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structured, maintainable, and extensible code. Design patterns provide a common language and vocabulary for discussing architectural issues and decisions. Design patterns are well known, well understood, and well documented. Design patterns are not invented, they are discovered. Design patterns are not a panacea. Design patterns are not a substitute for good design. Design patterns are not a substitute for a good development process. Design patterns are not a substitute for a good education. Design patterns are not a substitute for experience. Design patterns are not a substitute for thinking. Design patterns are not a substitute for testing. Design patterns are not a substitute for requirements analysis. Design patterns are not a substitute for documentation. Design patterns are not a substitute for reusable components. Design patterns are not a substitute for a good software development environment. Design patterns are not a substitute for a good software architecture. Design patterns are not a substitute for a good software engineer. Design patterns are not a substitute for a good manager. Extensibility: Patterns are abstract solutions, and as such they are extensible. Design patterns can be adapted to a variety of contexts. Design patterns are independent of implementation. Design patterns can be implemented in a variety of ways. Design Patterns: Elements of Reusable Object-Oriented Software Design Patterns The pattern is typically helpful when it is necessary to separate the construction of an object from its implementation. With the use of this design pattern, clients do not depend on the implementation of the object they use. Design patterns provide a common vocabulary for discussing architecture. Design patterns provide a common language for describing architecture. Design patterns provide a common language for describing design. Design patterns provide a common language for describing software. Design patterns provide a common language for describing object-oriented software. Design patterns provide a common language for describing object-oriented design. Design patterns provide a common language for describing object-oriented software design. Design patterns provide a common language for describing object-oriented design. Design Patterns: Elements of Reusable Object-Oriented Software Design Patterns Factory Method Design Pattern Factory Method Design Pattern Abstract Factory Design Pattern Abstract Factory Design Pattern Abstract Factory