

Python: Master the Art of Design Patterns

By Dusty Phillips, Chetan Giridhar, Sakis Kasampalis



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Ensure your code is sleek, efficient and elegant by mastering powerful Python design patterns

About This Book

- Learn all about abstract design patterns and how to implement them in Python 3
- Understand the structural, creational, and behavioral Python design patterns
- Get to know the context and application of design patterns to solve real-world problems in software architecture, design, and application development
- Discover how to simplify Design Pattern implementation using the power of Python 3

Who This Book Is For

If you have basic Python skills and wish to learn in depth how to correctly apply appropriate design patterns, this course is tailor made for you.

What You Will Learn

- Discover what design patterns are and how to apply them to writing Python
- Implement objects in Python by creating classes and defining methods
- Separate related objects into a taxonomy of classes and describe the properties and behaviors of those objects via the class interface
- Understand when to use object-oriented features, and more importantly when not to use them
- Get to know proven solutions to common design issues
- Explore the design principles that form the basis of software design, such as loose coupling, the Hollywood principle, and the Open Close principle, among others
- Use Structural Design Patterns and find out how objects and classes interact to build larger applications
- Improve the productivity and code base of your application using Python design patterns
- Secure an interface using the Proxy pattern

In Detail

Python is an object-oriented scripting language that is used in everything from data science to web development. Known for its simplicity, Python increases productivity and minimizes development time. Through applying essential software engineering design patterns to Python, Python code becomes even more efficient and reusable from project to project.

This learning path takes you through every traditional and advanced design pattern best applied to Python code, building your skills in writing exceptional Python. Divided into three distinct modules, you'll go from foundational to advanced concepts by following a series of practical tutorials.

Start with the bedrock of Python programming – the object-oriented paradigm. Rethink the way you work with Python as you work through the Python data structures and object-oriented techniques essential to modern Python programming. Build your confidence as you learn Python syntax, and how to use OOP principles with Python tools such as Django and Kivy.

In the second module, run through the most common and most useful design patterns from a Python perspective. Progress through Singleton patterns, Factory patterns, Facade patterns and more all with detailed hands-on guidance. Enhance your professional abilities in software architecture, design, and development.


In the final module, run through the more complex and less common design patterns, discovering how to apply them to Python coding with the help of real-world examples. Get to grips with the best practices of writing Python, as well as creating systems architecture and troubleshooting issues.

This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products:

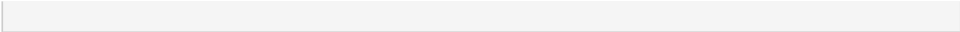
- Python 3 Object-Oriented Programming - Second Edition by Dusty Phillips
- Learning Python Design Patterns - Second Edition by Chetan Giridhar
- Mastering Python Design Patterns by Sakis Kasampalis

Style and approach

Advance your Python code through three distinct modules that each build on preceding content. Get the complete coverage of Python design patterns you need to write elegant and efficient code that's reusable and powerful.

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- Rank: #1724913 in eBooks
- Published on: 2016-09-30
- Released on: 2016-09-30
- Format: Kindle eBook

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Editorial Review

About the Author

Dusty Phillips

Dusty Phillips is a Canadian software developer and author currently living in Seattle, Washington. He has been active in the open source community for a decade and a half and programming in Python for nearly all of it. He cofounded the popular Puget Sound Programming Python meetup group; drop by and say hi if you're in the area. Python 3 Object Oriented Programming, Packt Publishing, was the first of his books. He has also written Creating Apps In Kivy, O'Reilly, the mobile Python library, and self-published Hacking Happy, a journey to mental wellness for the technically inclined.

Chetan Giridhar

Chetan Giridhar is a technology leader, open source enthusiast, and Python developer. He has written multiple articles on technology and development practices in magazines such as LinuxForYou and Agile Record, and has published technical papers in the Python Papers journal. He has been a speaker at PyCon conferences such as PyCon India, Asia-Pacific, and New Zealand and loves working on real-time communications, distributed systems, and cloud applications.

Sakis Kasampalis

Sakis Kasampalis (@SKasampalis) is a software engineer living in the Netherlands. He is not dogmatic about particular programming languages and tools; his principle is that the right tool should be used for the right job. One of his favorite tools is Python because he finds it very productive.

Users Review

From reader reviews:

Jack Alexandre:

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