

Object Oriented Design Heuristics

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 Designing Cross-Channel User Experiences
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 BPM 2007 International Workshops, BPI, BPD, CBP, ProHealth, RefMod, semantics4ws, Brisbane, Australia, September 24, 2007, Revised Selected Papers
 Heuristics and Biases
 A Handbook of Agile Software Craftsmanship
 Object-Oriented Software Engineering Using UML, Patterns, and Java: Pearson New International Edition
 The Psychology of Intuitive Judgment
 Advanced Methods and Applications in Computational Intelligence
 Object-oriented Reengineering Patterns
 Discussion of the Method
 Object Thinking
 7th International Conference on Object-Oriented Information Systems 27 - 29 August 2001, Calgary, Canada
 Designing Object-oriented Software
 Business Process Management Workshops
 Code That Fits in Your Head
 How and when to refactor
 Roles, Responsibilities, and Collaborations
 Principles, Heuristics and Best Practices
 Techniques of Program Structure and Design
 Practical Remote Pair Programming
 Practical Model-Based Systems Engineering
 Object-Oriented Design Heuristics
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 Five Lines of Code
 Management of the Object-oriented Development Process
 Heuristics for Software Engineering

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Object-oriented Design Heuristics Addison-Wesley Professional

Object-Oriented Analysis and Design with Applications has long been the essential reference to object-oriented technology—a technology that has evolved and become the de facto paradigm in mainstream software development. With this highly anticipated third edition, readers can learn to apply object-oriented methods using the Unified Modeling Language (UML) 2.0. The authors including UML founder Grady Booch draw upon their rich and varied experience to offer improved methods for object development that tackle the complex problems faced by system and software developers. Using numerous examples, they illustrate essential concepts, explain the method and show successful applications in a variety of fields, including systems architecture, data acquisition, cryptoanalysis, control systems and Web development. Readers will also find pragmatic advice on a host of important issues, including classification, implementation strategies and cost-effective project management.

Designing Cross-Channel User Experiences Lulu.com

Upon completion of an object-oriented design, you are faced with a troubling question: "Is it good, bad, or somewhere in between?" Seasoned experts often answer this question by subjecting the design to a subconscious list of guidelines based on their years of experience. Experienced developer

Arthur J. Riel has captured this elusive, subconscious list, and in doing so, has provided a set of metrics that help determine the quality of object-oriented models. Object-Oriented Design Heuristics offers insight into object-oriented design improvement. The more than sixty guidelines presented in this book are language-independent and allow you to rate the integrity of a software design. The heuristics are not written as hard and fast rules; they are meant to serve as warning mechanisms which allow the flexibility of ignoring the heuristic as necessary. This tutorial-based approach, born out of the author's extensive experience developing software, teaching thousands of students, and critiquing designs in a variety of domains, allows you to apply the guidelines in a personalized manner. The heuristics cover important topics ranging from classes and objects (with emphasis on their relationships including association, uses, containment, and both single and multiple inheritance) to physical object-oriented design. You will gain an understanding of the synergy that exists between design heuristics and the popular concept of design patterns; heuristics can highlight a problem in one facet of a design while patterns can provide the solution. Programmers of all levels will find value in this book. The newcomer will discover a fast track to understanding the concepts of object-oriented programming. At the same time, experienced programmers seeking to strengthen their object-oriented development efforts will appreciate the insightful analysis. In short, with Object-Oriented Design Heuristics as your guide, you have the tools to become a better software developer. 020163385XB04062001

Software Development and Professional Practice IGI Global

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and

"smells" accumulated from the process of writing clean code.

Java Concurrency in Practice Pearson Higher Ed

The primary strength of Object-Oriented Design Using Java is that it has one of the best presentations of problem solving using patterns available. It has received rave reviews from instructors and has been class tested at a number of schools where the response from both professors and students has been extremely positive. This book is intended for the object-oriented programming design course where UML is used extensively for design and notation. It has been especially designed to be accessible to students and is full of real-world examples, case studies, and other aids to assist student understanding.

Growing Object-Oriented Software, Guided by Tests Pearson Education

In OBJECT THINKING, esteemed object technologist David West contends that the mindset makes the programmer—not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization—on thinking—rather than formal process and methods. Both provocative and pragmatic, this book gives form to what's primarily been an oral tradition among the field's revolutionary thinkers—and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in eXtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice.

Conducting the Engineer's Approach to Problem Solving Addison-Wesley Professional

"The software engineering community has advanced greatly in recent years and we currently have numerous defined items of knowledge, such as standards, methodologies, methods, metrics, techniques, languages, patterns, knowledge related to processes, concepts, etc. The main objective of this book is to give a unified and global vision about Micro-Architectural Design Knowledge, analyzing the main techniques, experiences and methods"—Provided by publisher.

OOIS 2001 Object-oriented Design Heuristics

Discussion of the Method is an ideal supplement for introductory and advanced courses in engineering, philosophy, and other disciplines, as well as a compelling read for general audiences."--BOOK JACKET.

Object-Oriented Design Using Java Pearson Education India

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice*, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. *Java Concurrency in Practice* arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in java.util.concurrent Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

Optimization of Design for Better Structural Capacity Cambridge University Press

Here is the first object-oriented development book to provide specific experience-based guidelines to help developers make the right design decisions. This book offers the next step for readers that know the basics of object-oriented development and now need to know if they are doing it right and making the right choices.

Agile coding with design patterns and SOLID principles Springer Science & Business Media

Write code that can adapt to changes. By applying this book's principles, you can create code that accommodates new requirements and unforeseen scenarios without significant rewrites. Gary McLean Hall describes Agile best practices, principles, and patterns for designing and writing code that can evolve more quickly and easily, with fewer errors, because it doesn't impede change. Now revised, updated, and expanded, *Adaptive Code, Second Edition* adds indispensable practical insights on Kanban, dependency inversion, and creating reusable abstractions. Drawing on over a decade of Agile consulting and development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, pure dependency injection, and more. Master powerful new ways to:

- Write code that enables and complements Scrum, Kanban, or any other Agile framework
- Develop code that can survive major changes in requirements
- Plan for adaptability by using dependencies, layering, interfaces, and design patterns
- Perform unit testing and refactoring in tandem, gaining more value from both
- Use the "golden master" technique to make legacy code adaptive
- Build SOLID code with single-responsibility, open/closed, and Liskov substitution principles
- Create smaller interfaces to support more-diverse client and architectural needs
- Leverage dependency injection best practices to improve code adaptability
- Apply dependency inversion with the Stairway pattern, and avoid related anti-patterns

About You This book is for programmers of all skill levels seeking more-practical insight into design patterns, SOLID principles, unit testing, refactoring, and related topics. Most readers will have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

Heuristic and Optimization for Knowledge Discovery Microsoft Press

Do modern programming languages, IDEs, and libraries make coding easy? Maybe, but coding is not design. Large-scale or expensive apps clearly require evaluation of design choices. Still, software design directly impacts code reuse and longevity even for small-scale apps with limited overhead. This text evaluates and contrasts common object-oriented designs. A given problem may have many solutions. A developer may employ different

design techniques – composition, inheritance, dependency injection, delegation, etc. – to solve a particular problem. A skilled developer can determine the costs and benefits of different design responses, even amid competing concerns. A responsible developer documents design choices as a contract with the client, delineating external and internal responsibilities. To promote effective software design, this book examines contractual, object-oriented designs for immediate and sustained use as well as code reuse. The intent of identifying design variants is to recognize and manage conflicting goals such as short versus long-term utility, stability versus flexibility, and storage versus computation. Many examples are given to evaluate and contrast different solutions and to compare C# and C++ effects. No one has a crystal ball; however, deliberate design promotes software longevity. With the prominence of legacy OO code, a clear understanding of different object-oriented designs is essential. Design questions abound. Is code reuse better with inheritance or composition? Should composition rely on complete encapsulation? Design choices impact flexibility, efficiency, stability, longevity, and reuse, yet compilers do not enforce design and syntax does not necessarily illustrate design. Through deliberate design, or redesign when refactoring, developers construct sustainable, efficient code.

Object Design IGI Global

Object-oriented Design Heuristics Addison-Wesley Professional

Modeling XML Applications with UML Packt Publishing Ltd

With the large amount of data stored by many organizations, capitalists have observed that this information is an intangible asset. Unfortunately, handling large databases is a very complex process and traditional learning techniques are expensive to use. Heuristic techniques provide much help in this arena, although little is known about heuristic techniques. Heuristic and Optimization for Knowledge Discovery addresses the foundation of this topic, as well as its practical uses, and aims to fill in the gap that exists in current literature.

Dependency Injection Principles, Practices, and Patterns Simon and Schuster

This book offers an excellent presentation of intelligent engineering and informatics foundations for researchers in this field as well as many examples with industrial application. It contains extended versions of selected papers presented at the inaugural ACASE 2012 Conference dedicated to the Applications of Systems Engineering. This conference was held from the 6th to the 8th of February 2012, at the University of Technology, Sydney, Australia, organized by the University of Technology, Sydney (Australia), Wroclaw University of Technology (Poland) and the University of Applied Sciences in Hagenberg (Austria). The book is organized into three main parts. Part I contains papers devoted to the heuristic approaches that are applicable in situations where the problem cannot be solved by exact methods, due to various characteristics or dimensionality problems. Part II covers essential issues of the network management, presents intelligent models of the next generation of networks and distributed systems as well as discusses applications of modern numerical methods in large intractable systems. Part III covers salient issues of complexity in intelligent system applications. This part also contains papers and articles which discuss concurrency issues that arise when multiple systems attempt to use the same radio space and the inter-connected system applications in the field of medical simulation and training.

APPLYING UML & PATTERNS 3RD EDITION Oxford University Press on Demand

Mitchell Waite Signature Series: Object-Oriented Design in Java takes a tutorial approach and teaches in a new way: by offering the Java code first and the design representations and explanations later. No other programming-level book on the market deals with design of Java software. There's nothing aimed at the in the trenches Java programmer. Nor can the Java programmer turn to general books on software design. These, with few exceptions, are abstract and academic, either incomprehensible or irrelevant from the perspective of the working programmer. This book targets the needs of Java application programmers, using an experience-based, hands-on approach.

Essentials of Metaheuristics (Second Edition) Simon and Schuster

Provides a practical explanation of modular and structural programming principles and techniques applicable to all major languages.

BPM 2007 International Workshops, BPI, BPD, CBP, ProHealth, RefMod, semantics4ws, Brisbane, Australia, September 24, 2007, Revised Selected Papers CRC Press

Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and "grow" software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you'll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your processes to testing your most difficult features. Coverage includes Implementing TDD effectively: getting started, and maintaining your momentum throughout the project Creating cleaner, more expressive, more sustainable code Using tests to stay relentlessly focused on sustaining quality Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the context of a real software development project Using Mock Objects to guide object-oriented designs Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency

Heuristics and Biases Apress

Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.

A Handbook of Agile Software Craftsmanship Prentice Hall

Even experienced developers struggle with software systems that sprawl across distributed servers and APIs, are filled with redundant code, and are difficult to reliably test and modify. *Grokking Simplicity* is a friendly, practical guide that will change the way you approach software design and development. Even experienced developers struggle with software systems that sprawl across distributed servers and APIs, are filled with redundant code, and are difficult to reliably test and modify. *Grokking Simplicity* is a friendly, practical guide that will change the way you approach software

design and development. Grokking Simplicity guides you to a crystal-clear understanding of why certain features of modern software are so prone to complexity and introduces you to the functional techniques you can use to simplify these systems so that they're easier to read, test, and debug. Through hands-on examples, exercises, and numerous self-assessments, you'll learn to organize your code for maximum reusability and internalize methods to keep unwanted complexity out of your codebase. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Object-Oriented Software Engineering Using UML, Patterns, and Java: Pearson New International Edition Simon and Schuster

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For courses in Software Engineering, Software Development, or Object-Oriented Design and Analysis at the Junior/Senior or Graduate level. This text can also be utilized in short technical courses or in short, intensive management courses. Shows students how to use both the principles of software engineering and the practices of various object-oriented tools, processes, and products. Using a step-by-step case study to illustrate the concepts and topics in each chapter, Bruegge and Dutoit emphasize learning object-oriented software engineer through practical experience: students can apply the techniques learned in class by implementing a real-world software project. The third edition addresses new trends, in particular agile project management (Chapter 14 Project Management) and agile methodologies (Chapter 16 Methodologies).