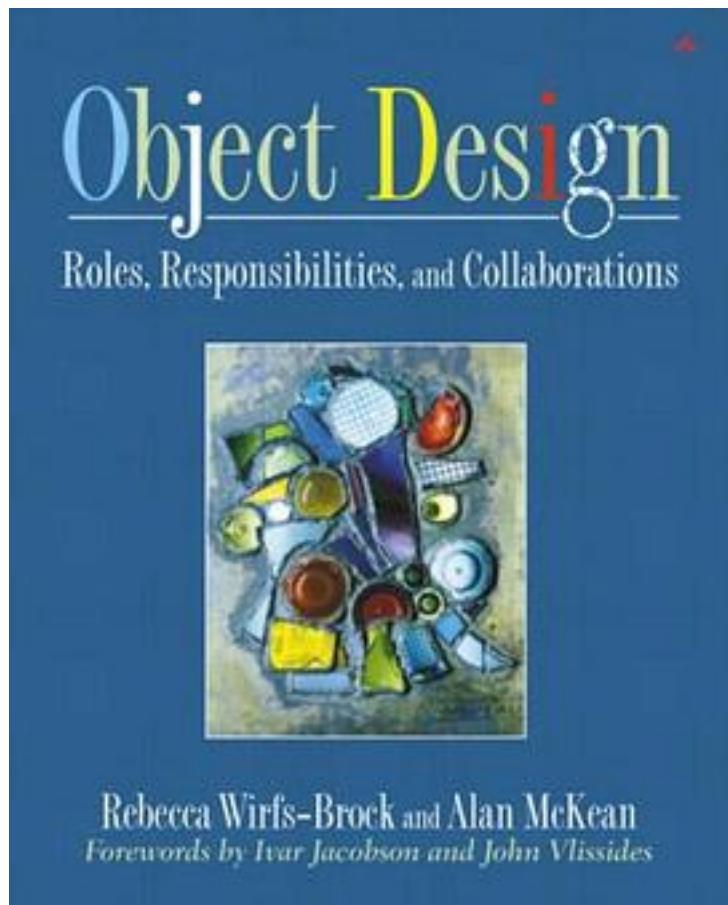


Object Design



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著者:Rebecca Wirfs-Brock

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After more than ten years, object technology pioneer Rebecca Wirfs-Brock teams with expert Alan McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done. Like many human endeavors, design is part

art, part engineering, part guesswork, and part experimentation. Discipline, hard work, inspiration, and sound technique all play their part as well. For any given problem, there are many reasonable, but only a few very good solutions. The authors' goal is to help readers learn to make those very good design decisions on their own. The book explores challenges that software developers will face as they build their design, and shows how design patterns can be used to solve design problems. Long awaited and eagerly anticipated, this book represents the first great software design book of the century. A FUTURE CLASSIC!

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