Designing with Objects: Object-Oriented Design Patterns Explained with Stories from Harry Potter

By Avinash C. Kak

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Here is a book that takes the sting out of learning object-oriented design patterns! Using vignettes from the fictional world of Harry Potter, author Avinash C. Kak provides a refreshing alternative to the typically abstract and dry object-oriented design literature.

Designing with Objects is unique. It explains design patterns using the short-story medium instead of sterile examples. It is the third volume in a trilogy by Avinash C. Kak, following Programming with Objects (Wiley, 2003) and Scripting with Objects (Wiley, 2008). *Designing with Objects* confronts how difficult it is for students to learn complex patterns based on conventional scenarios that they may not be able to relate to. In contrast, it shows that stories from the fictional world of Harry Potter provide highly relatable and engaging models. After explaining core notions in a pattern and its typical use in real-world applications, each chapter shows how a pattern can be mapped to a Harry Potter story. The next step is an explanation of the pattern through its Java implementation. The following patterns appear in three sections: Abstract Factory, Builder, Factory Method, Prototype, and Singleton; Adapter, Bridge, Composite, Decorator, Facade, Flyweight, and Proxy; and the Chain of Responsibility, Command, Interpreter, Iterator, Mediator, Memento, Observer, State, Strategy, Template Method, and Visitor. For readers' use, Java code for each pattern is included in the book's companion website.

- All code examples in the book are available for download on a companion website with resources for readers and instructors.
- A refreshing alternative to the abstract and dry explanations of the object-oriented design patterns in much of the existing literature on the subject.
- In 24 chapters, Designing with Objects explains well-known design patterns by relating them to stories from the fictional Harry Potter series

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Editorial Review

From the Back Cover

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About the Author

Avinash C. Kak is Professor of Electrical and Computer Engineering at Purdue University. His areas of interest include software engineering, computer and network security, sensor networks, and computer vision (especially with camera networks). Professor Kak has been awarded numerous Best Teacher of the Year awards at Purdue University. He is the author of **Scripting with Objects** and **Programming with Objects**, both published by Wiley.

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Playing with family inside a park, coming to see the coastal world or hanging out with good friends is thing that usually you could have done when you have spare time, in that case why you don't try issue that really opposite from that. A single activity that make you not experience tired but still relaxing, trilling like on roller coaster you already been ride on and with addition of knowledge. Even you love Designing with Objects: Object-Oriented Design Patterns Explained with Stories from Harry Potter, you may enjoy both. It is fine combination right, you still need to miss it? What kind of hangout type is it? Oh can occur its mind hangout people. What? Still don't buy it, oh come on its known as reading friends.

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