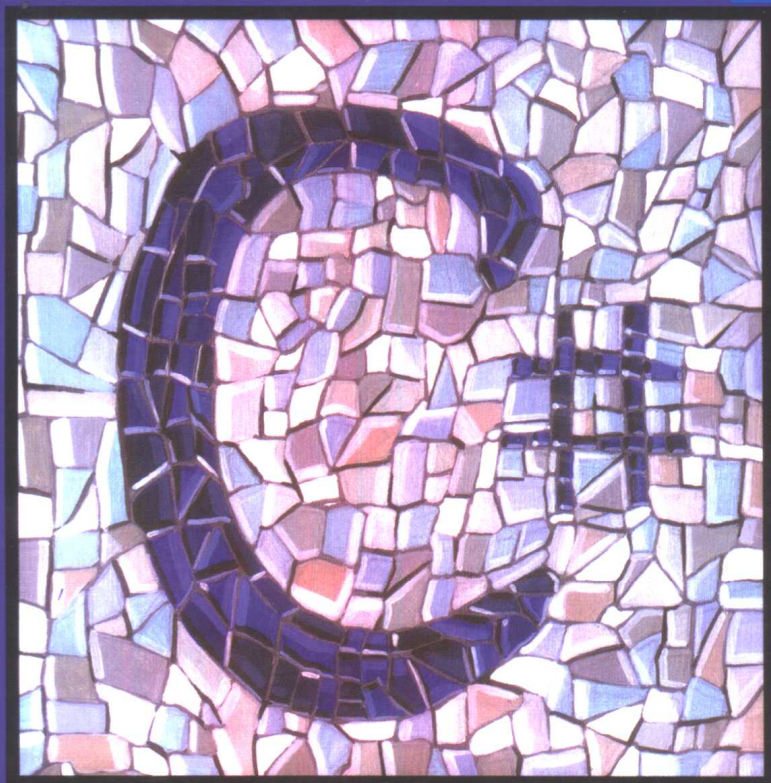


软件工程实践丛书



C# Design Patterns: A Tutorial

(美) James W. Cooper 著

设计模式：C#语言版

(影印版)



清华大学出版社

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James W. Cooper

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C# DESIGN PATTERNS

of the example programs and their variations are on the companion CD-ROM, where you run them, change them, and see how the variations you create work.

Since each of the examples consists of a number of C# files for each of the classes we use in that example, we provide a C# project file for each example and place each example in a separate subdirectory to prevent any confusion. This book assumes you have and will be using a copy of Visual Studio.NET, which comes in several versions. We used the Professional Edition in developing the code samples.

If you leaf through the book, you'll see screenshots of the programs we developed to illustrate the design patterns, providing yet another way to reinforce your learning of these patterns. In addition, you'll see UML diagrams of these programs, illustrating the interactions between classes in yet another way. UML diagrams are just simple box-and-arrow illustrations of classes and their inheritance structure, where arrows point to parent classes, and dotted arrows point to interfaces. And if you're not yet familiar with UML, we provide a simple introduction in the second chapter. All of the diagrams were produced using WithClass 2000, and a demonstration version of that program is included on the CD-ROM.

When you finish this book, you'll be comfortable with the basics of design patterns and will be able to start using them in your day-to-day C# programming work.

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