving software design
problems, and improves your
ability to speak the language of
patterns with others on your team.

Head First Design Patterns -
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This edition of Head First Design
Patterns now updated for Java
8 shows you the tried-and-true,
road-tested patterns used by
developers to create functional,
elegant, reusable, and flexible
software. By the time you finish
this book, you'll be able to take
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practices and experiences of those
who have fought the beast of
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Using the latest research in
neurobiology, cognitive
science, and learning theory,
'Head First Design Patterns'

loads patterns into your brain in a way that sticks. In a way that makes you better at solving software design problems, and better at speaking the language of patterns with others on your team.

Head First Design Patterns A
Head First Design Patterns is a great way to get a good overview (and some meat) about design patterns. This will interest programmers and computer scientists the most, but as you learn near the end of the book, design pattern were first created by an architect!
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If you've read a Head First book, you know what to expect--a visually-rich format designed for the way your brain works. Using the latest research in neurobiology, cognitive science, and learning theory, Head First Design Patterns will load patterns into your brain in a way that sticks. In a way that lets you put them to work immediately.

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The best way to use patterns is to load your brain with them and then recognize places in your designs and existing applications where you can apply them. Instead of code reuse, with patterns you get experience reuse. It started with a simple SimUDuck app Joe works for a company that makes a highly successful duck pond simulation game, SimUDuck.

Java 8—shows you the tried-and-true, road-tested patterns used by developers to create functional, elegant, reusable, and flexible software. By the time you finish this book, you'll be able to take advantage of the best design practices and experiences of those who have fought the beast of software design and triumphed.

And, chances are, someone else has already solved your problem. This edition of Head First Design Patterns—now updated for