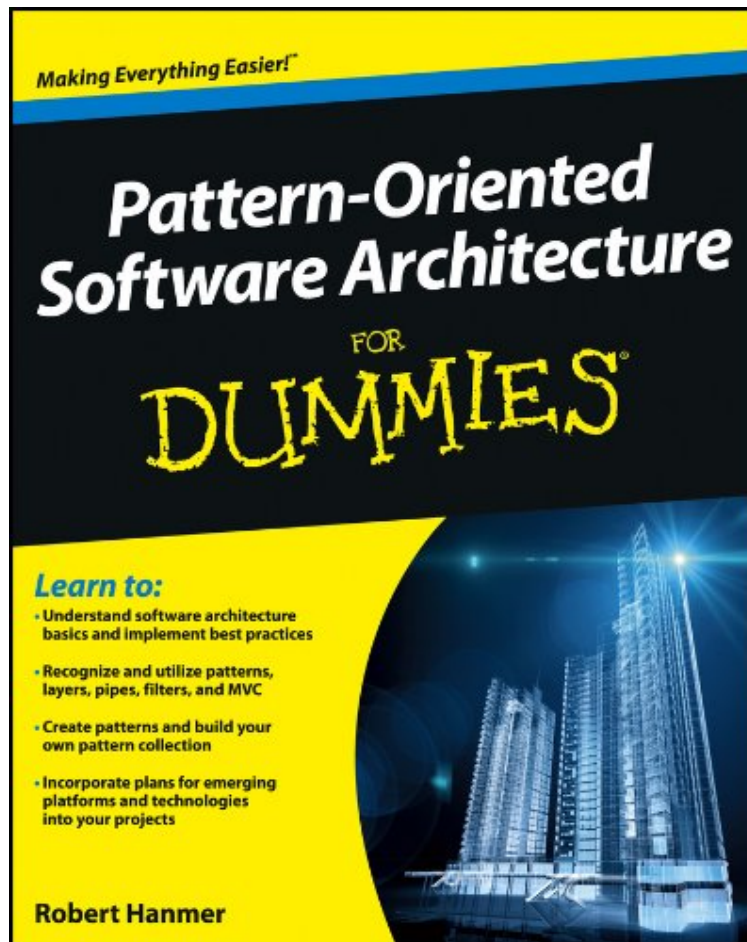


Pattern-Oriented Software Architecture For Dummies

Von Robert Hanmer

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Von Robert Hanmer : Pattern-Oriented Software Architecture For Dummies before purchasing it in order to gage whether or not it would be worth my time, and all praised Pattern-Oriented Software Architecture For Dummies:

KurzbeschreibungImplement programming best practices from the ground up Imagine how much easier it would be to solve a programming problem, if you had access to the best practices from all the top experts in the field, and you could follow the best design patterns that have evolved through the years. Well, now you can. This unique book offers development solutions ranging from high-level architectural patterns, to design patterns that apply to specific problems encountered after the overall structure has been designed, to idioms in specific programming languages--all in one, accessible, guide. Not only will you improve your understanding of software design, you'll also improve the programs

you create and successfully take your development ideas to the next level. Pulls together the best design patterns and best practices for software design into one accessible guide to help you improve your programming projects Helps you avoid re-creating the wheel and also meet the ever-increasing pace of rev cycles, as well as the ever-increasing number of new platforms and technologies for mobile, web, and enterprise computing Fills a gap in the entry-level POSA market, as well as a need for guidance in implementing best practices from the ground up Save time and avoid headaches with your software development projects with Pattern-Oriented Software Architecture For Dummies.

Kurzbeschreibung Implement programming best practices from the ground up Imagine how much easier it would be to solve a programming problem, if you had access to the best practices from all the top experts in the field, and you could follow the best design patterns that have evolved through the years. Well, now you can. This unique book offers development solutions ranging from high-level architectural patterns, to design patterns that apply to specific problems encountered after the overall structure has been designed, to idioms in specific programming languages--all in one, accessible, guide. Not only will you improve your understanding of software design, you'll also improve the programs you create and successfully take your development ideas to the next level. Pulls together the best design patterns and best practices for software design into one accessible guide to help you improve your programming projects Helps you avoid re-creating the wheel and also meet the ever-increasing pace of rev cycles, as well as the ever-increasing number of new platforms and technologies for mobile, web, and enterprise computing Fills a gap in the entry-level POSA market, as well as a need for guidance in implementing best practices from the ground up Save time and avoid headaches with your software development projects with Pattern-Oriented Software Architecture For Dummies.

Buchrckseite Learn to:

- * Understand software architecture basics and implement best practices
- * Recognize and utilize patterns, layers, pipes, filters, and MVC
- * Create patterns and build your own pattern collection
- * Incorporate plans for emerging platforms and technologies into your projects

Speed up the development process and improve the quality of your software

From large-scale distributed systems to mobile apps, there's a time-tested solution for every design and programming challenge you're likely to encounter. This friendly For Dummies guide is your key to addressing any design issue you may face. Written by design pattern guru Robert Hanmer, this book will arm you with proven solutions for a vast array of software development tasks - from high-level architecture headaches to low-level, language-specific dilemmas, and everything in between.

- * The lowdown on patterns - find out what software architecture patterns are, how they work, and how to make them a powerful tool in your developer's toolkit
- * Picking the perfect pattern - get the inside scoop on how patterns are organized and cataloged and how to find the right one for any problem you encounter - fast!
- * Reinvent the wheel no more - learn how to create your own quick-reference catalog of most-used patterns
- * Learn super-versatile architectural patterns - discover patterns that offer architecture solutions for every type of software system, from full-scale intranets to user interfaces
- * Fantastic fixes - arm yourself with dozens of tried-and-true patterns for fixing specific problems with finished software
- * Recipe for success - discover how to document your architecture with CRC cards, UML, and other techniques

Open the book and find:

- * Software design basics
- * Tips for implementing best practices from the ground up
- * Patterns for basic programming problems
- * Super-versatile patterns for all types of software systems
- * Ten patterns every programmer needs to know
- * Idioms in specific programming languages
- * Links to sites with additional patterns for specific problems
- * Different approaches for solving the same problems