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In software engineering, design patterns describe how to solve recurring design problems to design flexible and reusable object-oriented software.

w3sDesign presents the up-to-date version of the well-known GoF<sup>1</sup> design patterns in a compact and memory friendly way so that they can be learned and memorized as fast as possible.

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commonly occurring design problems. Previously undocumented, these 23 patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves.

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