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Factory Design Pattern in Java

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Software Programmers — Java Edition By Joshua  
Kerievsky, Brian Foote The landmark Design Patterns  
is one of the best-selling computer science books  
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`import java.util.Scanner; public class Edureka { public  
static void main(String args[]) { int n, i, j, space = 1;  
System.out.print("Enter the number of rows: ");`



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Scanner s = new Scanner(System.in); n = s.nextInt();  
space = n - 1; for (j = 1; j <= n; j++) { for (i = 1; i <= space; i++) { System.out.print(" "); } space--; for (i = 1; i <= 2 \* j - 1; i++) { System.out.print("\*"); }  
System.out.println(""); } space = 1; for (j = 1; j <= n - 1; j++) { for (i = 1; i <= space; i++) {  
System.out.print ...

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Publisher: Addison Wesley March 25, 2002 ISBN:  
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time that help you create more elegant and reusable designs.

Patterns in Java, Volume 2: Grand, Mark:  
9780471258414 ...

```
//inner loop for the pattern of alphabets in till 'i' loop  
for (j = 0; j <=i ; j++) {System.out.print((char) (ch+j)  
+ " ");} //inner loop for the pattern of alphabets in  
reverse order from 'i' loop for (k= i-1; k >=0; k--)  
{System.out.print((char) (ch+k) + " ");}  
System.out.println();}} } Output:
```

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Cambridge University Press, 1998 I Java Design  
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up where he left off in his bestselling Patterns in Java, Volume 1, Mark Grand arms you with 50 new and reusable Java patterns-some available for the first time-that help you create more elegant and reusable designs. As with Volume 1, each pattern is documented in UML and, where appropriate, a code example or an example in the core Java API is provided. Volume 2 gives you:

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This workbook approach deepens understanding, builds confidence, and strengthens readers' skills. It covers all five categories of design pattern intent: interfaces, responsibility, construction, operations, and extensions.

A how-to guide for Java programmers who want to use design patterns when developing real-world enterprise applications This practical book explores

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the subject of design patterns, or patterns that occur in the design phase of a project's life cycle. With an emphasis on Java for the enterprise, Mark Grand guides Java programmers on how to apply traditional and new patterns when designing a large enterprise application. The author clearly explains how existing patterns work with the new enterprise design patterns and demonstrates through case studies how to use design patterns in the real world. Features include over 50 design patterns, each mapped out by UML, plus an overview of UML 1.4 and how it fits in with the different phases of a project's life cycle.

Software engineering and computer science students



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need a resource that explains how to apply design patterns at the enterprise level, allowing them to design and implement systems of high stability and quality. Software Architecture Design Patterns in Java is a detailed explanation of how to apply design patterns and develop software architectures. It provides in-depth examples in Java, and guides students by detailing when, why, and how to use specific patterns. This textbook presents 42 design patterns, including 23 GoF patterns. Categories include: Basic, Creational, Collectional, Structural, Behavioral, and Concurrency, with multiple examples for each. The discussion of each pattern includes an example implemented in Java. The source code for all

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Examples is found on a companion Web site. The author explains the content so that it is easy to understand, and each pattern discussion includes Practice Questions to aid instructors. The textbook concludes with a case study that pulls several patterns together to demonstrate how patterns are not applied in isolation, but collaborate within domains to solve complicated problems.

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with the design phase and patterns. About The Book: Design Patterns allow experienced programmers to share patterns or nuggets of lessons learned with other programmers to help save enormous amounts of product development time and money. Patterns can be a segment of Java code that can be reused, proven design practices for developing a database in Java, or project management and people skills that work time and time again for a project. Many programmers and developers want to take advantage of patterns, but don't have the time or experience to document them for their organizations. The documentation of these patterns along with practical examples has made books in this area sell so well.

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A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

Java developers know that design patterns offer

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powerful productivity benefits but few books have been specific enough to address their programming challenges. With "Java Design Patterns", there's finally a hands-on guide focused specifically on real-world Java development. The book covers three main categories of design patterns--creational, structural, and behavioral--and the example programs and useful variations can be found on the accompanying CD-ROM.

This book introduces the programmer to patterns: how to understand them, how to use them, and then how to implement them into their programs. This book focuses on teaching design patterns instead of

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giving more specialized patterns to the relatively few.  
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