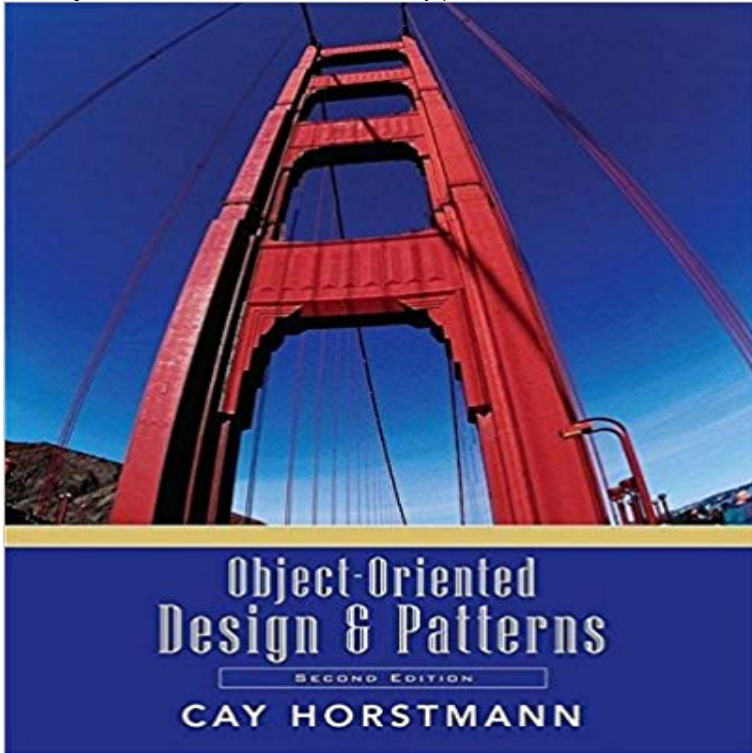


Object-Oriented Design and Patterns



An object-oriented design text that students oriented too! Now updated to reflect the innovations of Java 5.0, Cay Horstmann's *Object-Oriented Design & Patterns, 2nd Edition* continues to offer a student-oriented guide to object-oriented design. Drawing from his extensive experience as a programmer and teacher, Horstmann helps you appreciate the value of object-oriented design principles, and gives you a context for applying these principles and techniques in your own designs. Throughout the text, outstanding pedagogy, carefully developed exercises and examples, and a strong emphasis on problem solving make object-oriented design principles accessible to readers with limited programming experience. Cay Horstmann's *Object-Oriented Design & Patterns, 2nd Edition*:

- * Integrates the use of Java 5.0 constructs throughout, including generics and the `java.util.concurrent` library.
- * Presents high-interest examples, including ones from the Java 5.0 library and user-interface programming.
- * Uses concepts such as interfaces, inner classes, reflection, and multithreading to introduce advanced Java language concepts.
- * Encourages you to master topics in object-oriented design, user-interface programming, and practical software development techniques.
- * Illustrates design patterns and their application using the Swing user interface toolkit and the Java collections library.
- * Introduces programming tools such as BlueJ, javadoc, and JUnit.
- * Provides a crash course in Java for readers who know C++.

Other Wiley books by Cay Horstmann: *Big Java, Second Edition*, 0-471-70615-9; *Java Concepts, Fourth Edition*, 0-471-69704-4; *Big C++ (with Timothy Budd)*, 0-471-47063-5; *Computing Concepts with C++ Essentials, Third Edition*, 0-471-16437-2

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