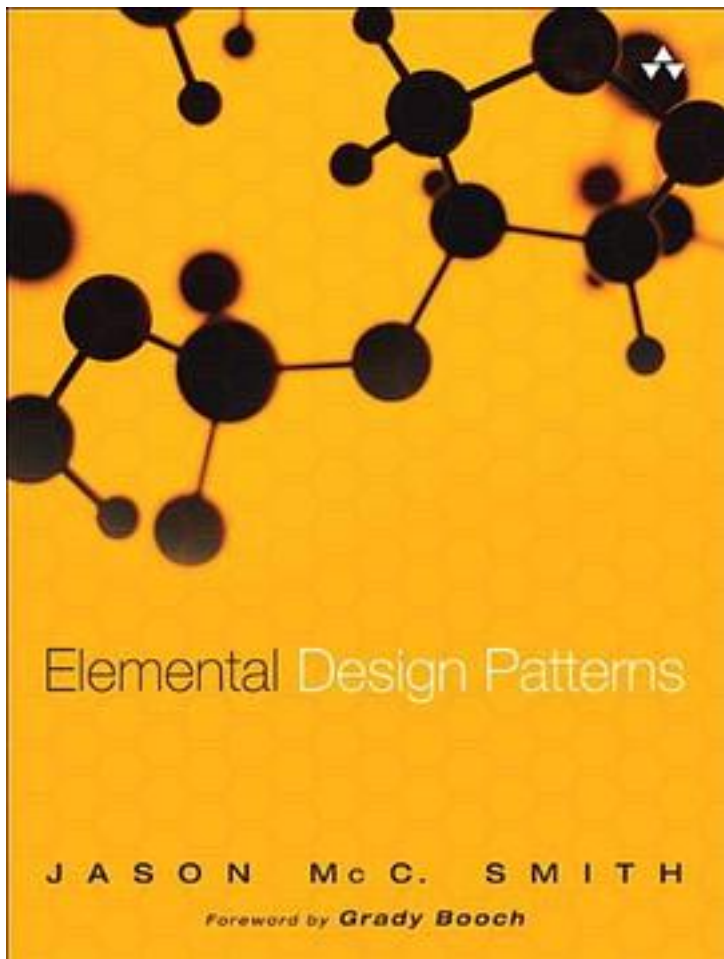


# Elemental Design Patterns



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著者:Jason McC. Smith

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2012 Jolt Award Finalist! Even experienced software professionals find it difficult to apply patterns in ways that deliver substantial value to their organizations. In Elemental Design Patterns, Jason McC. Smith addresses this problem head-on, helping

developers harness the true power of patterns, map them to real software implementations more cleanly and directly, and achieve far better results. Part tutorial, part example-rich cookbook, this resource will help developers, designers, architects, and analysts successfully use patterns with a wide variety of languages, environments, and problem domains. Every bit as important, it will give them a deeper appreciation for the work they've chosen to pursue. Smith presents the crucial missing link that patterns practitioners have needed: a foundational collection of simple core patterns that are broken down to their core elements. If you work in software, you may already be using some of these elemental design patterns every day. Presenting them in a comprehensive methodology for the first time, Smith names them, describes them, explains their importance, helps you compare and choose among them, and offers a framework for using them together. He also introduces an innovative Pattern Instance Notation diagramming system that makes it easier to work with patterns at many levels of granularity, regardless of your goals or role. If you're new to patterns, this example-rich approach will help you master them piece by piece, logically and intuitively. If you're an experienced patterns practitioner, Smith follows the Gang of Four format you're already familiar with, explains how his elemental patterns can be composed into conventional design patterns, and introduces highly productive new ways to apply ideas you've already encountered. No matter what your level of experience, this infinitely practical book will help you transform abstract patterns into high-value solutions.

作者介绍:

关于作者

Jason McC. Smith, 2005

年毕业于北卡罗莱纳州立大学教堂山分校，获计算机科学博士学位。该校也是元素模式的诞生地，元素模式当时是模式查询和识别系统（System for Pattern Query and Recognition, SPQR）项目的组成部分。Smith 博士因其在校的研究项目而荣获两项美国国家专利，一项与

SPQR 所采用的技术相关，另一项则来自 FaceTop 分布式文档协作系统。

此前，Smith

博士在物理仿真工程和咨询界工作过多年，取得了华盛顿州立大学的物理学和数学学士学位，值得一提的项目包括声纳和海洋环境仿真、电子工程仿真、商用和军用飞机飞行仿真，以及实时图形训练系统等。在 IBM 沃森研究中心工作的四年，使 Smith

博士有机会将从 SPQR 和 EDP

目录中获得的经验加以组织，并应用到大量的软件实体中，包括遗留系统和现代系统。

Smith 博士现在供职于华盛顿州柯克兰市的 The Software

Revolution 公司，任资深研究科学家。在那里，他持续地优化 EDP

目录，并寻找各种方法来推进公司在自动控制现代化及遗留系统改造方面的业务目标。

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## 标签

设计模式

计算机

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Programming

进阶

軟件設計

编程思维

近期待讀科技書

## 评论

好一本哲学书。

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很学术, 但是我喜欢.

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浏览了一遍。

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## 书评

这本书译完至今已经有大半年了，电子工业出版社也在去年的九月正式出版了它。在此之后，我从审稿者以及读者手里得到的大部分反馈无非就是三个问题：为什么书名翻译成“元素模式”？这本书与《设计模式》这本书的关系是什么？这些模式有什么用？所以，我打算写一篇文章，谈谈我...

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这是一本内容极具深度的书。  
涉及设计模式的资料已经很多了，各种模式已经有上千种，虽然通常用到的不多，但是如何熟练地在不同场合使用不同模式，依然是有相当难度，各类社区致力于总结经验并指导大家学习，可在很多时候仅仅看到那些经验也难以领会。这本书恰恰不是一本经验

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