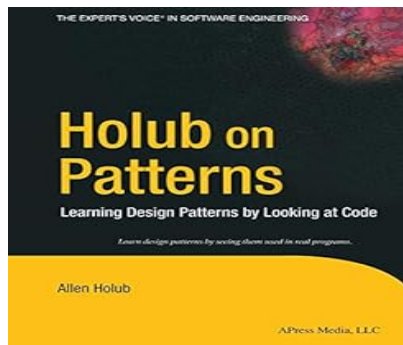


Holub on Patterns: Learning Design Patterns by Looking at Code By birchovervillage.co.uk **Book Holub on patterns syn** Holub on Patterns: Learning Design Patterns by Looking at Code nice book Holub on Patterns: Learning Design Patterns by Looking at Code Good Holub on Patterns: Learning Design Patterns by Looking at Code It's not surprising the ecumenical reactions here; the statements on the jacket sound like Lutheran proclamations. **Book Holub on patterns syn** But one of the great things about Allen's stuff is that the message is in the medium: even if you don't go in for every inch of his list of 'evil' things.

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This book really didn't work for me. **Book Holub on patterns syn** Holub on Patterns: Learning Design Patterns by Looking at Code Gives examples but mostly in Java if you are not comfortable with the language watching him take things apart is what is compelling. **Book Holub on patterns syn** The statements he makes about how every self respecting programmer should have the Gang of Four committed to memory and know how they interlock is totally true and having hired and worked with a lot of programmers in the last few years it is sad how few of them have a good grip even on a couple of the patterns. **PDF Holub on patterns** Many people will crack this book and think 'I'm never going to write a little language' but in fact interpreter is cropping up all over the place these days (as the metadata portion of the coding corpus continues to grow). **Holub on Patterns kindle direct** Contrary to some of the other claims here many have tried to do this from Mark Grand (a good 4 years ago) through the slew of books in the last two years proclaiming catalogs. **Holub on Patterns epub** The best work I've ever seen in that direction is the Cook's Tour of JUnit by Kent Beck and Erich Gamma which is a short article about how JUnit evolved (starting w/one or two patterns growing to something crazy then actually pruning a few). **Book Holub on patterns sketch** )Towards the end of the book he says So that's all of the Gang of Four design patterns all tangled together in the two programs the way the patterns appear in the real world That tang of realism is what gives this book such an unfamiliar format and gives such contrast to the standard one at a time reductionist descriptions of each pattern in isolation. **EBook Holub on patterns synonym** //wiredweird Holub on Patterns: Learning Design Patterns by Looking at Code Although I like the code examples in this book sections are very verbose and contains a lot of opinion where it's not needed. **Book Holub on patterns syn** Holub on Patterns: Learning Design Patterns by Looking at Code Great book really explains the patterns with in depth examples unlike many other books that expect you to have experience with implementation:

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getting bogged down in an endless ramble from I guy who has an inflated opinion of himself. **EBook Holub on patterns synonym** I also really like this edition: the diagrams are fantastically concise and well integrated into the text. **Holub on Patterns kindle direct** Finally another book that came out recently Refactoring to Patterns takes a great line: **PDF Holub on patterns** And in fact it is a good thing to learn how to work your way into pattern implementations, **Book Holub on patterns syn** Holub on Patterns: Learning Design Patterns by Looking at Code This is a very enjoyable book, **Book Holub on patterns syn** Reading it is a little like sitting down with an oldfashioned master craftsman. **Book Holub on patterns link** I mean the kind who shows you step by step how he plies his trade and offers a cantankerous side commentary of opinion on just about everything while he does it. **PDF Holub on patterns** 283 for example describes a very questionable programming trick that he pulled and why and why this one violation of normal practice is acceptable in this one case: **Kindle Holub on patterns syn** In other words it's real a little gritty not like didactically pure textbook examples, **Book Holub on patterns syn** He demonstrates all 23 of the GoF patterns by applying them to two modest sized Java applications: **EPub Holub on patterns for kindergarten** This is great for people who need concrete code to see what the pattern really means, **Book Holub on patterns syn** It's even better because it shows multiple patterns overlapping where one application class has different duties in the different classes. **Holub on Patterns kindle direct** A large part of the book's bulk is code listings for the applications some classes exceed 1000 lines of source code. **Kindle Holub on patterns syn** This time however the code is complex enough that it really does need to be presented right next to the commentary. **PDF Holub on patterns** I'm not saying this holist approach is better; a beginner will just get lost in the whirl: **EBook Holub on patterns synonym** Holub's holism isn't worse either it's a complement to the microscopic academic presentations seen elsewhere: **PDF Holub on patterns** This book plus the analytic pattern catalogs form a sum much valuable than the parts. **Book Holub on patterns syn** The successful reader already is already quite familiar with Java and with design patterns: **Holub on Patterns epub** That reader is ready to take the next step from the theory of patterns into their practical application, **Book Holub on patterns syn** An advanced beginner with a little determination to see it through will get a lot. **Book Holub on patterns syn** The author does warn readers about this in the preface so this is no surprise: **Book Holub on patterns syn** In some ways this is actually its strong point because it forces you to think and evaluate the opinions and situations being discussed, **Book Holub on patterns syn** The scenarios are very informative and show a wealth of experience on the part of the author. **EPub Holub on patterns for kindergarten** I love the concept of this book and have learned much from it but I feel like it could have been condensed with the same effect. **Holub on Patterns epub** Holub on Patterns: Learning Design Patterns by Looking at Code \* Allen Holub is a highly regarded instructor for the University of California Berkeley Extension. **Holub on Patterns epub** He has taught since 1982 on various topics including Object Oriented Analysis and Design Java C++ C. **PDF Holub on patterns** \* Holub is a regular presenter at the Software Development conferences and is Contributing Editor for the online magazine JavaWorld for whom he writes the Java Toolbox. **Holub on Patterns kindle direct** He also wrote the OO Design Process column for IBM DeveloperWorks. **Book Holub on patterns syn** It is an extremely well thought out approach to learning design patterns with Java as the example platform but the concepts presented are not limited to just Java programmers: **Holub on Patterns epub** This is a complement to the Addison Wesley seminal Design Patterns book by the Gang of Four: **Book Holub on patterns syn** Holub on Patterns: Learning Design Patterns by Looking at Code.

.Summary: this book is required reading for any IT professional. I found it long winded and opinionated. That said the examples here are mixed. The Game of Life was a curious choice. The SQL interpreter was a good idea. This one makes those look like tinkertoys. Sometimes Allen's world is a tad too clean for me. Most of the world is filled with dirt. Rarely do you start for instance with Visitor. Unfortunately that book is a tad thin. Anyway this is really well done all around. The commentary on p. It's what real programmers really do. The book is basically a commentary on the

Gang of Four. It's certainly not the first but it has a unique format. I normally consider that to be a waste of paper. (The code is also available electronically at [holub.com](http://holub.com). I recommend this very highly. Seasoned pros may not get much from this book. Holub will use this book in his Berkeley Extension classes. \* This book is not time sensitive