

## Elegant Software Design Principles

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Once the requirements document for the software to be developed is available, the software design phase begins. While the requirement specification activity deals entirely with the problem domain, design is the first phase of transforming the problem into a solution. In the design phase, the customer and business requirements and technical considerations all come together to formulate a ...

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the principles, and then the techniques, or design patterns, that help maintain the dependency architecture of an application. Principles of Object Oriented Class Design The Open Closed Principle (OCP) 1 A module should be open for extension but closed for modification. Of all the principles of object oriented design, this is the most important.

Design Principles and Design Patterns

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Adopt a practical and modern approach to architecting and implementing DDD-inspired solutions to transform abstract business ideas into working software across the entire spectrum of the software development life cycle

**Key Features**

- Implement DDD principles to build simple, effective, and well-factored solutions
- Use lightweight modeling techniques to arrive at a common collective understanding of the problem domain
- Decompose monolithic applications into loosely coupled, distributed components using modern design patterns

**Book Description**

Domain-Driven Design (DDD) makes available a set of techniques and patterns that enable domain experts, architects, and developers to work together to decompose complex business problems into a set of well-factored, collaborating, and loosely coupled subsystems. This practical guide will help you as a developer and architect to put your knowledge to work in order to create elegant software designs that are enjoyable to work with and easy to reason about. You'll begin with an introduction to the concepts of domain-driven design and discover various ways to apply them in real-world scenarios. You'll also appreciate how DDD is extremely relevant when creating cloud native solutions that employ modern techniques such as event-driven microservices and fine-grained architectures. As you advance through the chapters, you'll get acquainted with core DDD's strategic design concepts such as the ubiquitous language, context maps, bounded contexts, and tactical design elements like aggregates and domain models and events. You'll understand how to apply modern, lightweight modeling techniques such as business value canvas, Wardley mapping, domain storytelling, and event storming, while also learning how to test-drive the system to create solutions that exhibit high degrees of internal quality. By the end of this software design book, you'll be able to architect, design, and implement robust, resilient, and performant distributed software solutions. What you will learn

- Discover how to develop a shared understanding of the problem domain
- Establish a clear demarcation between core and peripheral systems
- Identify how to evolve and decompose complex systems into well-factored components
- Apply elaboration techniques like domain storytelling and event storming
- Implement EDA, CQRS, event sourcing, and much more
- Design an ecosystem of cohesive, loosely coupled, and distributed microservices
- Test-drive the implementation of an event-driven system in Java
- Grasp how non-functional requirements influence bounded context decompositions

**Who this book is for**

This book is for intermediate Java programmers looking to upgrade their software engineering skills and adopt a collaborative and structured approach to designing complex software systems. Specifically, the book will assist senior developers and hands-on architects to gain a deeper understanding of domain-driven design and implement it in their organization. Familiarity with DDD techniques is not a prerequisite; however, working knowledge of Java is expected.

Written to address technical concerns that mobile developers face regardless of the platform (J2ME, WAP, Windows CE, etc.), this 2005 book explores the differences between mobile and stationary applications and the architectural and software development concepts needed to build a mobile application. Using UML as a tool, Reza B'far guides the developer through the development process, showing how to document the design and implementation of the application. He focuses on general concepts, while using platforms as examples or as

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possible tools. After introducing UML, XML and derivative tools necessary for developing mobile software applications, B'far shows how to build user interfaces for mobile applications. He covers location sensitivity, wireless connectivity, mobile agents, data synchronization, security, and push-based technologies, and finally homes in on the practical issues of mobile application development including the development cycle for mobile applications, testing mobile applications, architectural concerns, and a case study.

Professionals who design and develop elegant software do so by mastering a set of important principles. This book describes 50 such essential design principles. Every software architect and developer should be familiar with these principles. It answers the following questions: What is elegant software? How to assess the quality of a software design? How to improve a specific quality of a software design? How to determine when to apply a principle? How to determine whether a principle is properly applied or not? It is a handy reference for the 50 essential design principles. Updated: 1st Jan 2019.

Winner of a 2015 Alpha Sigma Nu Book Award, *Software Essentials: Design and Construction* explicitly defines and illustrates the basic elements of software design and construction, providing a solid understanding of control flow, abstract data types (ADTs), memory, type relationships, and dynamic behavior. This text evaluates the benefits and overhead of object-oriented design (OOD) and analyzes software design options. With a structured but hands-on approach, the book: Delineates malleable and stable characteristics of software design Explains how to evaluate the short- and long-term costs and benefits of design decisions Compares and contrasts design solutions, such as composition versus inheritance Includes supportive appendices and a glossary of over 200 common terms Covers key topics such as polymorphism, overloading, and more While extensive examples are given in C# and/or C++, often demonstrating alternative solutions, design—not syntax—remains the focal point of *Software Essentials: Design and Construction*. About the Cover: Although capacity may be a problem for a doghouse, other requirements are usually minimal. Unlike skyscrapers, doghouses are simple units. They do not require plumbing, electricity, fire alarms, elevators, or ventilation systems, and they do not need to be built to code or pass inspections. The range of complexity in software design is similar. Given available software tools and libraries—many of which are free—hobbyists can build small or short-lived computer apps. Yet, design for software longevity, security, and efficiency can be intricate—as is the design of large-scale systems. How can a software developer prepare to manage such complexity? By understanding the essential building blocks of software design and construction.

Scala is a highly expressive, concise and scalable language. It is also the most prominent method of the new and exciting methodology known as object-functional programming. In this book, the authors show how Scala grows to the needs of the programmer, whether professional or hobbyist. They teach Scala with a step-by-step approach and explain how to exploit the full power of the industry-proven JVM technology. Readers can then dive into specially chosen design challenges and implementation problems, inspired by the trials of real-world software engineering. It also helps readers to embrace the power of static typing and automatic type inference. In addition, the book shows how to use the dual-object and functional-oriented natures combined at Scala's core, and so write code that is less 'boilerplate', giving a genuine increase in productivity.

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This practical text provides an overview of the adverse consequences of health information technology (HIT) and its impact on patient safety. Specific cases of errors and risks related to various types of HIT are featured along with best practices for patient safety, workflows and organizational standards. The full impact of these challenges with meaningful solutions are openly examined. Written from a clinical perspective, healthcare professionals within multiple settings will find this timely book an invaluable resource to this essential and burgeoning technology.

"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.

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 for convenient access to downloads, updates, and/or corrections as they become available.

Methods for managing complex software construction following the practices, principles and patterns of Domain-Driven Design with code examples in C# This book presents the philosophy of Domain-Driven Design (DDD) in a down-to-earth and practical manner for experienced developers building applications for complex domains. A focus is placed on the principles and practices of decomposing a complex problem space as well as the implementation patterns and best practices for shaping a maintainable solution space. You will learn how to build effective domain models through the use of tactical patterns and how to retain their integrity by applying the strategic patterns of DDD. Full end-to-end coding examples demonstrate techniques for integrating a decomposed and distributed solution space while coding best practices and patterns advise you on how to architect applications for maintenance and scale. Offers a thorough introduction to the philosophy of DDD for professional developers Includes masses of code and examples of concept in action that other books have only covered theoretically Covers the patterns of CQRS, Messaging, REST, Event Sourcing and Event-Driven Architectures Also ideal for Java developers who want to better understand the implementation of DDD

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