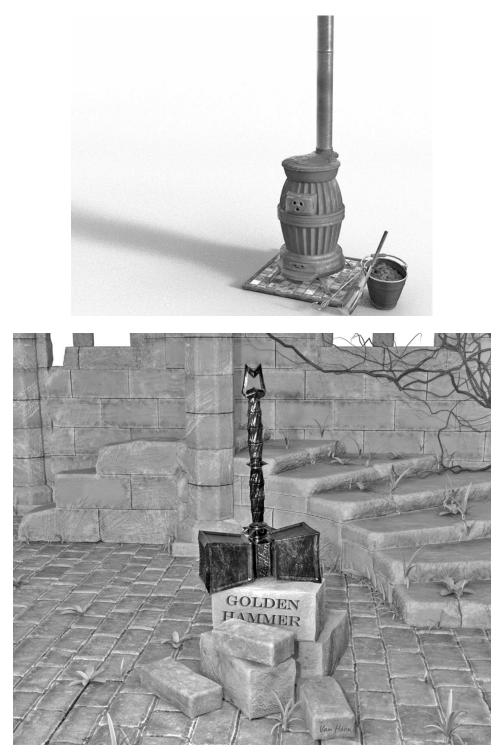
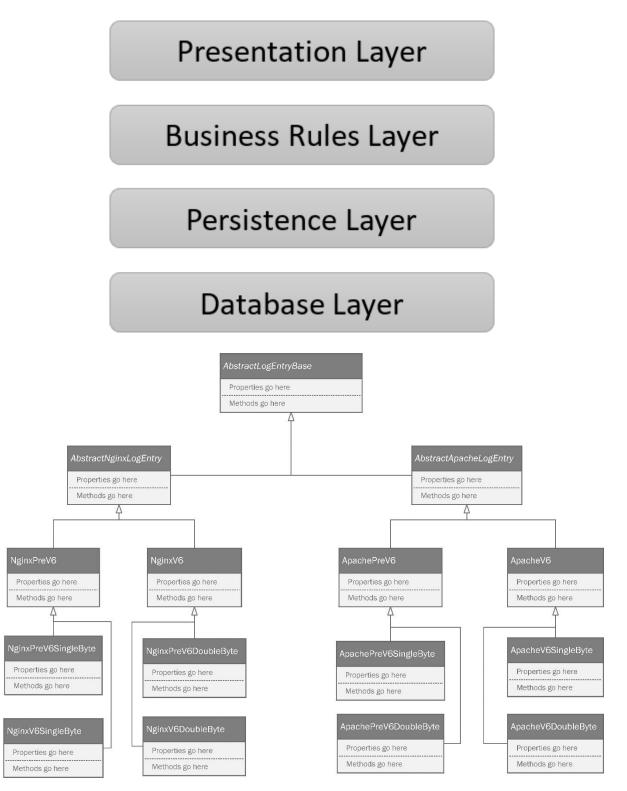
Chapter 1: There's a Big Ball of Mud on Your Plate of Spaghetti



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





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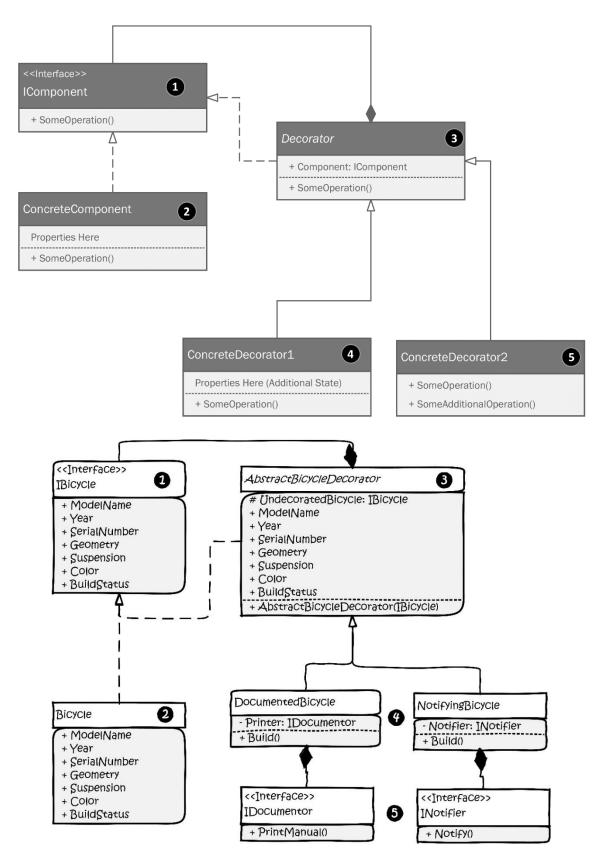
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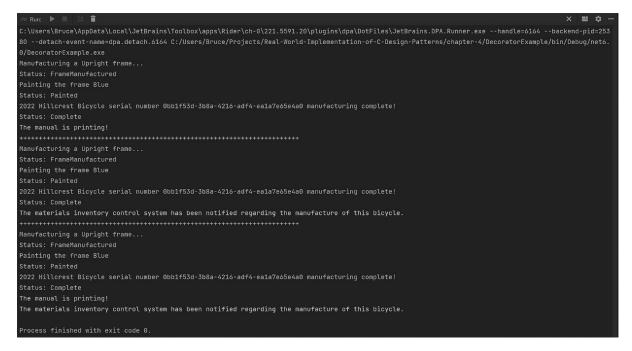
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Chapter 3: Getting Creative with Creation Patterns

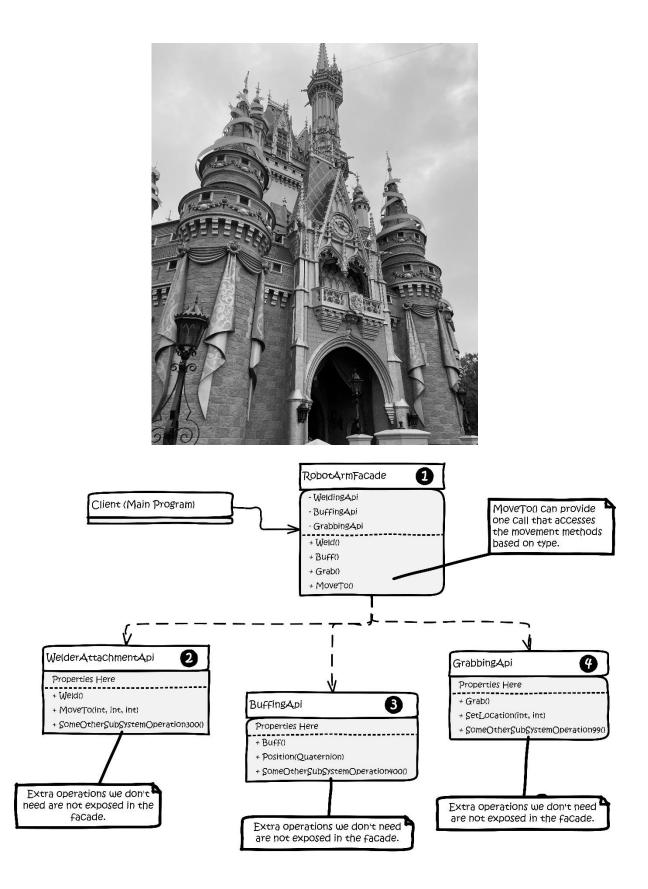
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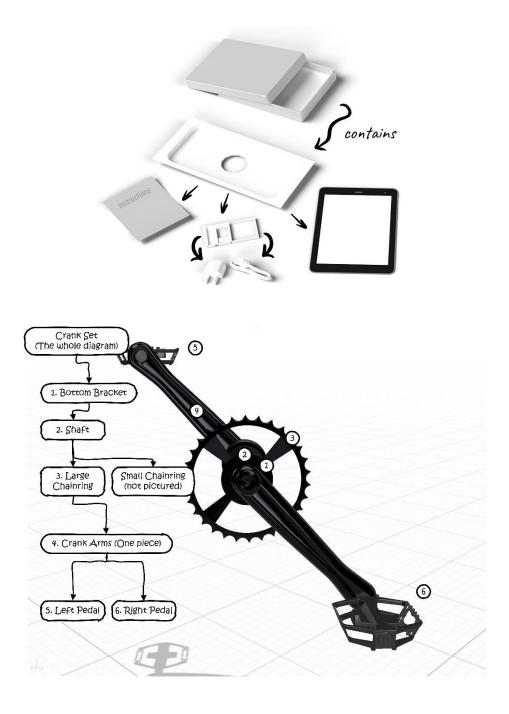
Chapter 4: Fortify Your Code With Structural Patterns

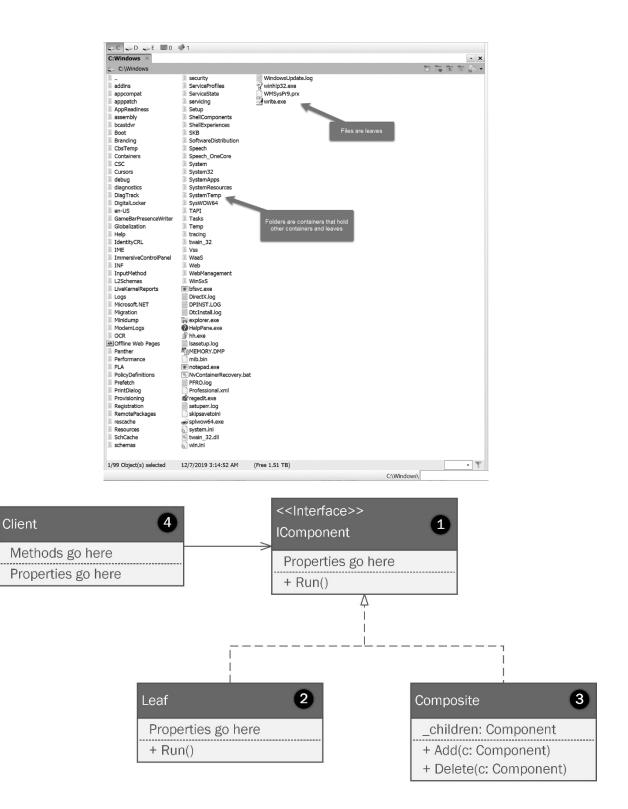


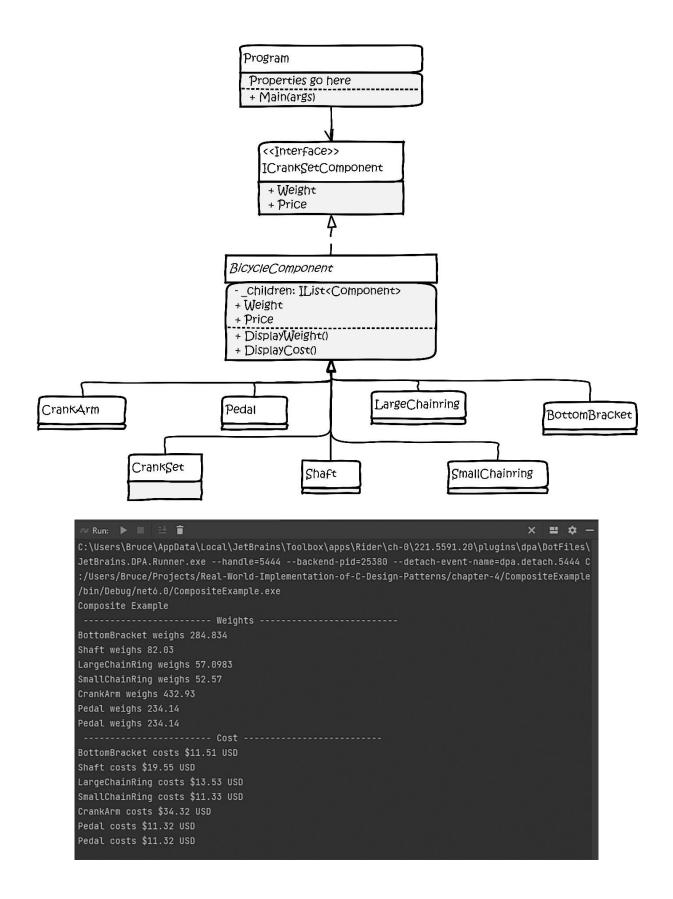


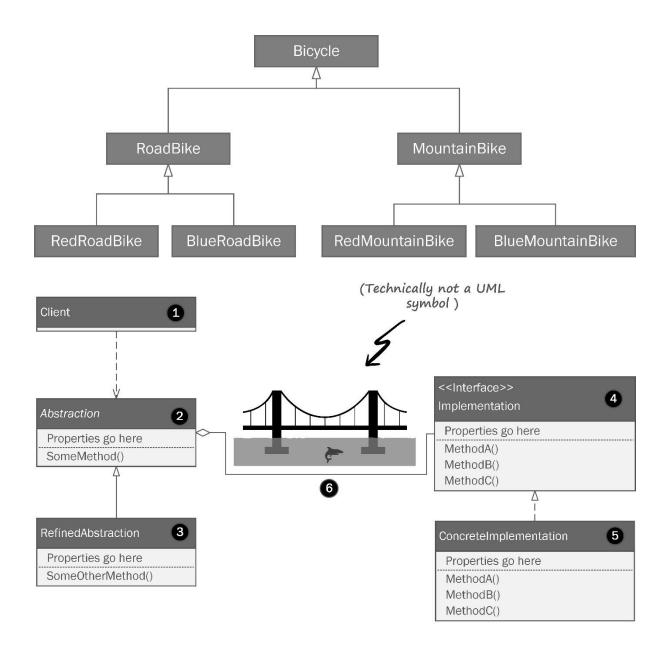


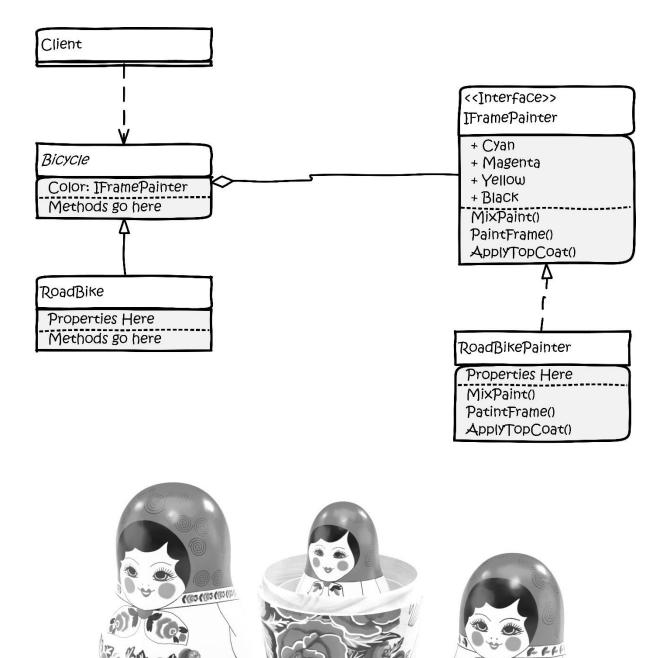




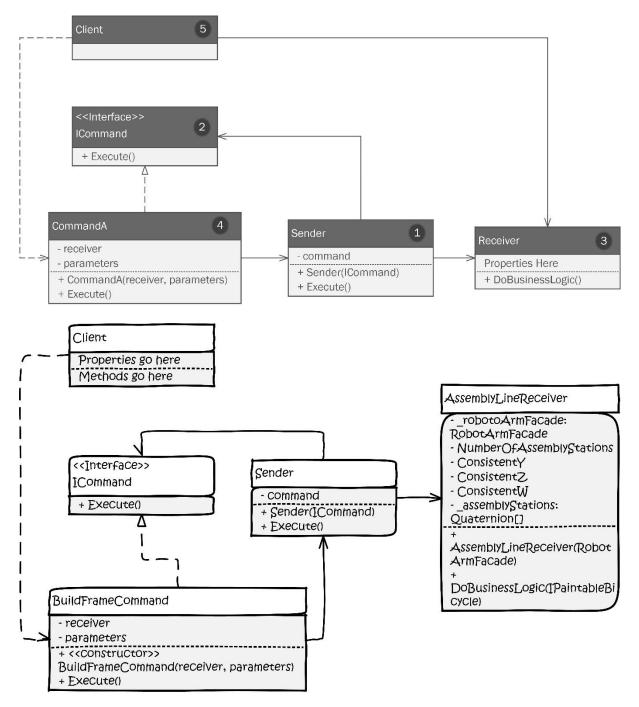


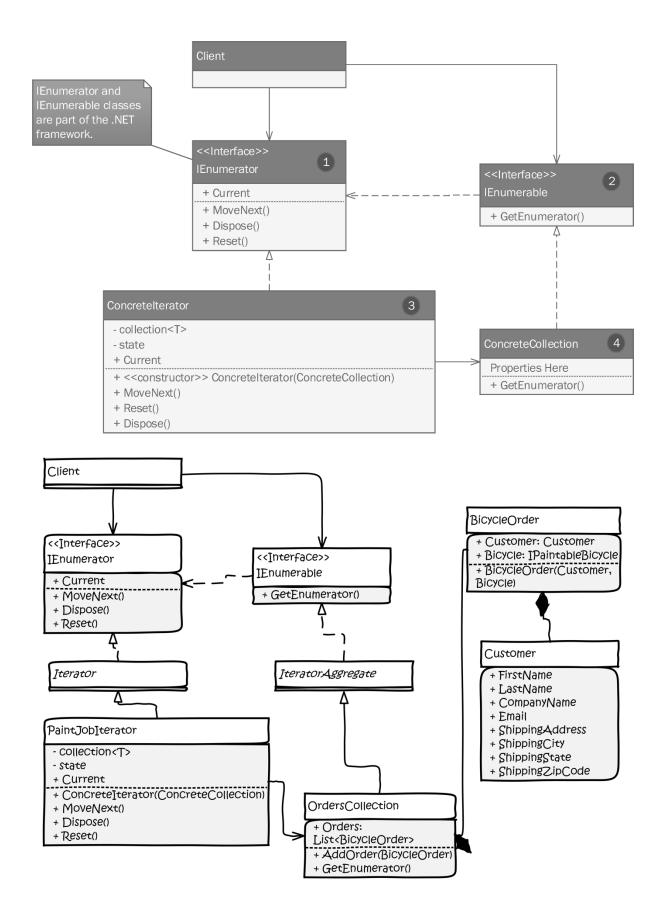


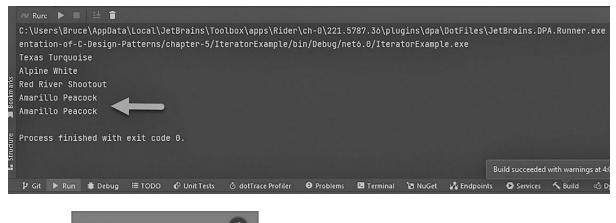


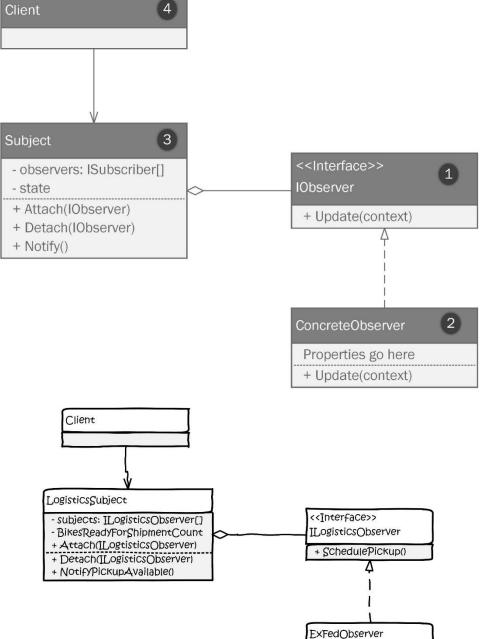


Chapter 5: Wrangling Problem Code by Applying Behavioral Patterns

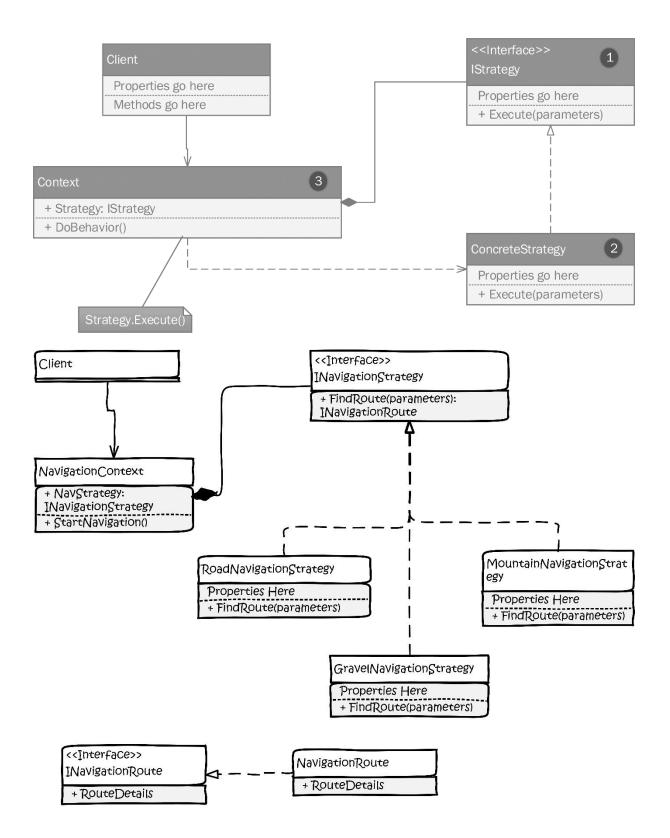




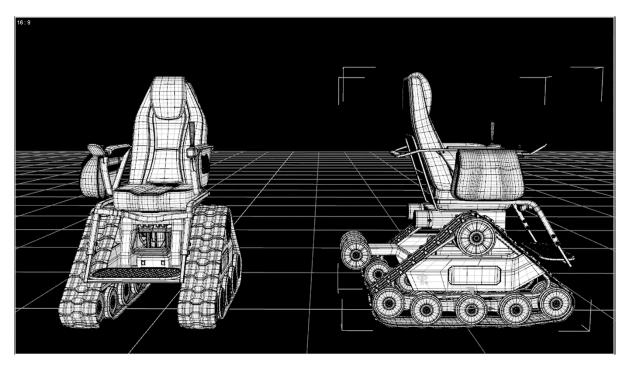


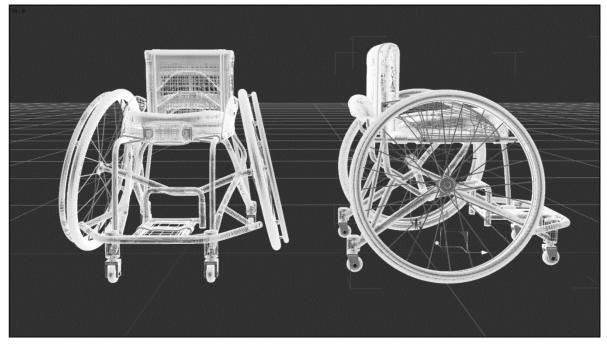


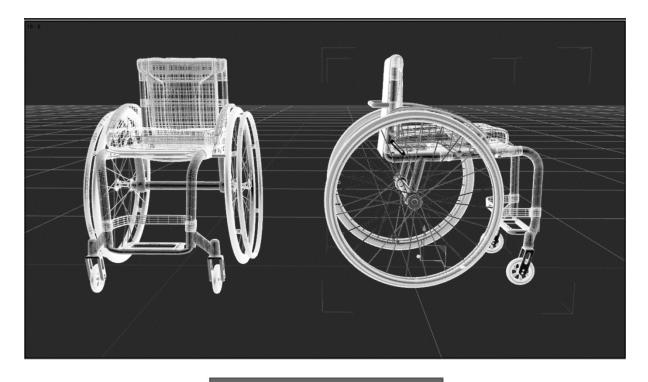
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Chapter 6: Step Away from the IDE! Designing with Patterns Before You Code







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

Wheelchair

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

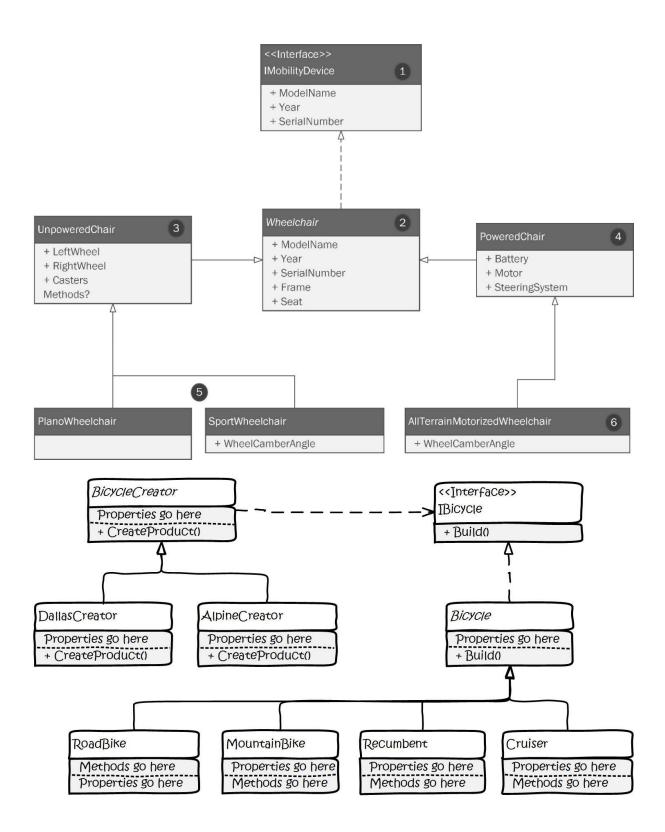
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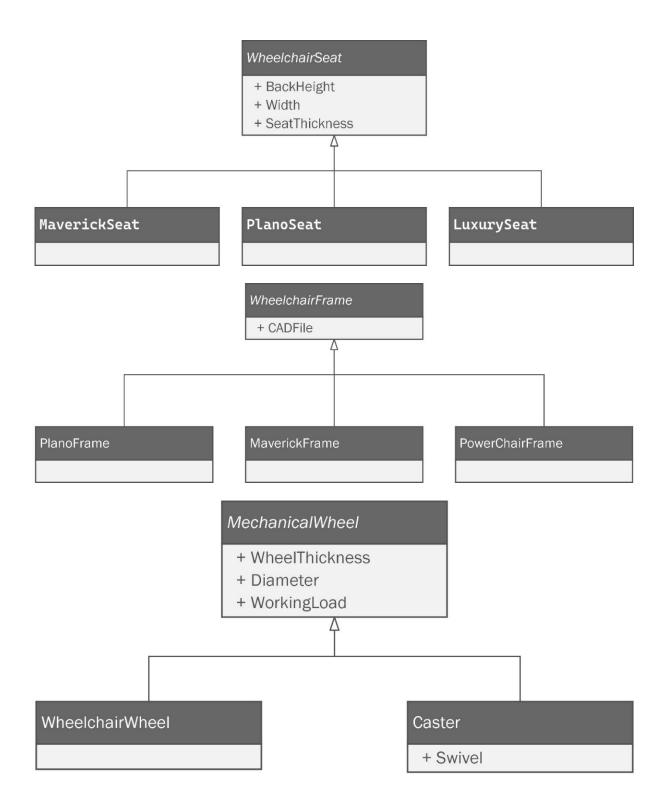
UnpoweredChair

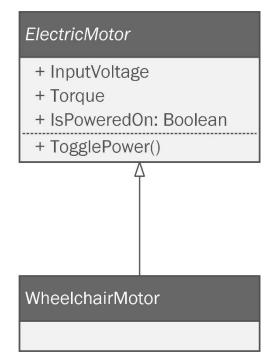
- + LeftWheel
- + RightWheel
- + Casters

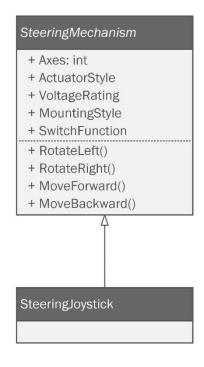
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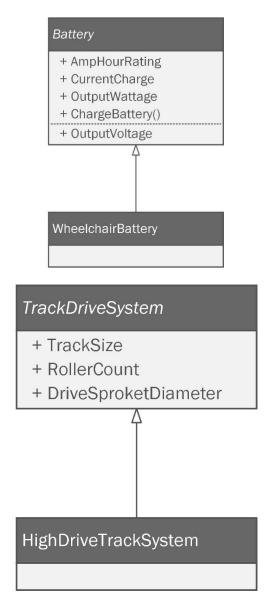
- PoweredChair
- + Battery
- + Motor
- + SteeringSystem





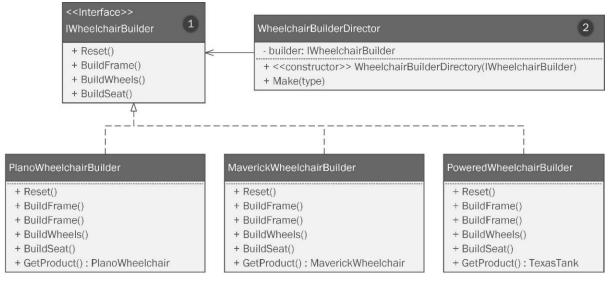


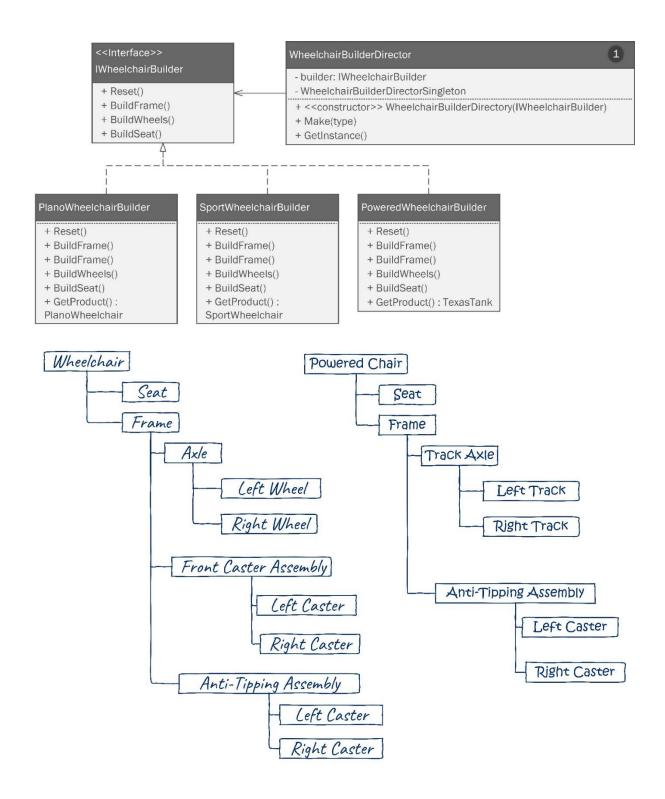


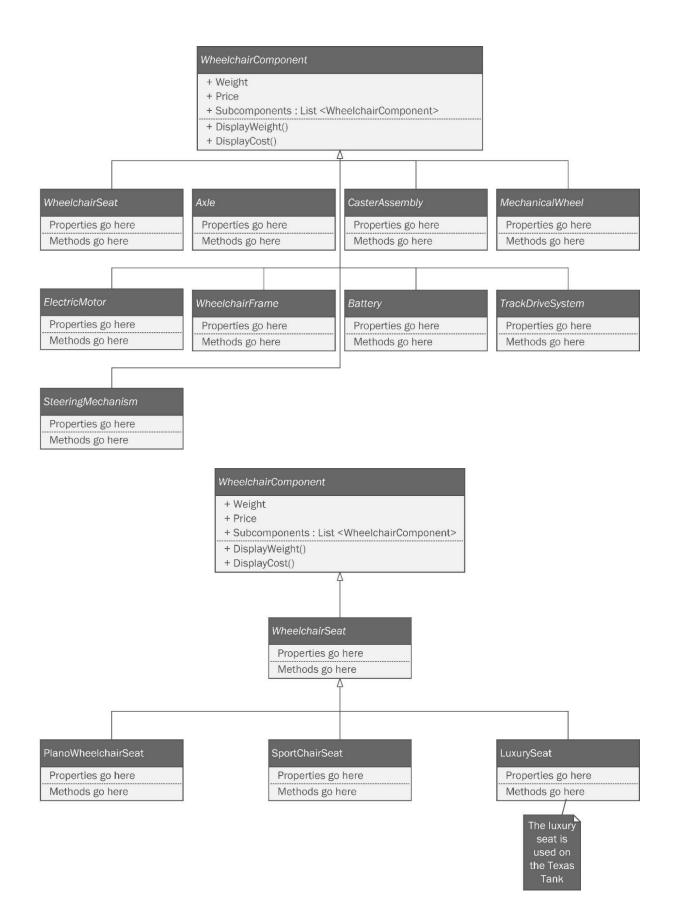


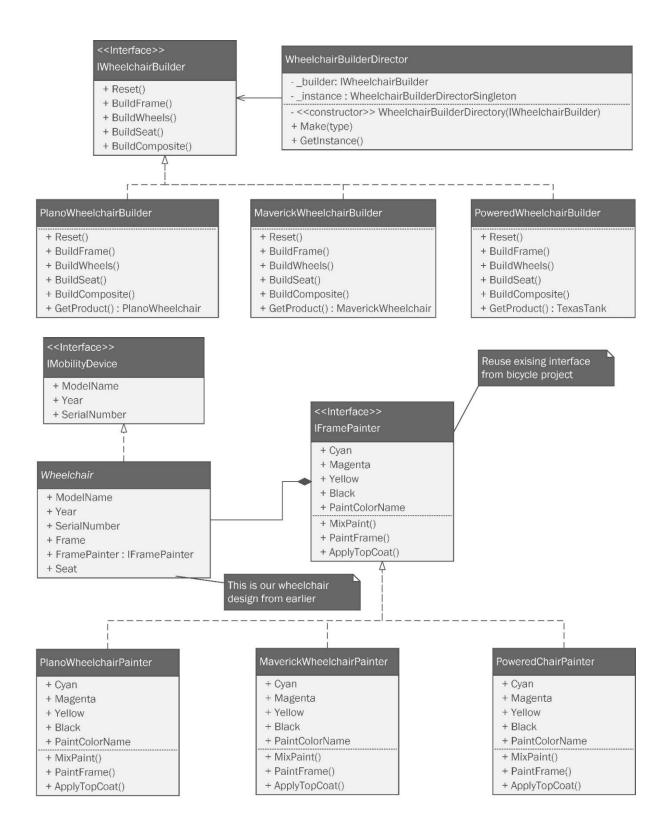


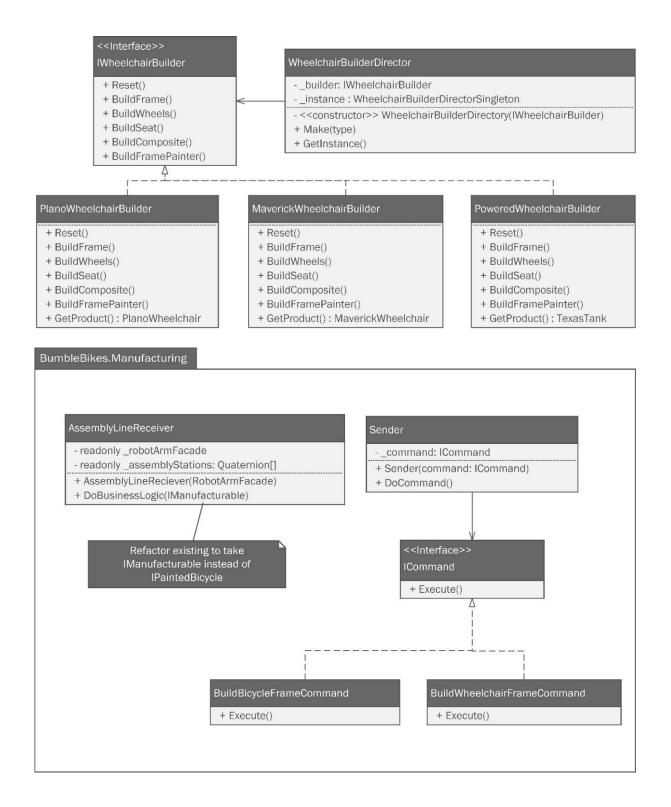


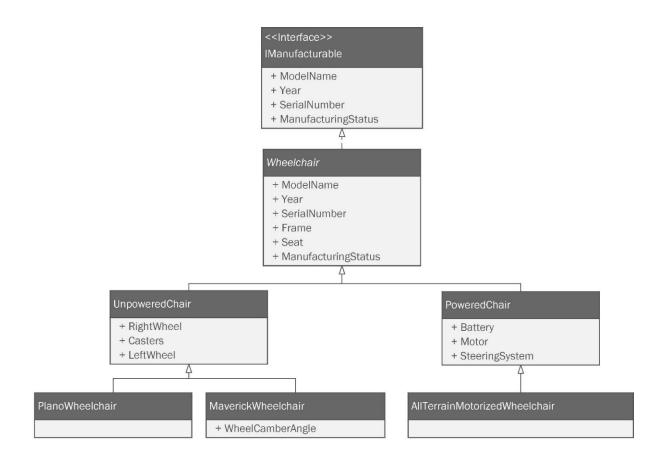






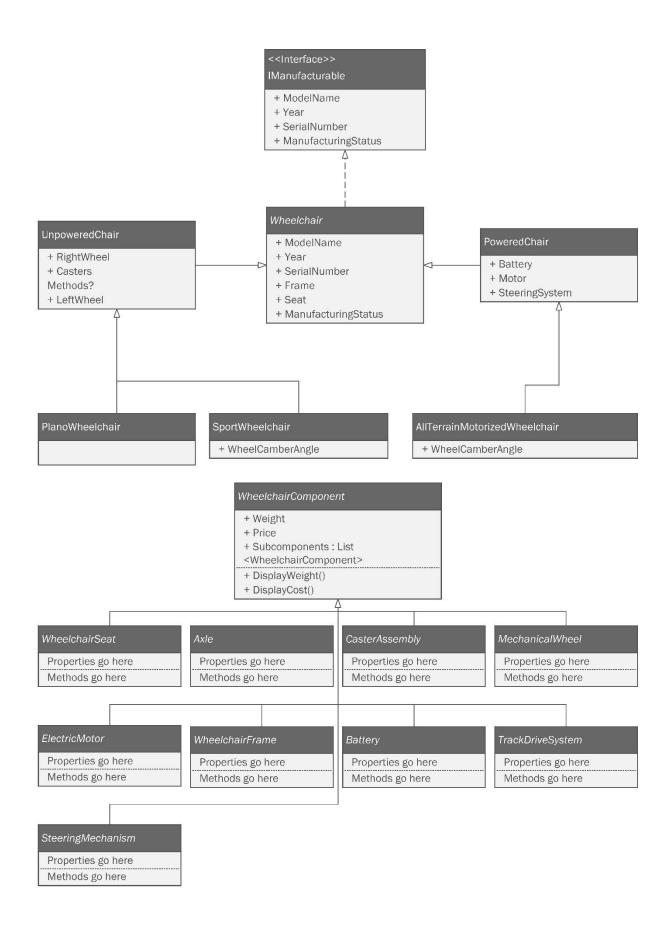


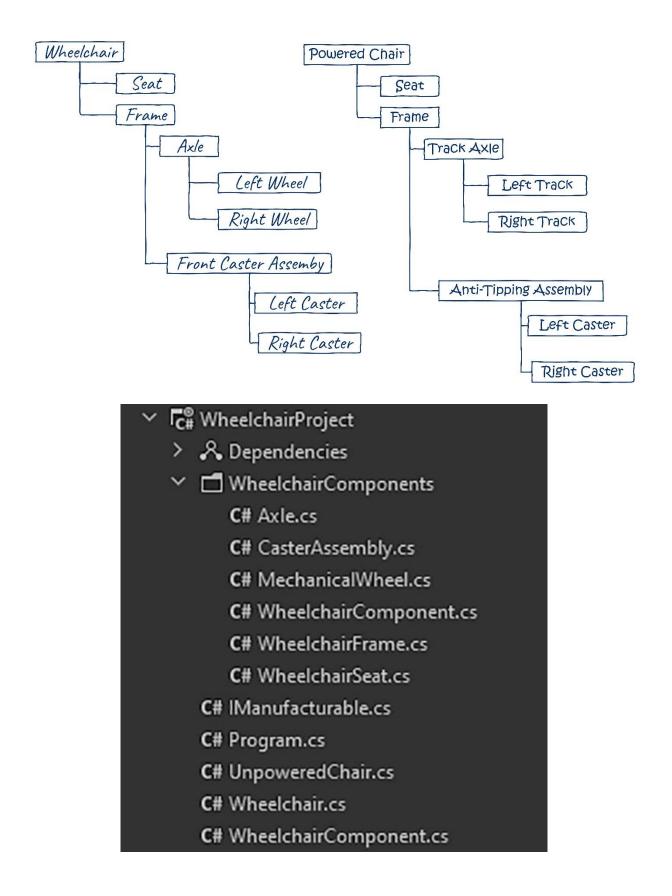


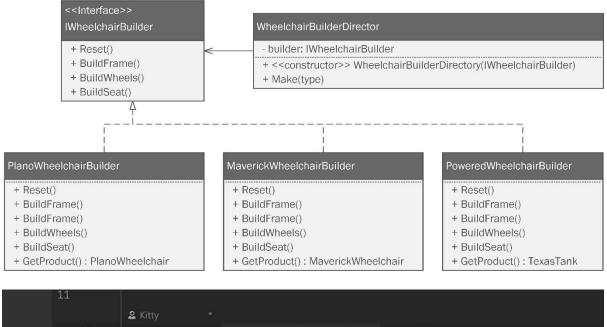


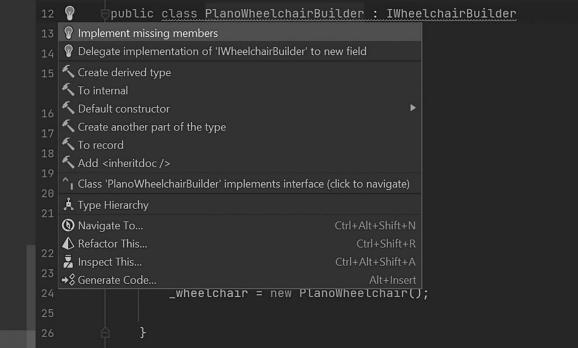
Chapter 7: Nothing Left but the Typing: Implementing the Wheelchair Project





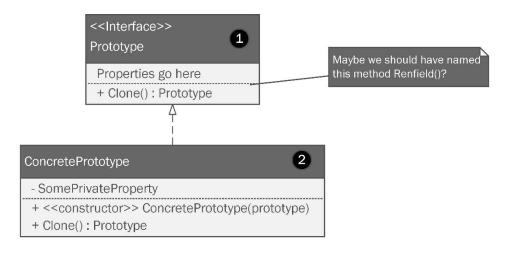




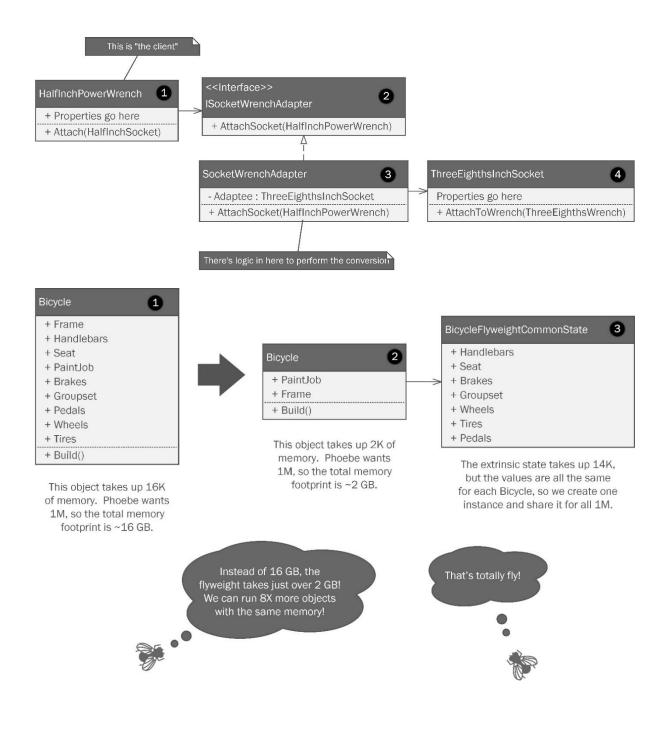


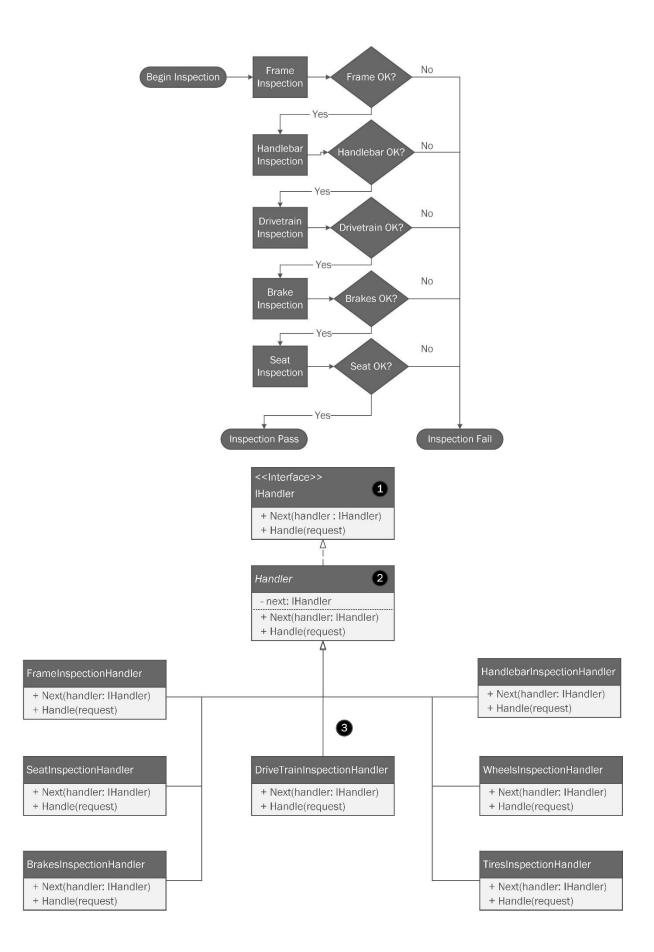
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~	🗂 Axles
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	C# StandardAxle.cs
~	🗖 Casters
	C# CasterAssembly.cs
	C# PlanoCasterAssembly.cs
~	🗖 Frames
	C# PlanoWheelchairFrame.cs
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~	🗖 Seats
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	€# CasterWheel.cs
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	C# StandardWheel.cs
	C# WheelchairComponent.cs

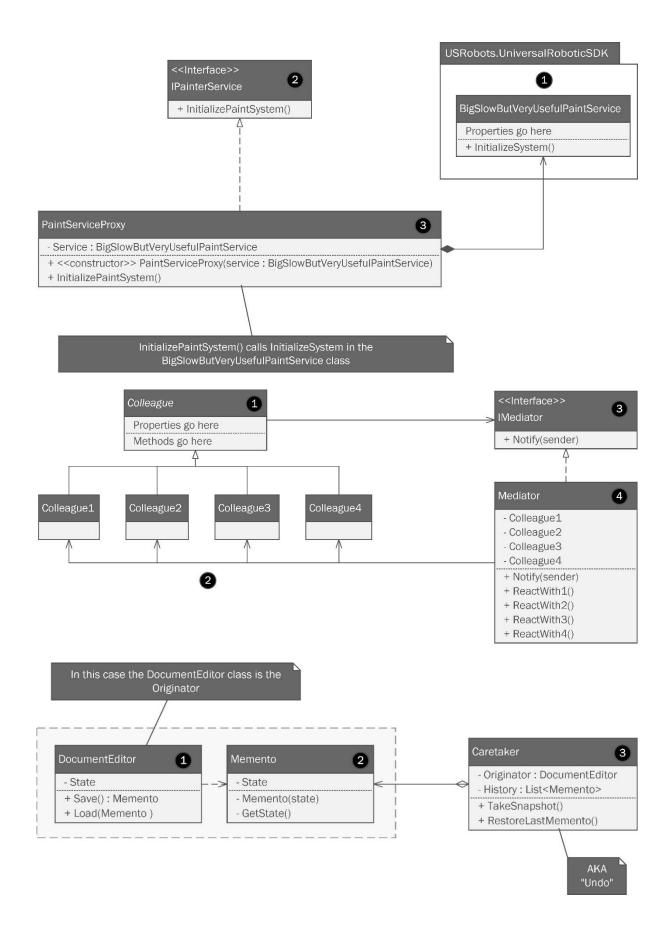
Chapter 8: Now You Know Some Patterns. What Next?

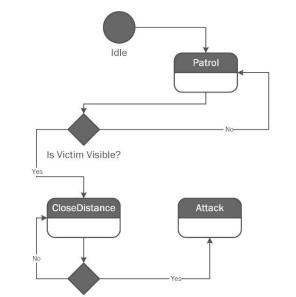




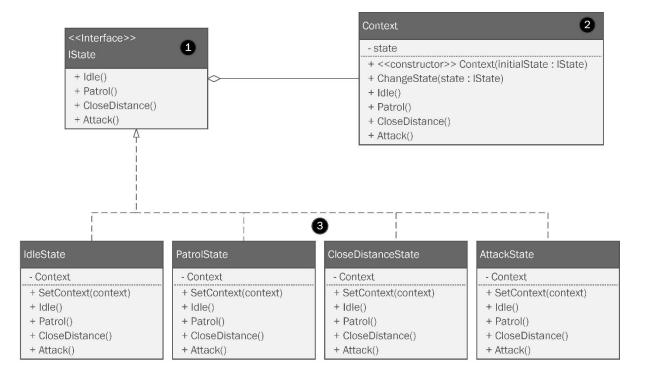


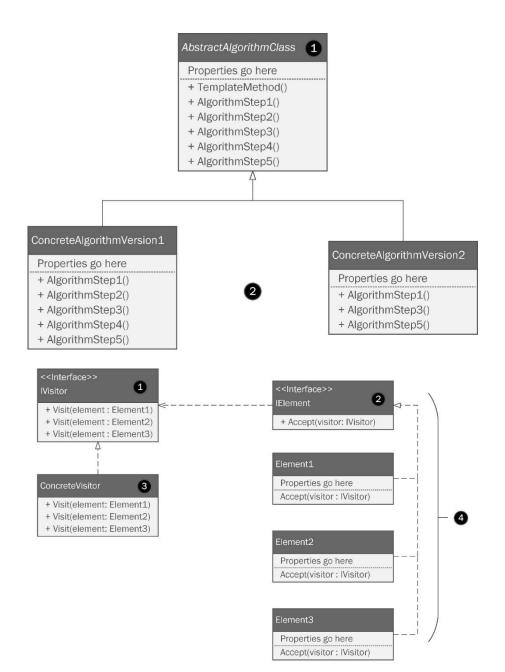






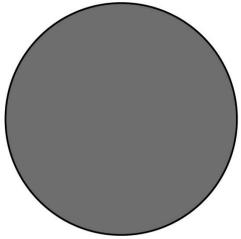
Is Victim Close Enough?





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





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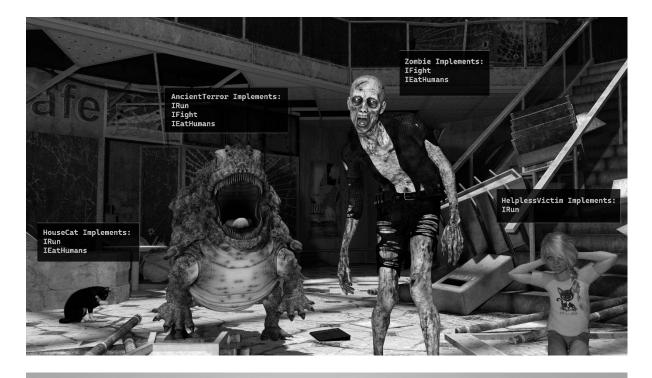
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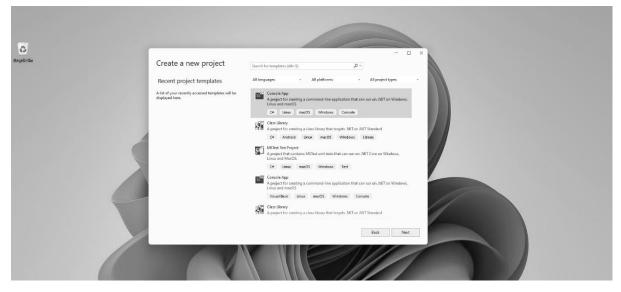
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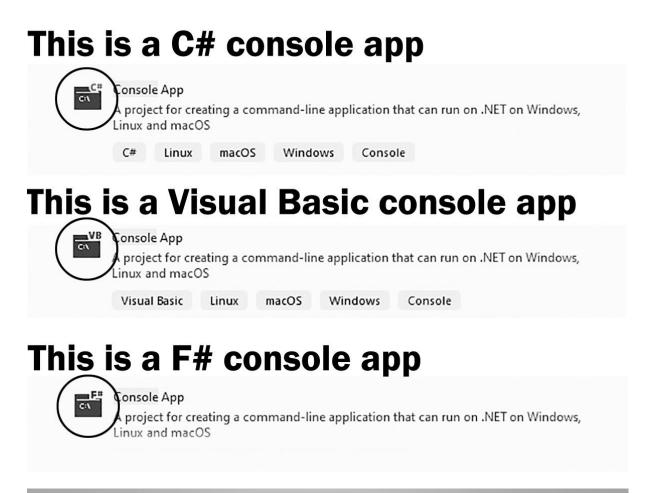
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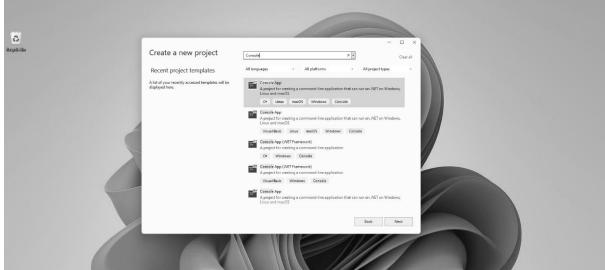
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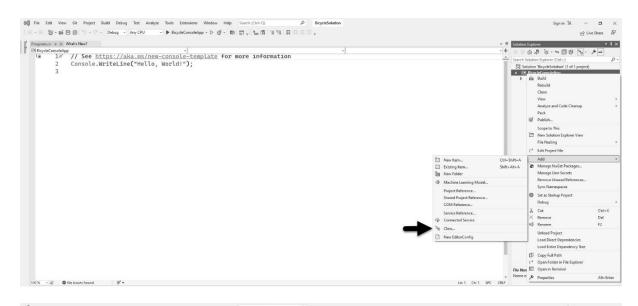


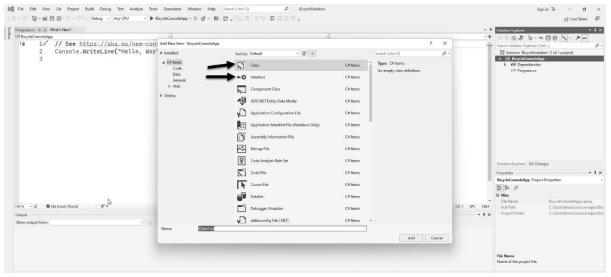


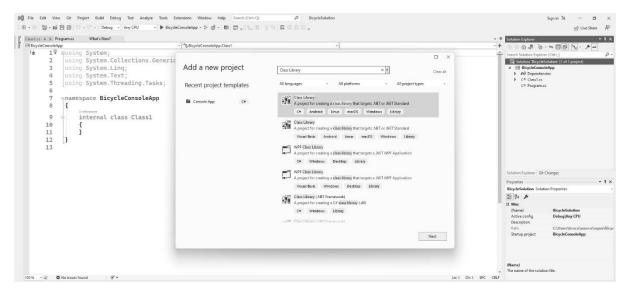
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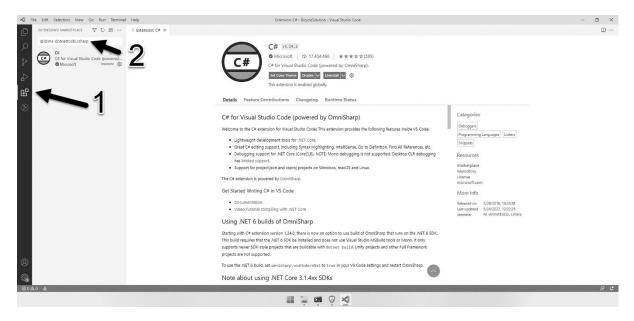
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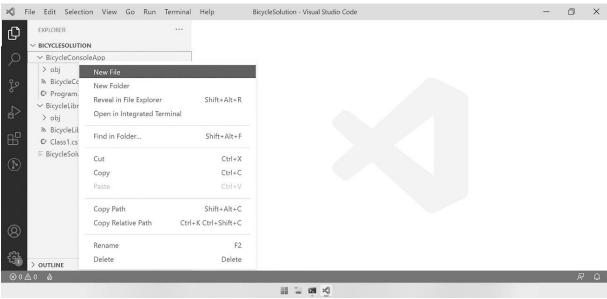
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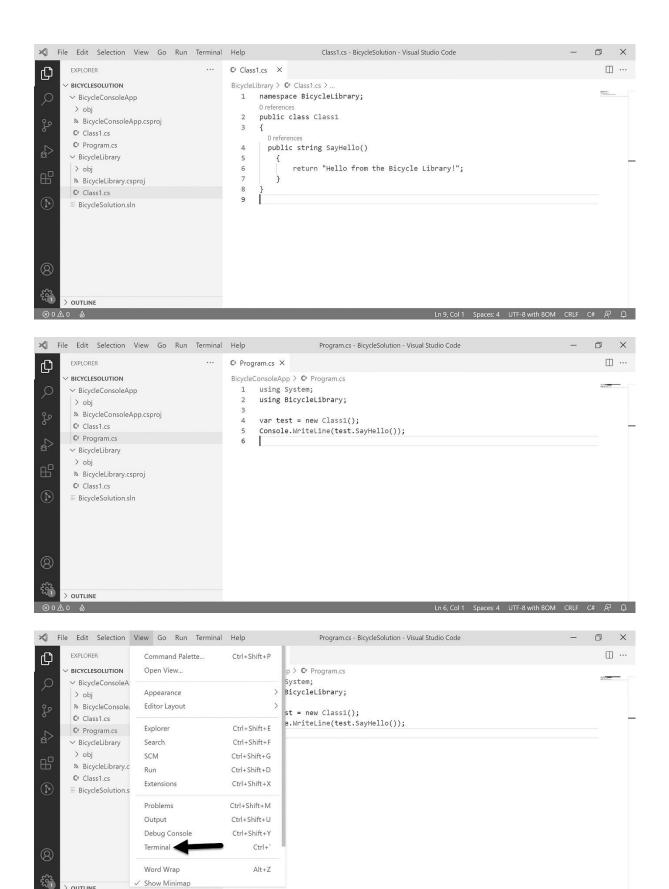
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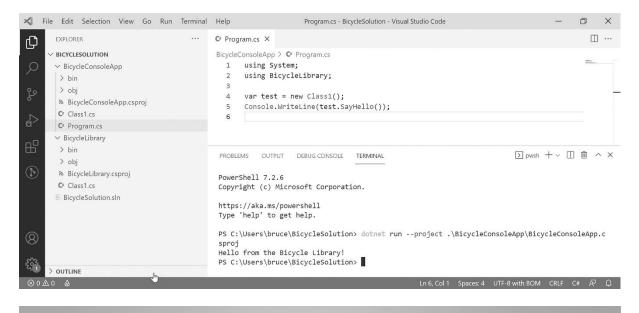




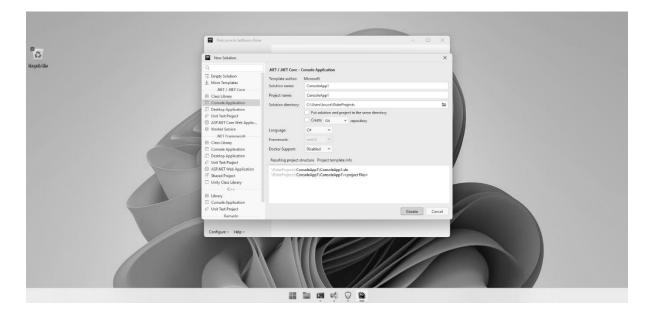
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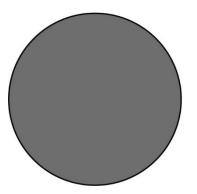
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Appendix 2: A Primer on the Unified Modeling Language (UML)



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Circle
+ Center
+ Radius
+ LineWidth
+ LineColor
+ FillColor
+ Draw()
+ Resize()
Access Modifiers
+ This is public
- This is private
This is protected

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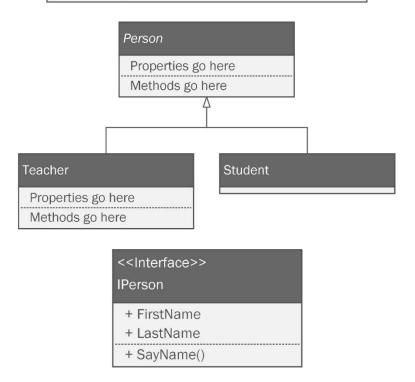
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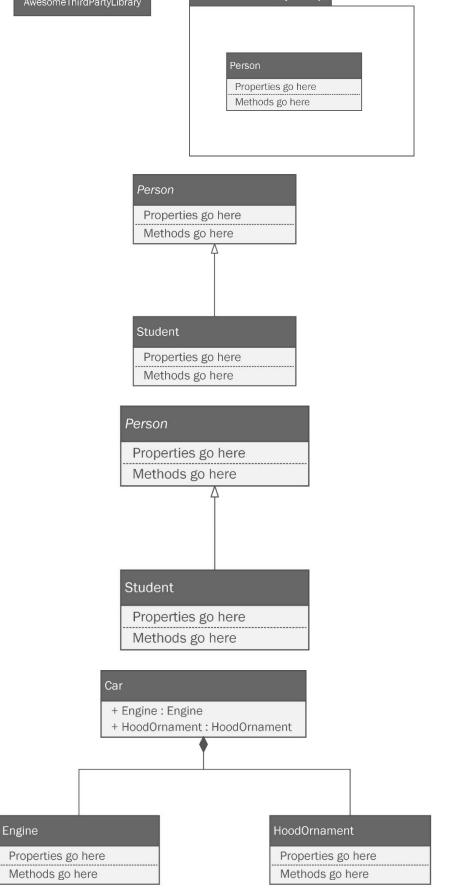
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- + ThingOnTheScreen : Shape
- + <<constructor>> Image(type, size)
- + GetCircle() : Circle



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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
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