

Simon Horwith - Object Think - Common Sense Software Architecture

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Object Think is a technique for object modeling applications. It is the foundation for designing applications using S.A.M., a methodology that Simon adopted largely from the techniques taught in Streamlined Object Modeling and "purist" theories on OOP. Object Think is, in Simon's own words, "the most important skill that a software architect could have at their disposal". Its goal is to demystify design patterns and lead to better software design by teaching architects how to think and by making common sense out of architectural best practices.

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