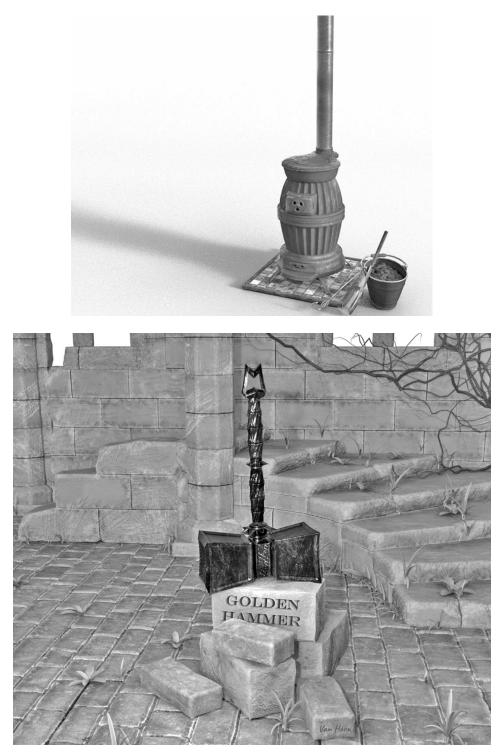
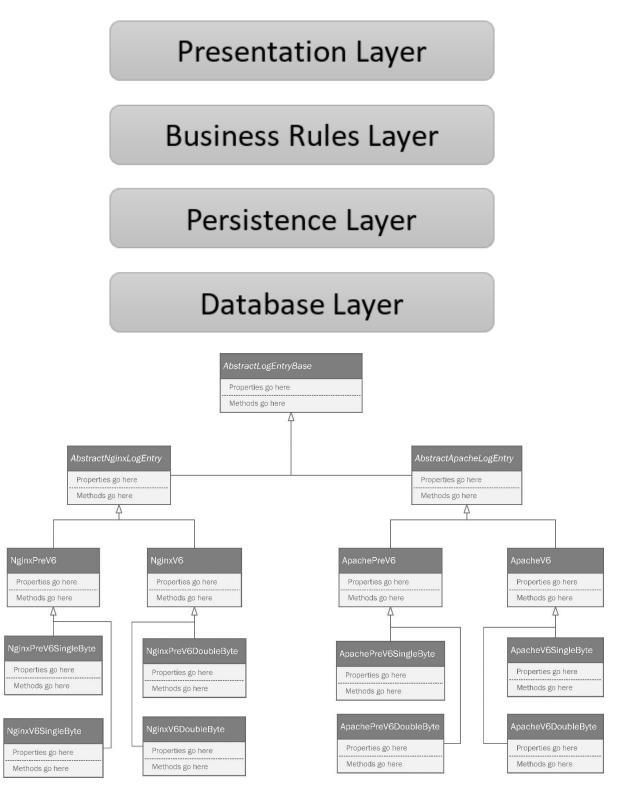
Chapter 1: There's a Big Ball of Mud on Your Plate of Spaghetti



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# Chapter 2: Prepping For Practical Real-World Applications of Patterns in C#





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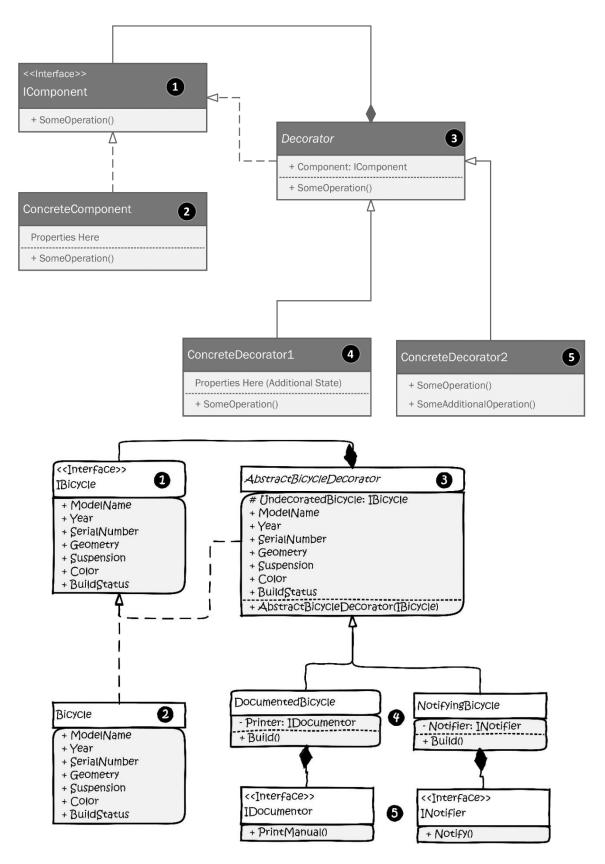
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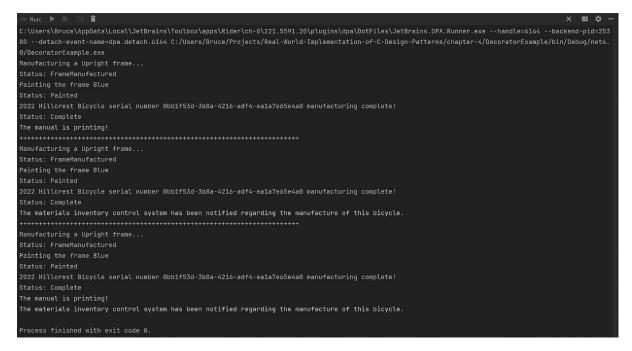
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## **Chapter 3: Getting Creative with Creation Patterns**

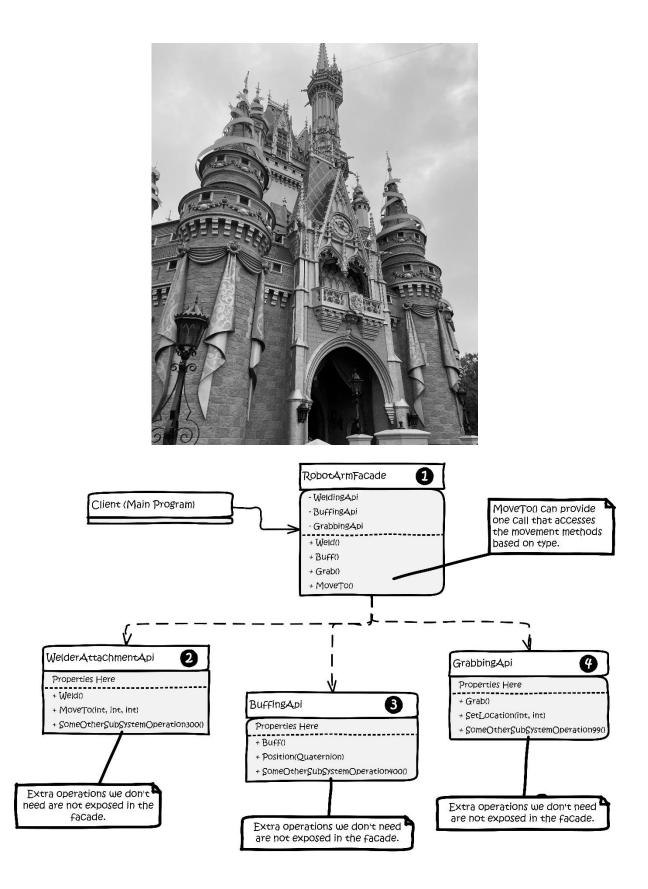
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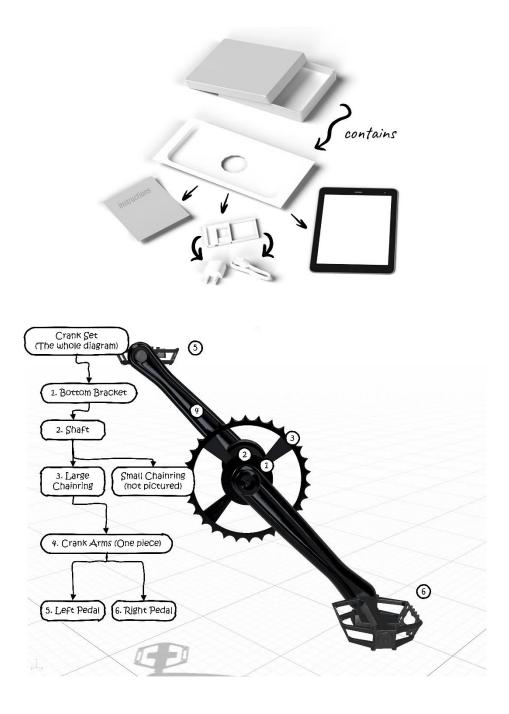
## **Chapter 4: Fortify Your Code With Structural Patterns**

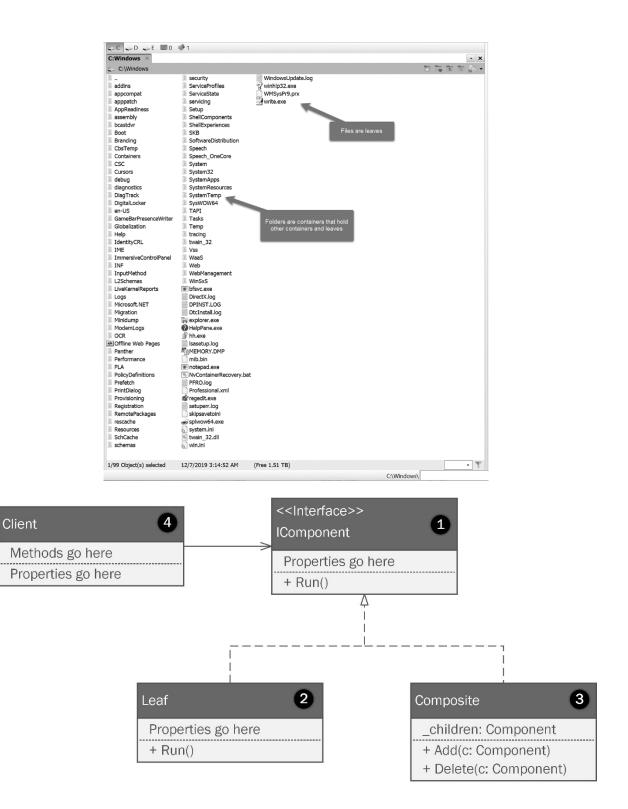


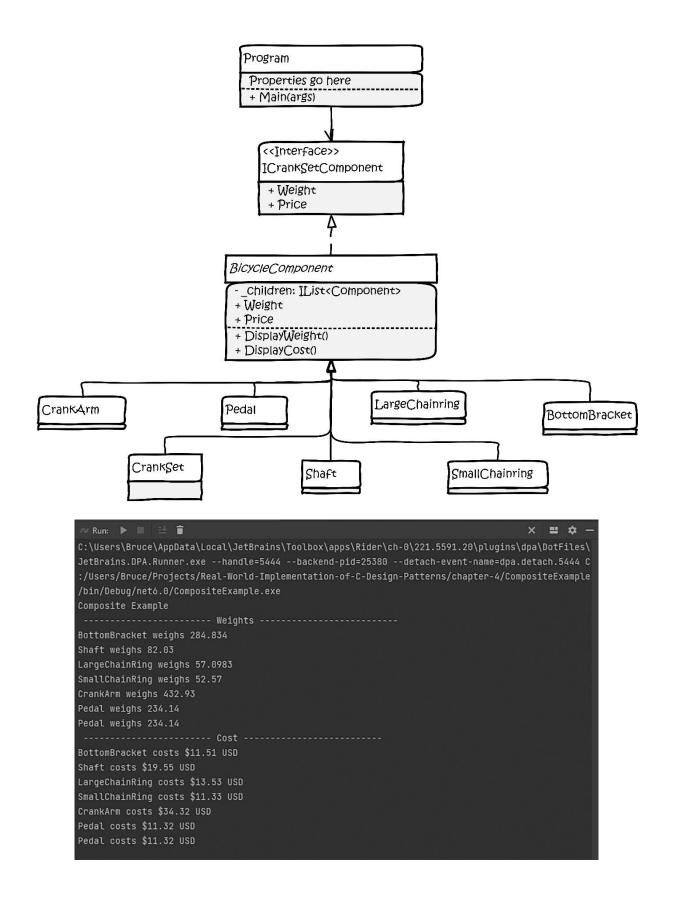


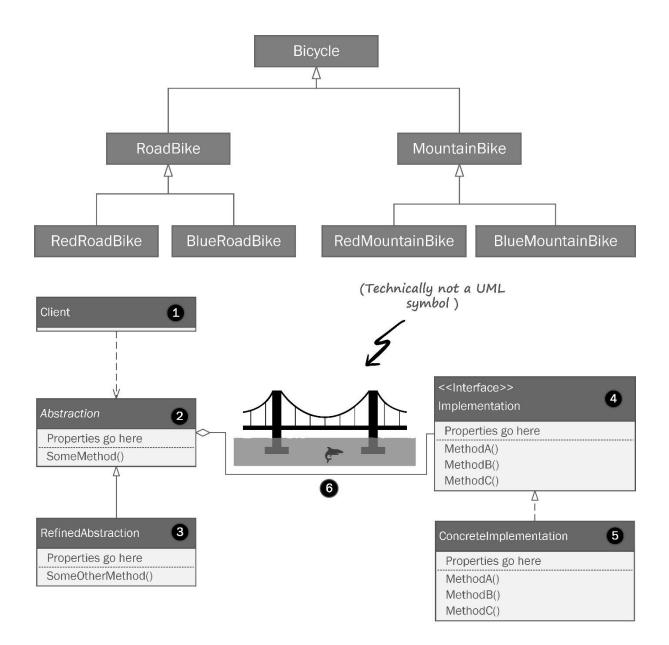


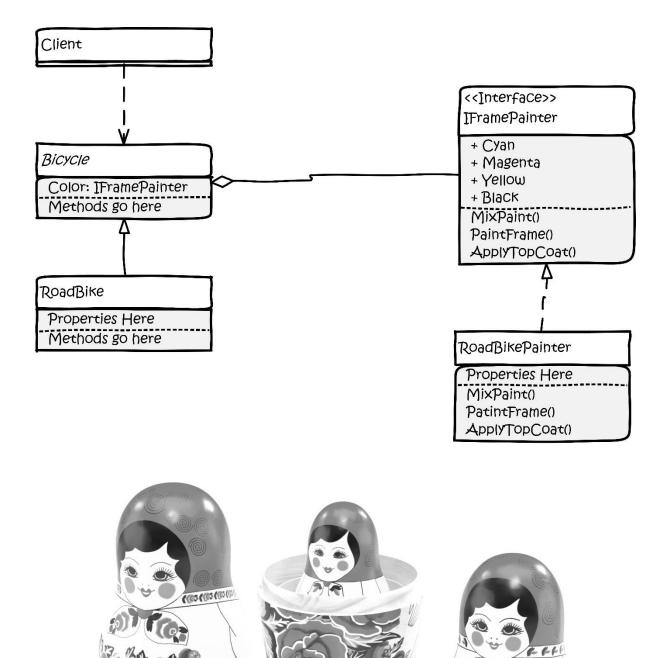




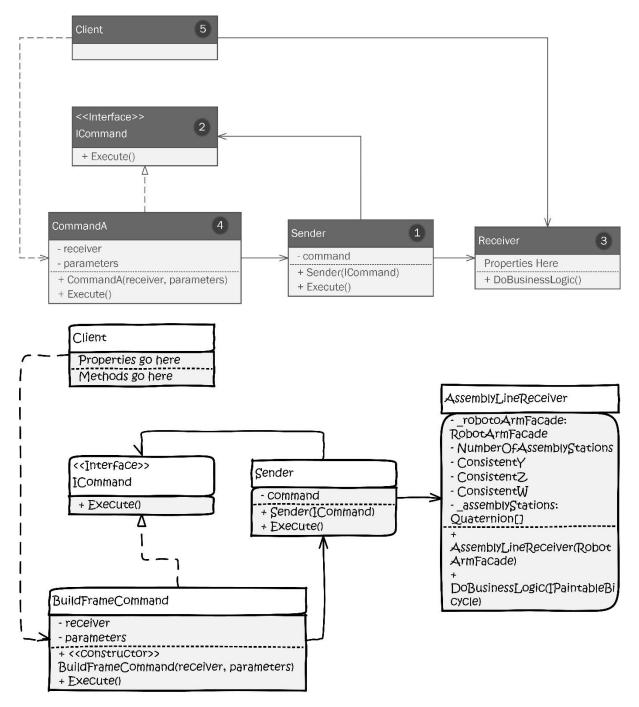


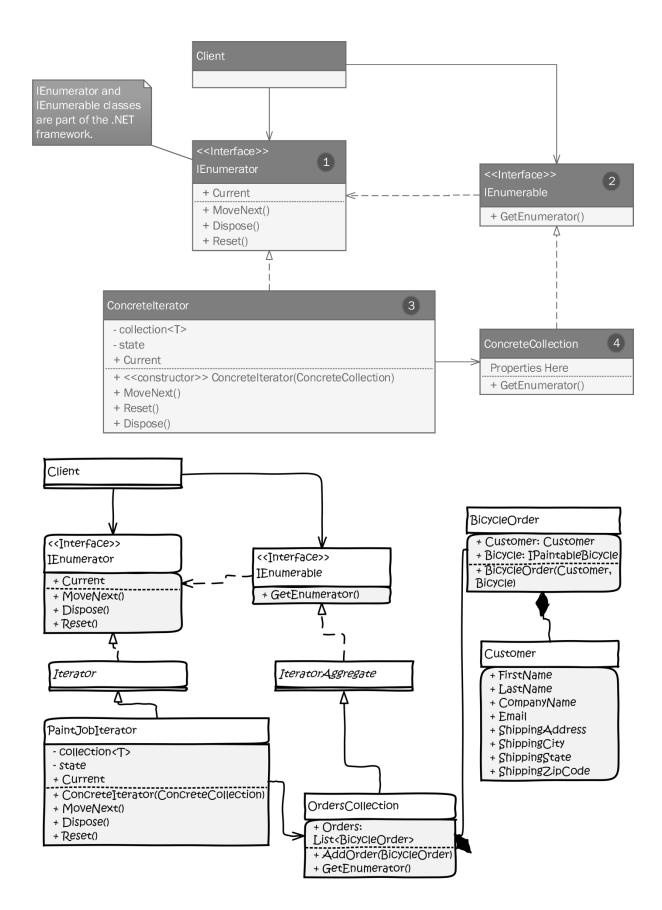


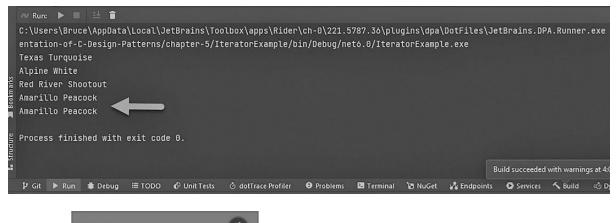


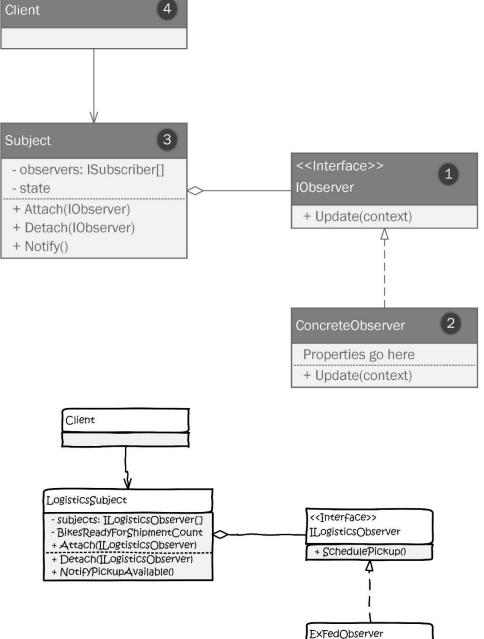


## **Chapter 5: Wrangling Problem Code by Applying Behavioral Patterns**

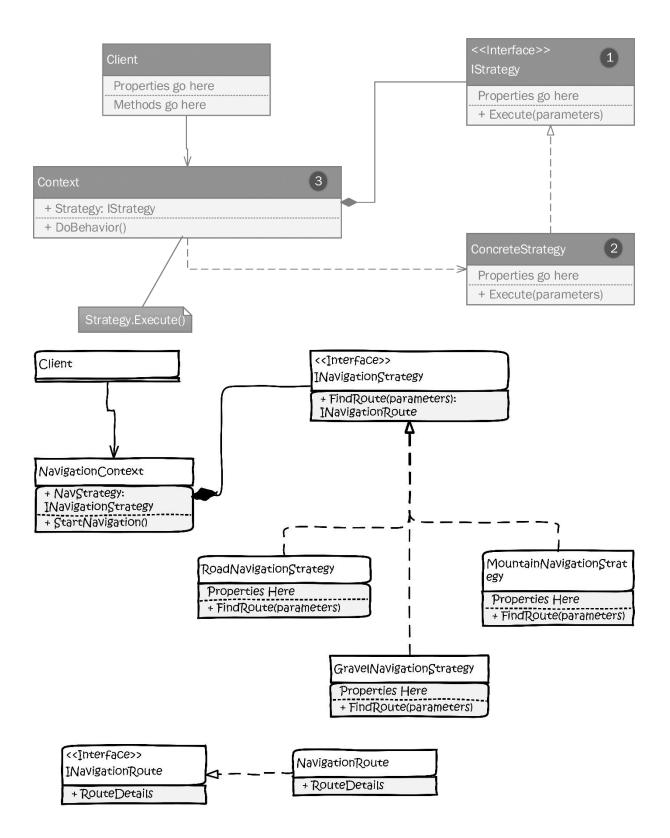




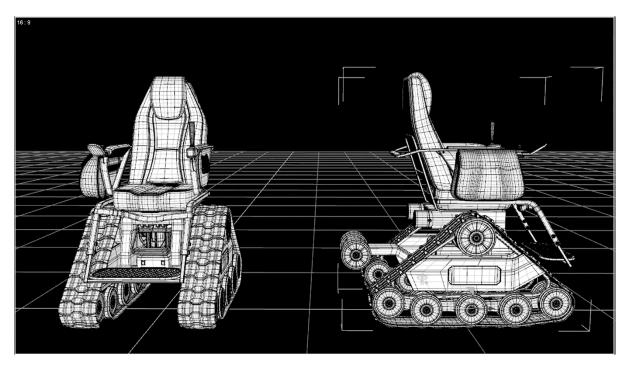


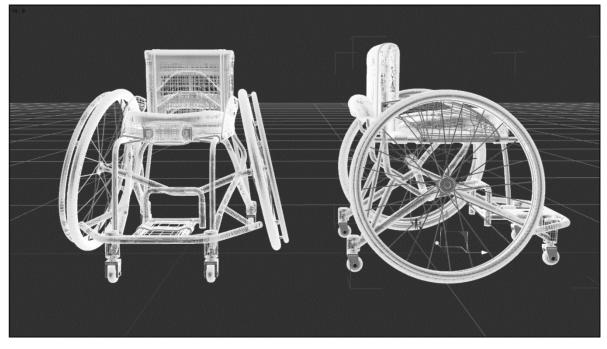


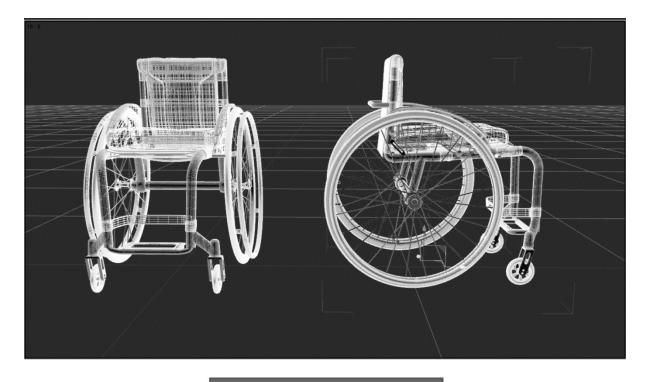
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## Chapter 6: Step Away from the IDE! Designing with Patterns Before You Code







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- + Year
- + SerialNumber
- + Frame
- + Seat
- + Wheels []

#### Wheelchair

- + Seat
- + Frame
- + SerialNumber
- + Year
- + ModelName

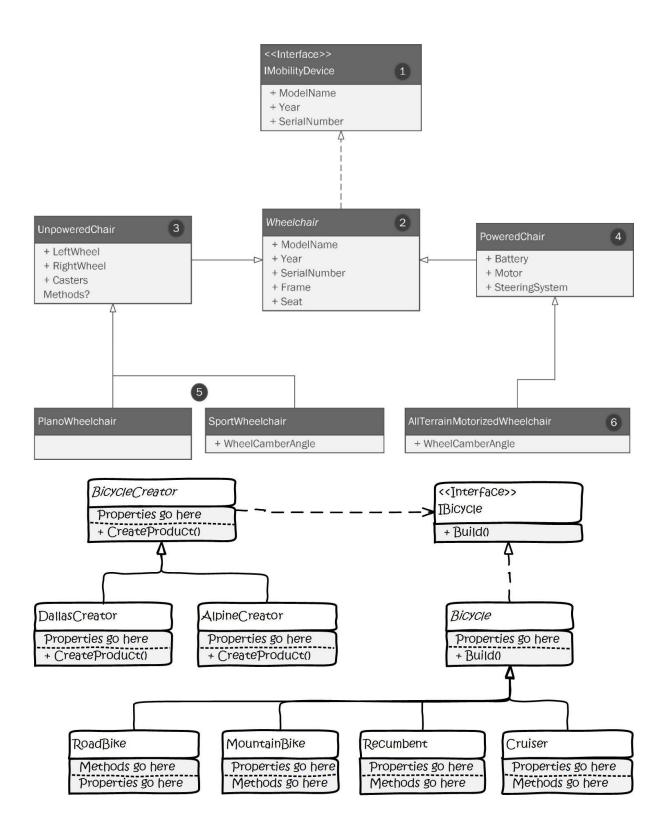
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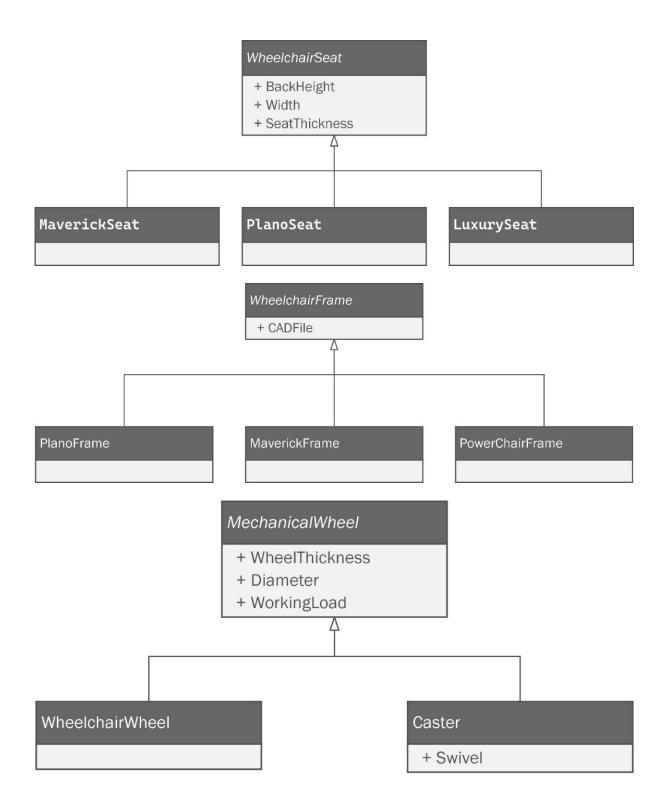
### UnpoweredChair

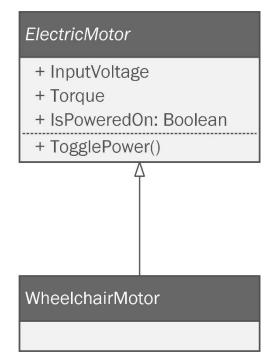
- + LeftWheel
- + RightWheel
- + Casters

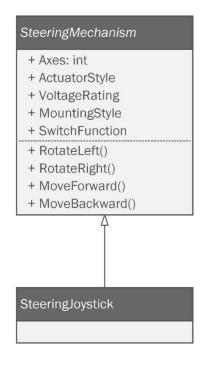
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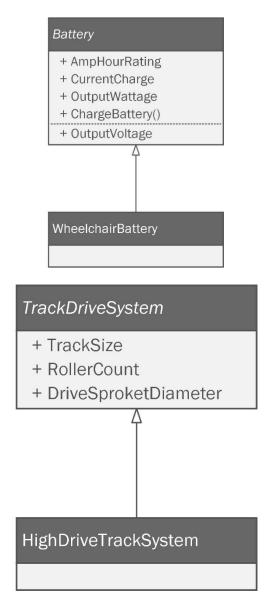
- PoweredChair
- + Battery
- + Motor
- + SteeringSystem





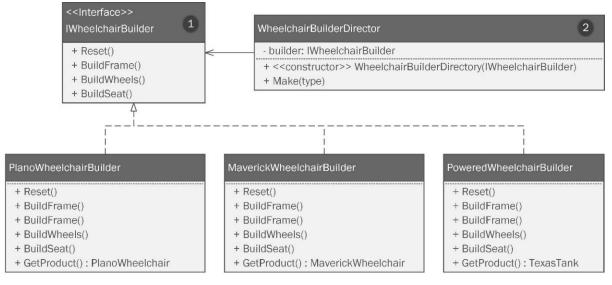


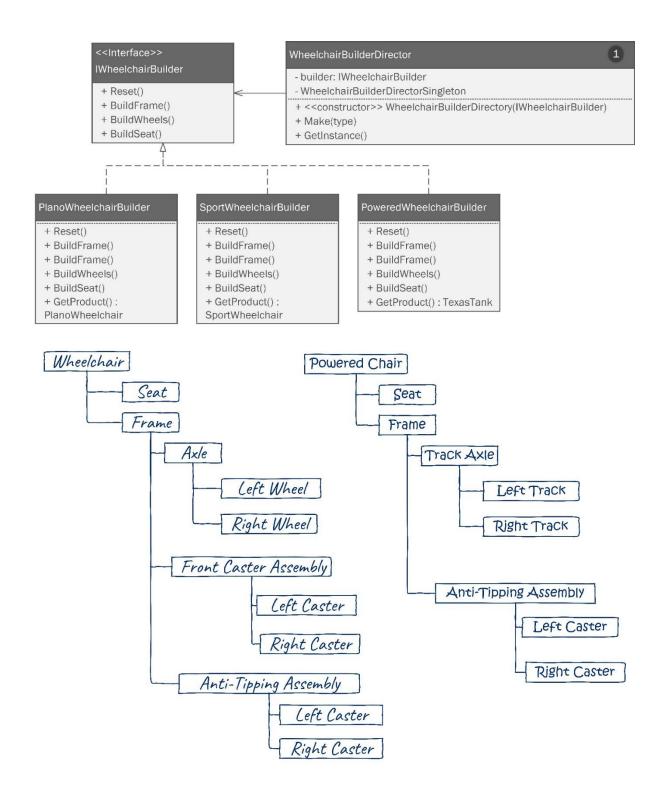


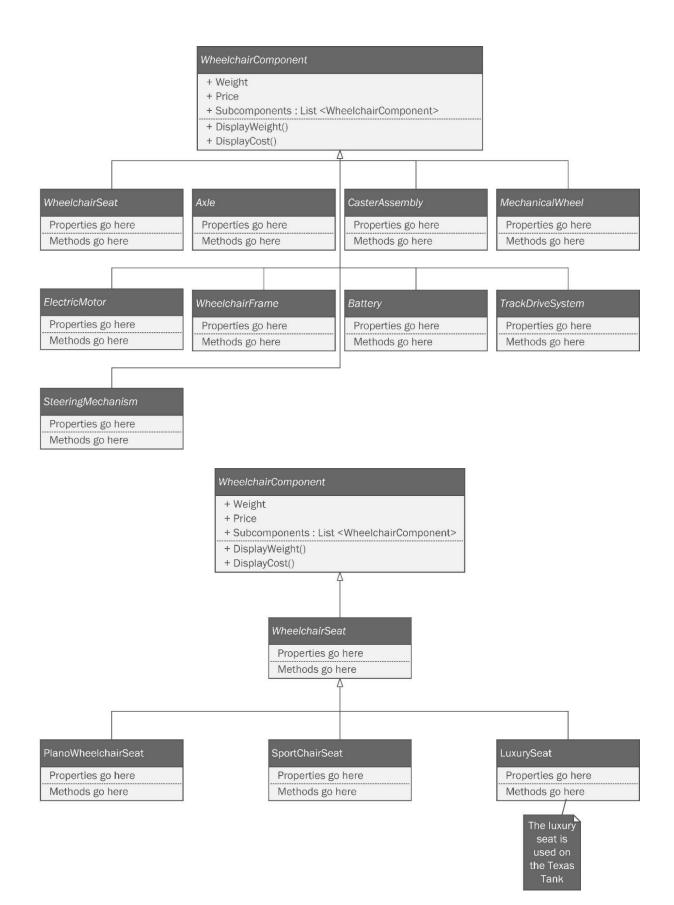


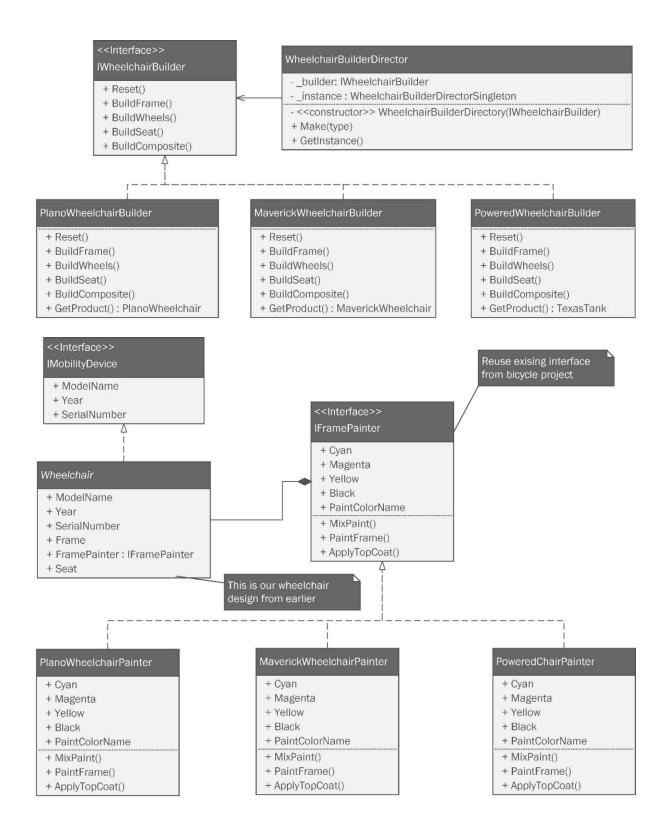


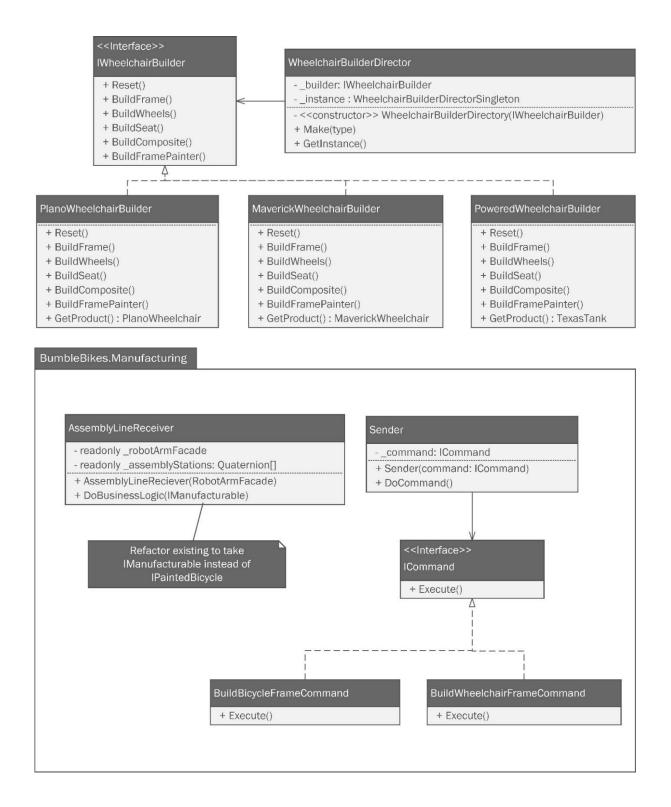


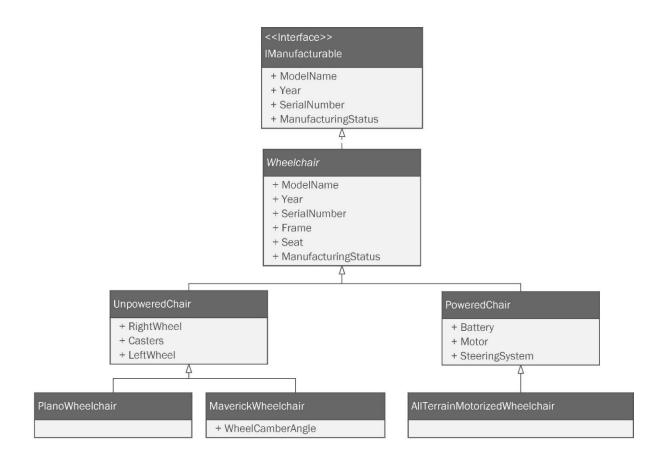




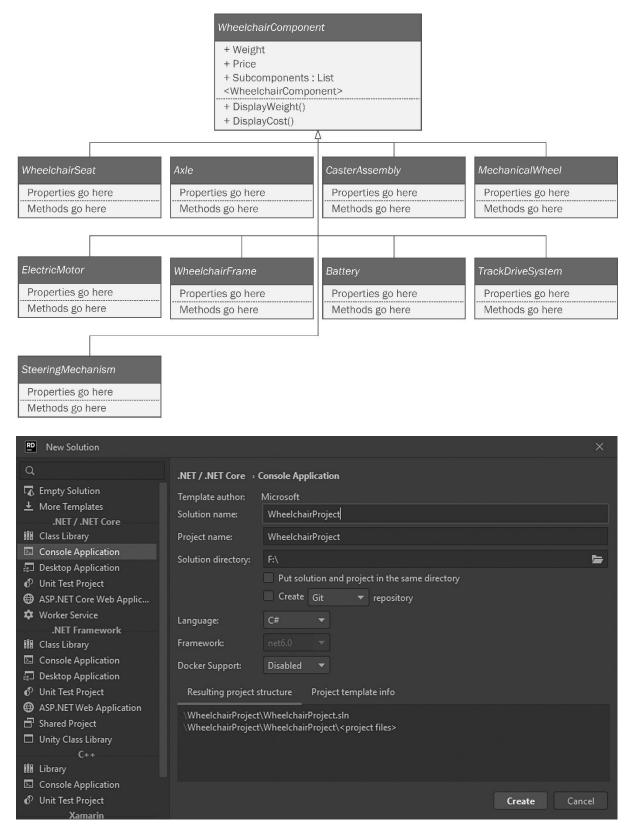


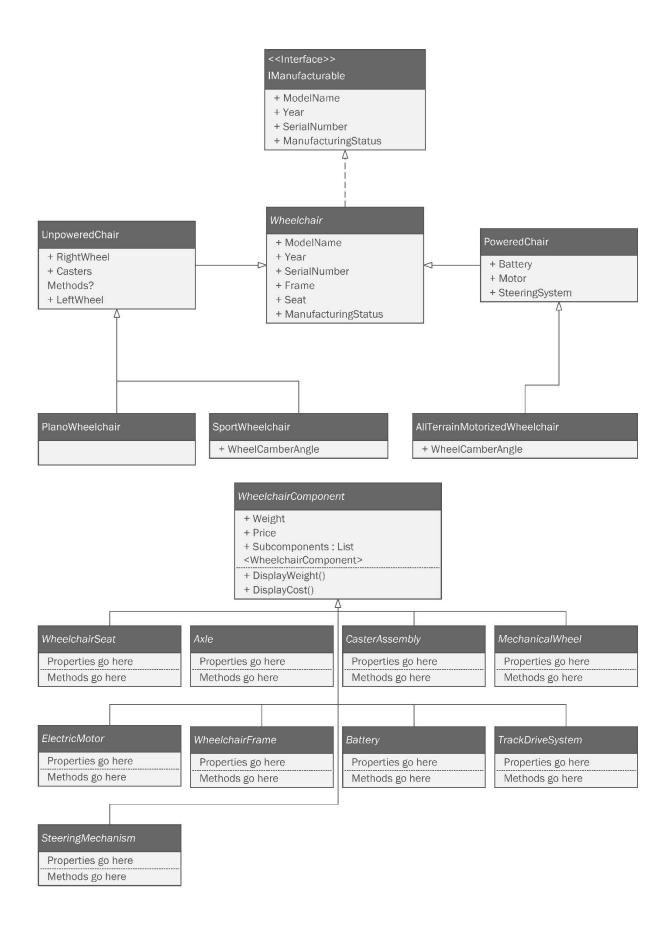


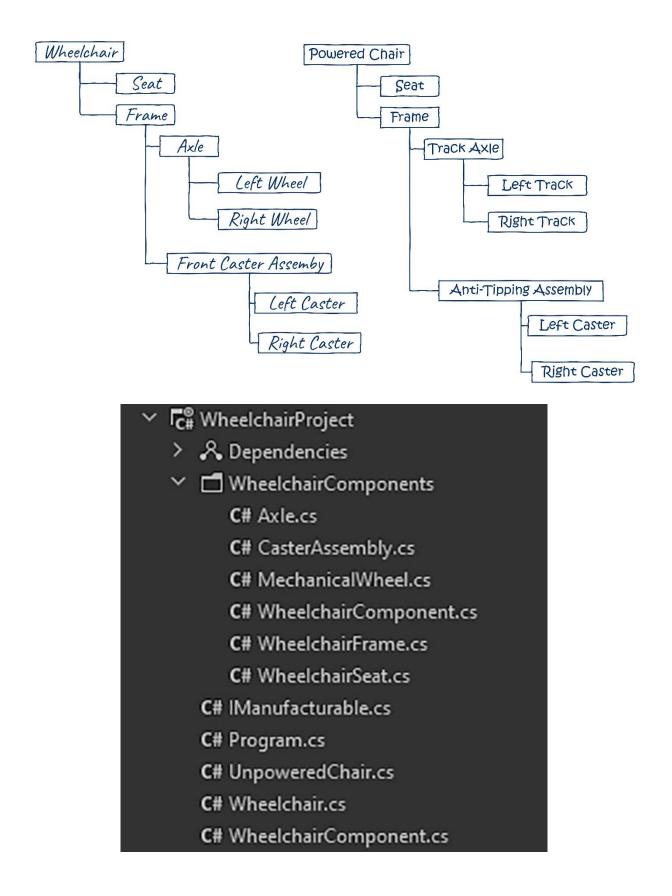


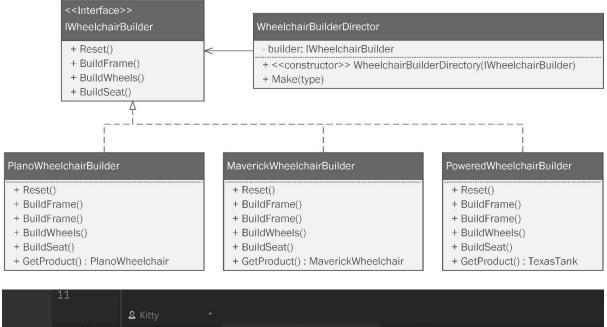


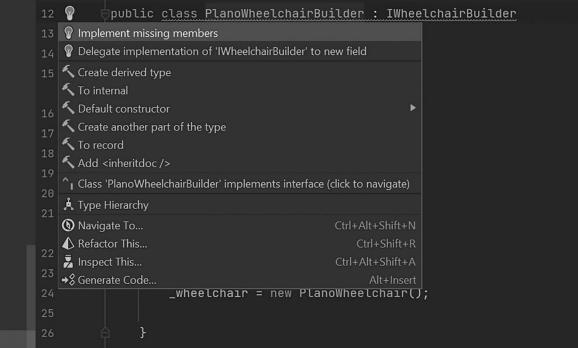
# Chapter 7: Nothing Left but the Typing: Implementing the Wheelchair Project





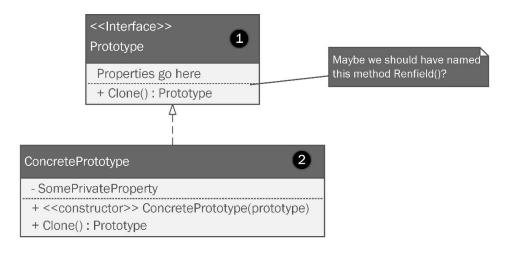




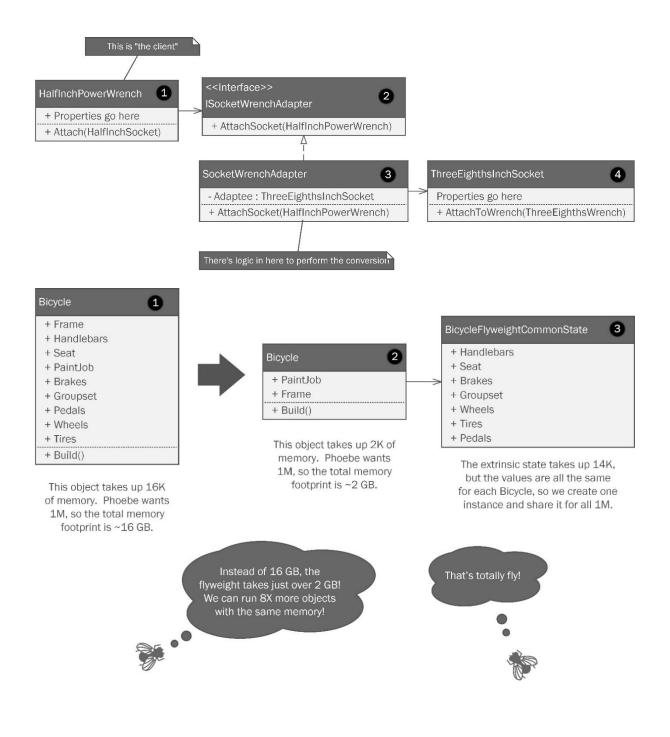


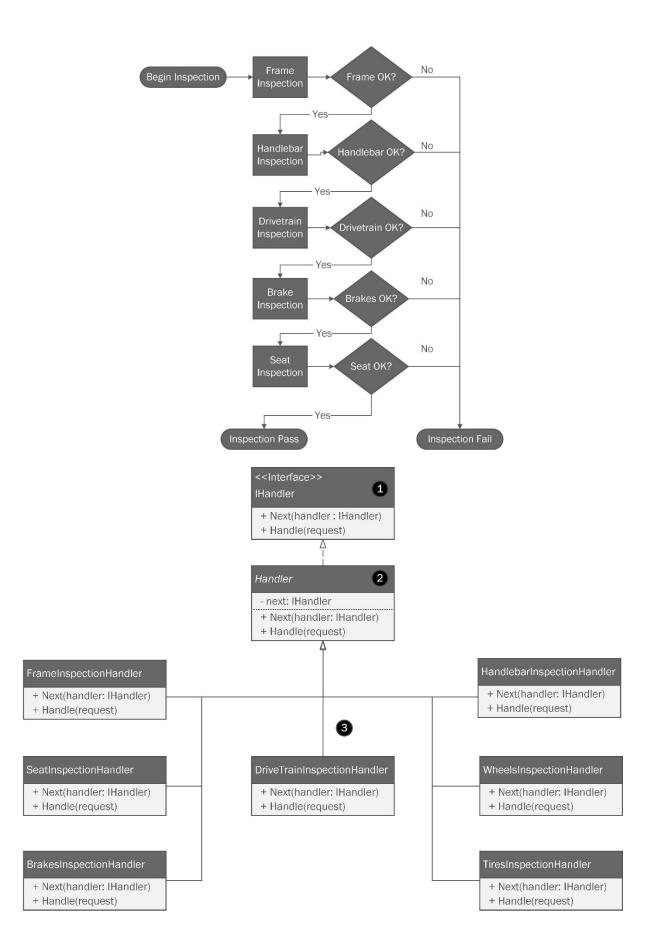
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~	🗂 Axles
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~	🗖 Frames
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	C# PlanoSeat.cs
	C# WheelchairSeat.cs
~	🗖 Wheels
	€# CasterWheel.cs
	C# MechanicalWheel.cs
	C# StandardWheel.cs
	C# WheelchairComponent.cs

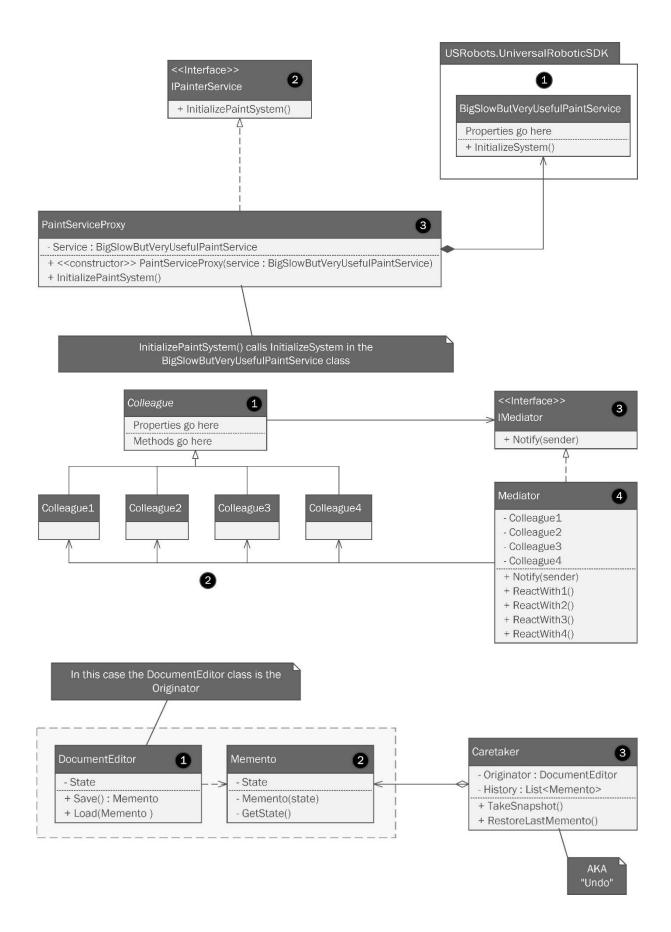
## Chapter 8: Now You Know Some Patterns. What Next?

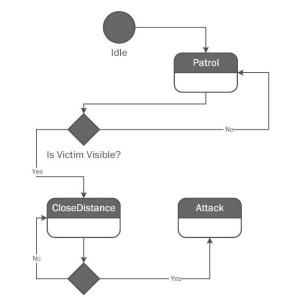




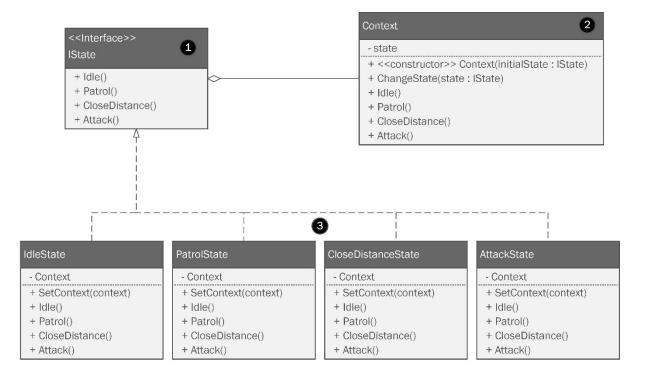


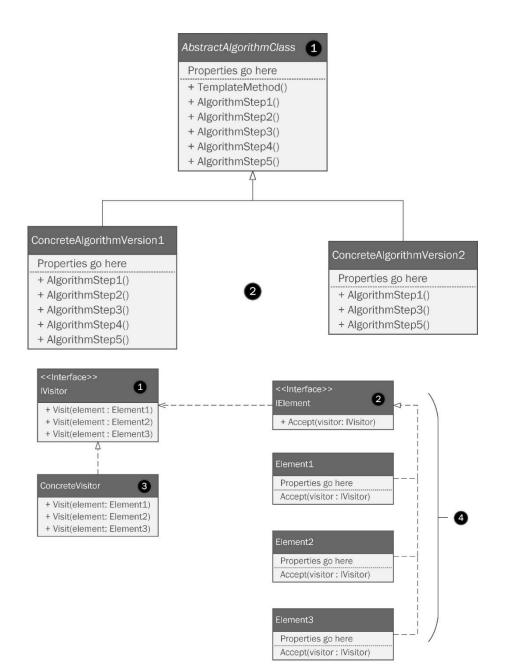






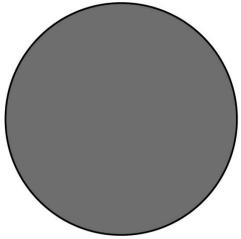
Is Victim Close Enough?





## **Appendix 1: A Brief Review of OOP Principles in C#**





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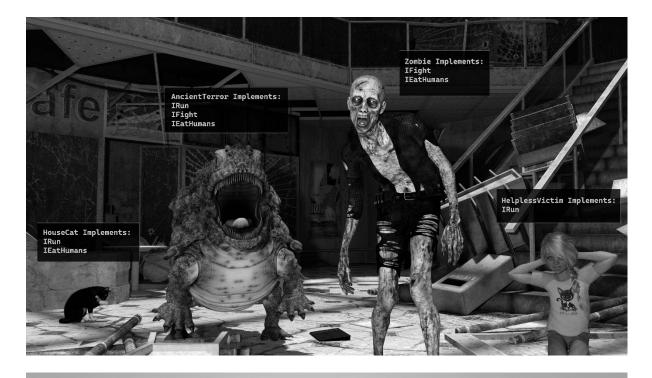
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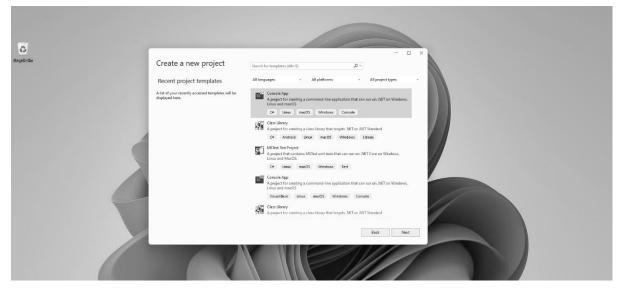
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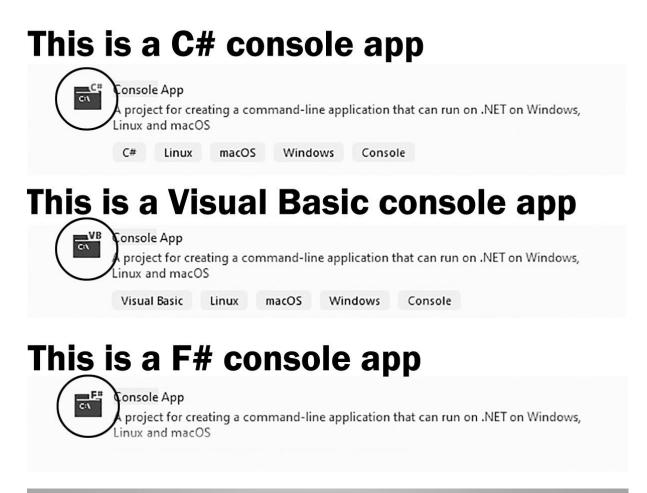
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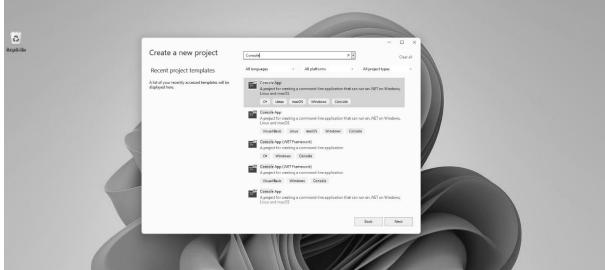
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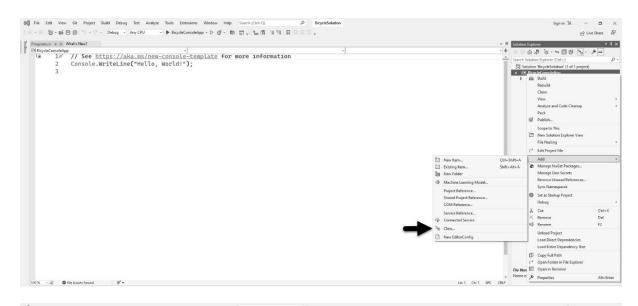


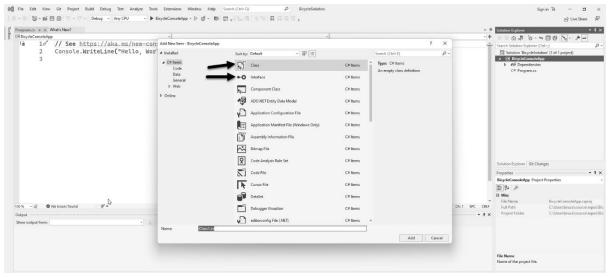


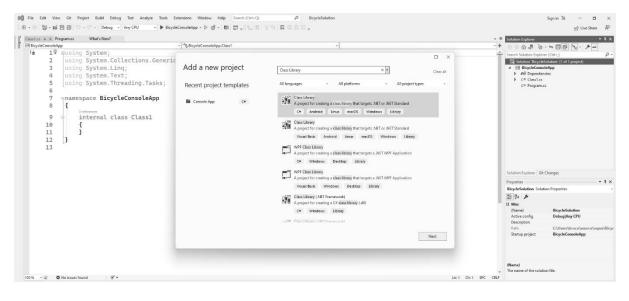
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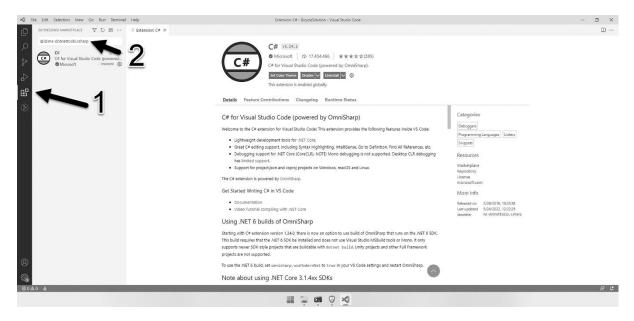
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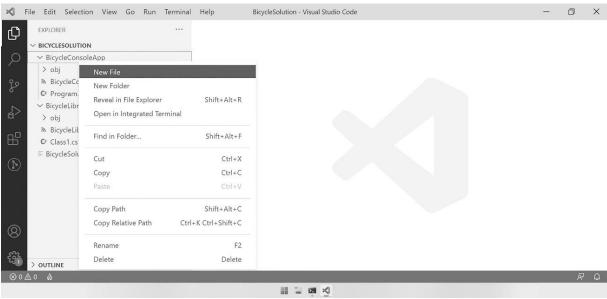
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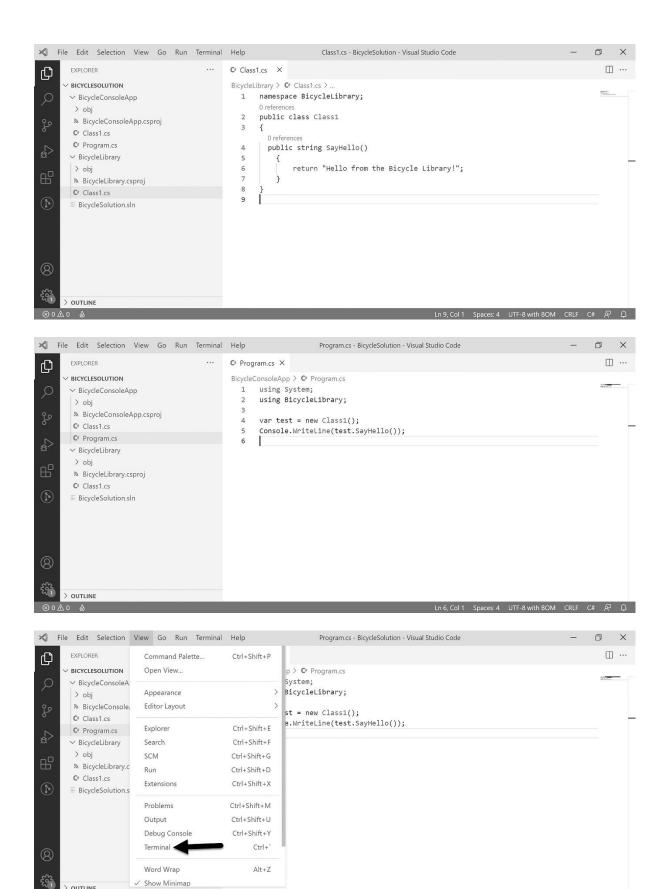
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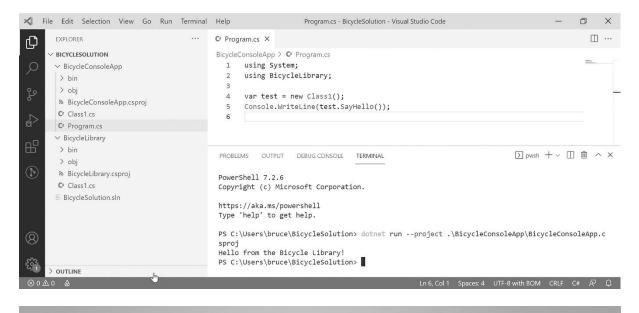




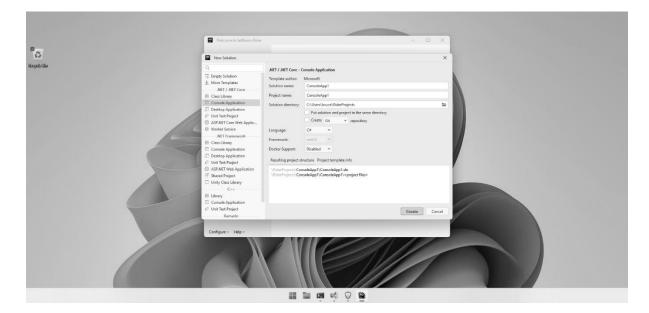
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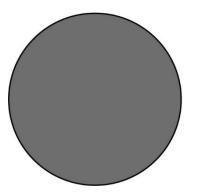
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## Appendix 2: A Primer on the Unified Modeling Language (UML)



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+ Center	
+ Radius	

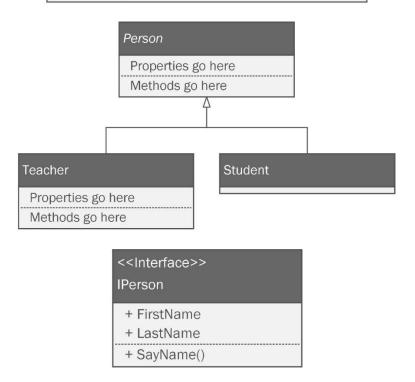
mage	
+ ThingOnTheScreen : Shape	
+ GetCircle() : Circle	

Shape	
+ LineWidth	
+ LineColor	
+ FillColor	
+ Draw()	
+ Resize()	

Circle	
+ Center	
+ Radius	

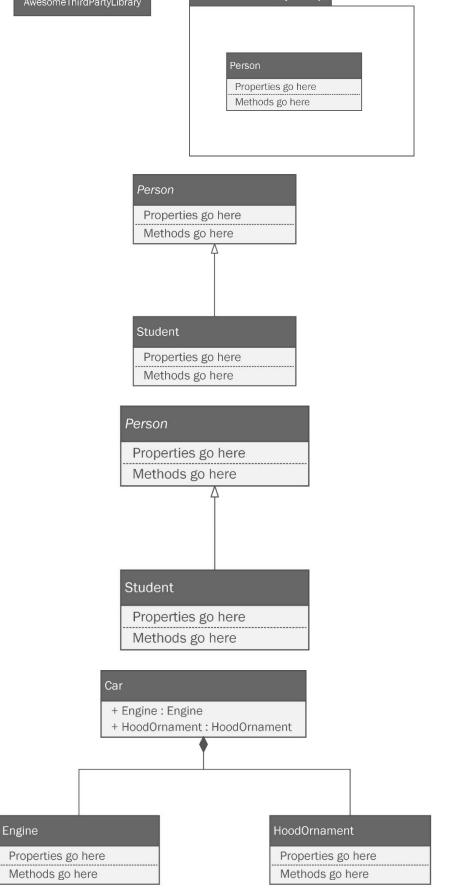
## Image

- + ThingOnTheScreen : Shape
- + <<constructor>> Image(type, size)
- + GetCircle() : Circle



< <enumeration>&gt; DaysOfWeek</enumeration>
Monday
Tuesday
Wednesday
Thursday
Friday
Saturday
Sunday





Car	Driver
+ Engine : Engine	Properties go here
+ HoodOrnament : HoodOrnament	Methods go here
Order	InventoryItem
Properties go here	Properties go here
Methods go here	Methods go here
SpaceShip	Passenger
Properties go here	Properties go here
Methods go here	Methods go here
ElectricalSocket	EletricalPlug
Properties go here	Properties go here
Methods go here	Methods go here
ElectricalSocket	EletricalPlug
Properties go here	Properties go here
Methods go here	Methods go here
This is a note about the ElectricalSocket class	

