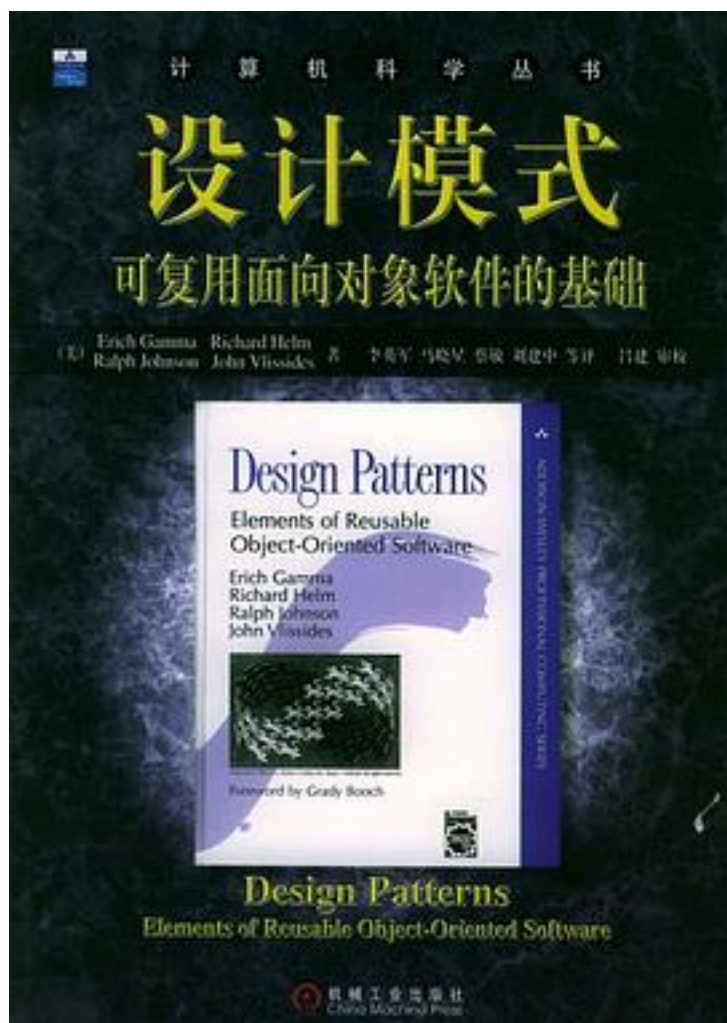


设计模式



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设计模式是优秀的、可修改的可重用方案，用于解决日常软件开发中的难题。这是第一

本指导C#程序员如何使用设计模式的书。在书中，作者介绍了三大类（创建型、结构型和行为型）共23个模式，详细解释了如何用最常用的设计模式编写C#程序。

作者介绍:

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