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Nota di contenuto	Title Page; Copyright Page; Contents; Preface; Acknowledgments; Chapter 1 Why Learn Design Patterns and Why Do So with Help from Harry Potter?; 1.1 The OO Design Patterns "Bible" by GoF; 1.2 But What Has Harry Potter Got to Do with OO Design Patterns?; 1.3 Is Familiarity with Harry Potter a Requirement for Understanding This Book?; 1.4 How the Pattern Explanations are Organized; 1.5 The Terminology of Object-Oriented Programming; 1.6 The UML Notation Used in the Class Diagrams; 1.6.1 Association as a Relationship Between Classes 1.6.2 Aggregation and Composition as Relationships Between Classes1.6.3 Representing Attributes; 1.6.4 Representing Operations; Part I Creational Patterns; Chapter 2 Abstract Factory; 2.1 The Concept of a Factory in Software; 2.2 Intent and Applicability; 2.3 Introduction to the Abstract Factory Pattern; 2.4 The Abstract Factory Pattern in Real-World Applications; 2.5 Harry Potter Story Used to Illustrate the Abstract Factory Pattern; 2.6 A Top Level View of the Pattern Demonstration; 2.7 The Abstract Class Factory; 2.8 The Helper Class FactoryStore; 2.9 The Abstract Class Enchanted 2.10 The Concrete Classes for Magical Objects2.11 The Concrete Factory Classes; 2.12 The Client Class Diagon AlleyRetailer; 2.13 Playing with the Code; Chapter 3 Builder; 3.1 Building Complex Objects; 3.2 Intent and Applicability; 3.3 Introduction to the Builder Pattern; 3.4 The Builder Pattern in Real-World Applications; 3.5 Harry

Potter Story Used to Illustrate the Builder Pattern; 3.6 A Top-Level View of the Pattern Demonstration; 3.7 The Abstract Class PotionMaker; 3.8 The Concrete Extensions of PotionMaker; 3.9 The Director Class; 3.10 The Potion Class; 3.11 The Ingredient Class
3.12 The PotionMakingFeasibilityViolation Class3.13 The Client Class; 3.14 Playing with the Code; Chapter 4 Factory Method; 4.1 Revisiting the Concept of a Factory in Software; 4.2 Intent and Applicability; 4.3 Introduction to the Factory Method Pattern; 4.4 The Factory Method Pattern in Real-World Applications; 4.5 Harry Potter Story Used to Illustrate the Factory Method Pattern; 4.6 A Top Level View of the Pattern Demonstration; 4.7 The Enchanted Class Hierarchy; 4.8 The ArtifactFactory Class Hierarchy and the Factory Methods Contained Therein; 4.9 The Client Class
4.10 Playing with the CodeChapter 5 Prototype; 5.1 Why Not Make New Objects by Copying Old Objects?; 5.2 Intent and Applicability; 5.3 Introduction to the Prototype Pattern; 5.4 The Prototype Pattern in Real-World Applications; 5.5 Harry Potter Story Used to Illustrate The Prototype Pattern; 5.6 A Top Level View of the Pattern Demonstration; 5.7 The Dragon Class; 5.8 The PrototypeManagerAndDuplicator Class; 5.9 The DragonAficionado Class; 5.10 The UnknownDragonException Class; 5.11 Playing with the Code; Chapter 6 Singleton; 6.1 Singular Objects; 6.2 Intent and Applicability
6.3 Introduction to the Singleton Pattern

Sommario/riassunto

All code examples in the book are available for download on a companion site with resources for readers and instructors
 A refreshing alternative to the rather 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 Harry Potter series
