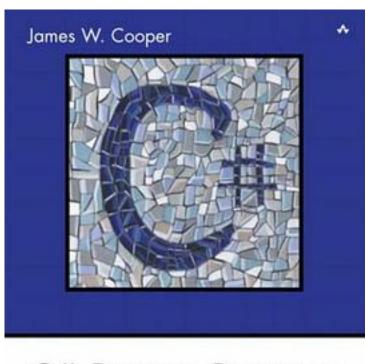
C# Design Patterns



C# DESIGN PATTERNS A Tutorial

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This is a practical book that explains how to write C# programs using some of the most common design patterns. With the release of C# and Visual Studio .NET, there is a new interest in the Microsoft development community in some of the OO world's key tools, such as UML and Design Patterns, which they had neglected before. The book covers

every pattern identified in Gamma et al's Design Patterns which can be executed in C#. For each pattern, it starts with a brief verbal description, and then builds simple example programs. Each of these examples is a visual program that can be run and examined to make the pattern as concrete a concept as possible. All of the examples or nt

will be on the companion CD. The emphasis is on the practical ways to use these patterns to ease the developer's day to day work. This book should be well timed for the growing number of developers who have learned the basics of C#, and now war information on how to get the most out of C# in their real-world application development.
作者介绍:
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评论
源代码和书结合使用,如果例子不是winform 而是webform就更好了
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书评

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