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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 GoF³ design patterns in a compact and memory friendly way so that they can be learned and memorized as fast as possible.

[GoF Design Patterns Reference](#)

Capturing a wealth of experience about the design of object-oriented software, four top-notch designers present a catalog of simple and succinct solutions to 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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Design Patterns: Elements of Reusable Object-Oriented Software (Addison-Wesley Professional Computing Series) (Old Edition) Hardcover – 31 October 1994 by Erich Gamma (Author)

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