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26. Thread Safety in Java Singleton.
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Gangs of Four (GoF) Design Patterns - JournalDev

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In software engineering, design

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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 GoF¹ 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

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designs such as linked lists and hash
tables that can be encoded in classes
and reused as is. Design patterns are
not complex, domain-specific designs
for an entire application or subsystem.
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communicating objects and classes
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