
Clean Architecture A Craftsmans To Software

Elegant Objects

The Pragmatic Programmer

Domain-Driven Design Distilled

The Unicorn Project

Get Your Hands Dirty on Clean Architecture

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Object-Oriented Metrics in Practice

Implementing Domain-driven Design

Clean Agile

UML for Java Programmers

The Node Craftsman Book

Software Architecture Design Patterns in Java

Java By Comparison

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The Process of Software Architecting

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More Effective Agile
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Software Architecture: The Hard Parts
Clean Architecture
The Clean Coder
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Elegant Objects Prentice Hall

There are no easy decisions in software architecture. Instead, there are many hard parts--difficult problems or issues with no best practices--that force you to choose among various compromises. With this book, you'll learn how to think critically about the trade-offs involved with distributed architectures. Architecture veterans and practicing

consultants Neal Ford, Mark Richards, Pramod Sadalage, and Zhamak Dehghani discuss strategies for choosing an appropriate architecture. By interweaving a story about a fictional group of technology professionals--the Sysops Squad--they examine everything from how to determine service granularity, manage workflows and orchestration, manage and decouple contracts, and manage distributed transactions to how to optimize operational characteristics, such as scalability, elasticity, and performance.

By focusing on commonly asked questions, this book provides techniques to help you discover and weigh the trade-offs as you confront the issues you face as an architect. Analyze trade-offs and effectively document your decisions. Make better decisions regarding service granularity. Understand the complexities of breaking apart monolithic applications. Manage and decouple contracts between services. Handle data in a highly distributed architecture. Learn patterns to manage workflow and transactions when breaking apart applications.

The Pragmatic Programmer Prentice Hall

The revised version of this book to provide essential guidance, compelling ideas, and unique ways to Enterprise Architects so that they can successfully perform complex enterprise

modernisation initiatives transforming from chaos to coherence. This is not an ordinary theory book describing Enterprise Architecture in detail. There are myriad of books on the market and in libraries discussing details of enterprise architecture. My aim here is to highlight success factors and reflect lessons learnt from the field within enterprise modernisation and transformation context. As a practising Senior Enterprise Architect, myself, I read hundreds of those books and articles to learn different views. They have been valuable to me to establish my foundations in the earlier phase of my profession. However, what is missing now is a concise guidance book showing Enterprise Architects the novel approaches, insights from the real-life

experience and experimentations, and pointing out the differentiating technologies for enterprise modernisation. If only there were such a guide when I started engaging in modernisation and transformation programs. The biggest lesson learned is the business outcome of the enterprise modernisation. What genuinely matters for business is the return on investment of the enterprise architecture and its monetising capabilities. The rest is the theory because nowadays sponsoring executives, due to economic climate, have no interest, attention, or tolerance for non-profitable ventures. I am sorry for disappointing some idealistic Enterprise Architects, but with due respect, it is the reality, and we cannot change it. This book deals with reality

rather than theoretical perfection. Anyone against this view on this climate must be coming from another planet. In this concise, uncluttered and easy-to-read book, I attempt to show the significant pain points and valuable considerations for enterprise modernisation using a structured approach and a simple narration especially considering my audience from non-English speaking backgrounds. The architectural rigour is still essential. We cannot compromise the rigour aiming to the quality of products and services as a target outcome. However, there must be a delicate balance among architectural rigour, business value, and speed to the market. I applied this pragmatic approach to multiple substantial transformation initiatives and complex

modernisations programs. The key point is using an incrementally progressing iterative approach to every aspect of modernisation initiatives, including people, processes, tools, and technologies as a whole. Starting with a high-level view of enterprise architecture to set the context, I provided a dozen of distinct chapters to point out and elaborate on the factors which can make a real difference in dealing with complexity and producing excellent modernisation initiatives. As eminent leaders, Enterprise Architects are the critical talents who can undertake this massive mission using their people and technology skills, in addition to many critical attributes such as calm and composed approach. Let's keep in mind that as Enterprise Architects, we are

architects, not firefighters! I have full confidence that this book can provide valuable insights and some 'aha' moments for talented architects like yourself to tackle this enormous mission of turning chaos to coherence.

Domain-Driven Design Distilled

Adobe Press

The Robert C. Martin Clean Code Collection consists of two bestselling eBooks: Clean Code: A Handbook of Agile Software Craftmanship The Clean Coder: A Code of Conduct for Professional Programmers In Clean Code, legendary software expert Robert C. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code “on the fly” into a book that will instill within you the values of a software

craftsman and make you a better programmer--but only if you work at it. You will be challenged to think about what's right about that code and what's wrong with it. More important, you will be challenged to reassess your professional values and your commitment to your craft. In *The Clean Coder*, Martin introduces the disciplines, techniques, tools, and practices of true software craftsmanship. This book is packed with practical advice--about everything from estimating and coding to refactoring and testing. It covers much more than technique: It is about attitude. Martin shows how to approach software development with honor, self-respect, and pride; work well and work clean; communicate and estimate faithfully; face difficult decisions with

clarity and honesty; and understand that deep knowledge comes with a responsibility to act. Readers of this collection will come away understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development What it means to behave as a true software craftsman How to deal with conflict, tight schedules, and unreasonable managers How to get into the flow of coding and get past writer's block How to handle unrelenting

pressure and avoid burnout How to combine enduring attitudes with new development paradigms How to manage your time and avoid blind alleys, marshes, bogs, and swamps How to foster environments where programmers and teams can thrive When to say "No"-- and how to say it When to say "Yes"-- and what yes really means
[The Unicorn Project](#) Pearson Professional
 Practical Clean Architecture Solutions for Flutter from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin

("Uncle Bob") reveals those rules and helps you apply them. Learn what software architects need to achieve-and core disciplines and practices for achieving it. See how programming paradigms impose discipline by restricting what developers can do. Understand what's critically important and what's merely a "detail". Implement optimal, high-level structures for the mobile development using Flutter. Define appropriate boundaries and layers, and organize components and services. See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager- and for every programmer who must

execute someone else's designs. Your book has access to GitHub repositories with the full codebase, updates, and/or corrections as they become available. See the inside book for details.

Get Your Hands Dirty on Clean

Architecture Packt Publishing Ltd
For senior/graduate level courses on Object Oriented Design using C++, and the Booch (BC) - OOD book. A practical, problem-solving approach to the fundamental concepts of Object Oriented Design and their application using C++. This book is written for the "engineer in the trenches". It is a serious guide for practitioners of Object-Oriented design. The style is narrative, and accessible for the beginner, and yet the topics are covered in enough depth to be relevant to the consummate designer. The

principles of OOD explained, one by one, and then demonstrated with numerous examples and case studies.

[Adobe Illustrator CC Classroom in a Book \(2017 release\)](#) Addison-Wesley Professional

Domain-Driven Design (DDD) software modeling delivers powerful results in practice, not just in theory, which is why developers worldwide are rapidly moving to adopt it. Now, for the first time, there's an accessible guide to the basics of DDD: What it is, what problems it solves, how it works, and how to quickly gain value from it. Concise, readable, and actionable, Domain-Driven Design Distilled never buries you in detail—it focuses on what you need to know to get results. Vaughn Vernon, author of the best-selling Implementing Domain-

Driven Design, draws on his twenty years of experience applying DDD principles to real-world situations. He is uniquely well-qualified to demystify its complexities, illuminate its subtleties, and help you solve the problems you might encounter. Vernon guides you through each core DDD technique for building better software. You'll learn how to segregate domain models using the powerful Bounded Contexts pattern, to develop a Ubiquitous Language within an explicitly bounded context, and to help domain experts and developers work together to create that language. Vernon shows how to use Subdomains to handle legacy systems and to integrate multiple Bounded Contexts to define both team relationships and technical mechanisms. Domain-Driven Design Distilled brings

DDD to life. Whether you're a developer, architect, analyst, consultant, or customer, Vernon helps you truly understand it so you can benefit from its remarkable power. Coverage includes What DDD can do for you and your organization--and why it's so important The cornerstones of strategic design with DDD: Bounded Contexts and Ubiquitous Language Strategic design with Subdomains Context Mapping: helping teams work together and integrate software more strategically Tactical design with Aggregates and Domain Events Using project acceleration and management tools to establish and maintain team cadence **Object-Oriented Metrics in Practice** Pearson Education This title shows the process of cleaning

code. Rather than just illustrating the end result, or just the starting and ending state, the author shows how several dozen seemingly small code changes can positively impact the performance and maintainability of an application code base.

Implementing Domain-driven Design
Pearson Education

In *The Software Craftsman*, Sandro Mancuso explains what craftsmanship means to the developer and his or her organization, and shows how to live it every day in your real-world development environment. Mancuso shows how software craftsmanship fits with and helps students improve upon best-practice technical disciplines such as agile and lean, taking all development projects to the next level. Readers will

learn how to change the disastrous perception that software developers are the same as factory workers, and that software projects can be run like factories.

Clean Agile Springer Science & Business Media

More C++ Gems picks up where the first book left off, presenting tips, tricks, proven strategies, easy-to-follow techniques, and usable source code.

UML for Java Programmers Pragmatic Bookshelf

This is a practical guide for software developers, and different than other software architecture books. Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your

success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been

doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you how to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture

to data structure design.

The Node Craftsman Book "O'Reilly Media, Inc."

TL;DR Compound variable names, validators, private static literals, configurable objects, inheritance, annotations, MVC, dependency injection containers, reflection, ORM and even algorithms are our enemies.

Software Architecture Design Patterns in Java Addison Wesley Longman

How to Reduce Code Complexity and Develop Software More Sustainably

"Mark Seemann is well known for explaining complex concepts clearly and thoroughly. In this book he condenses his wide-ranging software development experience into a set of practical, pragmatic techniques for writing sustainable and human-friendly code.

This book will be a must-read for every programmer." -- Scott Wlaschin, author of *Domain Modeling Made Functional Code That Fits in Your Head* offers indispensable, practical advice for writing code at a sustainable pace and controlling the complexity that causes projects to spin out of control. Reflecting decades of experience helping software teams succeed, Mark Seemann guides you from zero (no code) to deployed features and shows how to maintain a good cruising speed as you add functionality, address cross-cutting concerns, troubleshoot, and optimize. You'll find valuable ideas, practices, and processes for key issues ranging from checklists to teamwork, encapsulation to decomposition, API design to unit testing. Seemann illuminates his insights

with code examples drawn from a complete sample project. Written in C#, they're designed to be clear and useful to anyone who uses any object-oriented language including Java, C++, and Python. To facilitate deeper exploration, all code and extensive commit messages are available for download. Choose mindsets and processes that work, and escape bad metaphors that don't Use checklists to liberate yourself, improving outcomes with the skills you already have Get past "analysis paralysis" by creating and deploying a vertical slice of your application Counteract forces that lead to code rot and unnecessary complexity Master better techniques for changing code behavior Discover ways to solve code problems more quickly and effectively Think more productively

about performance and security If you've ever suffered through bad projects or had to cope with unmaintainable legacy code, this guide will help you make things better next time and every time. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Java By Comparison Addison-Wesley Professional

Become a Node.js craftsman. About This Book This book will help readers to dive deeper into software development with Node.js and JavaScript Takes a craftsman approach to Node.js and object-orientation and test-driven development Crafts many of the small details of Node.js and through to fully-fledged web applications with REST Who

This Book Is For This book is written to help you if you're working with Node.js already, but you want to move your craft to the next level with Node.js, so some working knowledge of Node.js is of course already assumed, so that we can look at the work of crafting applications with Node. What You Will Learn How to connect to databases like MongoDB and MySQL from your Node.js application How to unit tests and end-to-end tests for your code When and how to leverage migrations for setting up a continuous deployment workflow Detailed insight into how the Node Package Manager, NPM works How object-orientation actually works in JavaScript Ways to keep your code fast and efficient using asynchronous and non-blocking operations How to use and create event

emitters How to use REST frameworks to write full-fledged web applications How to integrate Node.js with Angular In Detail The Node Craftsman Book helps JavaScript programmers with basic Node.js knowledge to now thoroughly master Node.js and JavaScript. This book dives you deeper into the craft of software development with Node.js and JavaScript, including object-orientation, test-driven development, database handling, web frameworks, and much more. The Node Craftsman Book shows you how to work with Node.js and how to think deeply about how you build your Node projects. You'll master how to build a complete Node.js application across six crafting milestones, and you'll learn many specific skills to achieve that mastery. These skills include how to

work with the Node Package Manager in depth, how to connect your Node applications to databases, and how to write unit tests and end-to-end tests for your code. You'll experience the full Node.js development picture, and learn how to craft and control your Node.js applications - right through to fully-fledged web applications using REST, and integration with Angular applications. Style and approach This book builds on your early knowledge and experience of Node.js and takes a craftsman approach to understanding the whole picture more deeply and shaping your Node applications to perform the way a craftsman would want. So, we take a thoughtful and broad thinking and coding approach to work with Node.js in this book.

Clean Architecture Prentice Hall
Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

The Process of Software Architecting
CRC Press

In this comprehensive yet accessible overview for software leaders, the author presents an impactful, action-oriented prescription-covering the practical considerations needed to ensure you reap the full benefits of effective Agile

Agile Principles, Patterns, and Practices in C# Lulu.com

Write code that's clean, concise, and to the point: code that others will read with

pleasure and reuse. Comparing your code to that of expert programmers is a great way to improve your coding skills. Get hands-on advice to level up your coding style through small and understandable examples that compare flawed code to an improved solution. Discover handy tips and tricks, as well as common bugs an experienced Java programmer needs to know. Make your way from a Java novice to a master craftsman. This book is a useful companion for anyone learning to write clean Java code. The authors introduce you to the fundamentals of becoming a software craftsman, by comparing pieces of problematic code with an improved version, to help you to develop a sense for clean code. This unique before-and-after approach teaches you to create

clean Java code. Learn to keep your booleans in check, dodge formatting bugs, get rid of magic numbers, and use the right style of iteration. Write informative comments when needed, but avoid them when they are not. Improve the understandability of your code for others by following conventions and naming your objects accurately. Make your programs more robust with intelligent exception handling and learn to assert that everything works as expected using JUnit5 as your testing framework. Impress your peers with an elegant functional programming style and clear-cut object-oriented class design. Writing excellent code isn't just about implementing the functionality. It's about the small important details that make your code more readable,

maintainable, flexible, robust, and faster. Java by Comparison teaches you to spot these details and trains you to become a better programmer. What You Need: You need a Java 8 compiler, a text editor, and a fresh mind. That's it.

Just Enough Software Architecture

Prentice Hall

Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's Clean

Architecture doesn't merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face--the ones that will make or break your projects. Learn what software architects need to achieve--and core disciplines and practices for achieving it. Master essential software design principles for addressing function, component separation, and data management. See how programming paradigms impose discipline by restricting what developers can do. Understand what's critically important

and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager--and for every programmer who must execute someone else's designs. Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

The Node Beginner Book Pearson Education

Presents a novel metrics-based approach for detecting design problems in object-oriented software. Introduces an important suite of detection strategies for the identification of different well-known design flaws as well as some rarely mentioned ones.

Code Complete Marshall & Brainerd
The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together.

Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

Flutter Clean Architecture Cambridge University Press

Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help

developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many

architectural decisions Components:
Identification, coupling, cohesion,
partitioning, and granularity Soft skills:
Effective team management, meetings,
negotiation, presentations, and more
Modernity: Engineering practices and

operational approaches that have
changed radically in the past few years
Architecture as an engineering
discipline: Repeatable results, metrics,
and concrete valuations that add rigor to
software architecture

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