

Going Beyond Objects with Design Patterns

Erich Gamma

Object Technology International
Zurich, Switzerland

Abstract. A design pattern systematically names, explains, and evaluates an important and recurring design. This idea for capturing design experience has progressed rapidly from cult to mainstream status. Design patterns become a catalyst for design reuse and enable to understand a design at a higher level than individual objects. This talk reports experience on how design patterns can address challenges of software development.