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Software A Playbook For
Developers

***Design For
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Don't engineer by coincidence-

Page 1/251

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design it like you mean it! Filled with practical techniques, Design It! is the perfect introduction to software architecture for programmers who are ready to grow their design skills. Lead your team as a software architect, ask the right stakeholders the right

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questions, explore design options, and help your team implement a system that promotes the right -ilities. Share your design decisions, facilitate collaborative design workshops that are fast, effective, and fun-and develop more awesome software! With

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dozens of design methods, examples, and practical know-how, Design It! shows you how to become a software architect. Walk through the core concepts every architect must know, discover how to apply them, and learn a variety of skills that will make you a better

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programmer, leader, and designer. Uncover the big ideas behind software architecture and gain confidence working on projects big and small. Plan, design, implement, and evaluate software architectures and collaborate with your team, stakeholders, and other architects.

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Identify the right stakeholders and understand their needs, dig for architecturally significant requirements, write amazing quality attribute scenarios, and make confident decisions. Choose technologies based on their architectural impact, facilitate

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architecture-centric design workshops, and evaluate architectures using lightweight, effective methods. Write lean architecture descriptions people love to read. Run an architecture design studio, implement the architecture you've designed, and

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grow your team's architectural knowledge. Good design requires good communication. Talk about your software architecture with stakeholders using whiteboards, documents, and code, and apply architecture-focused design methods in your day-to-day

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practice. Hands-on exercises, real-world scenarios, and practical team-based decision-making tools will get everyone on board and give you the experience you need to become a confident software architect.

A comprehensive guide to

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**exploring software architecture
concepts and implementing best
practices Key Features Enhance
your skills to grow your career as a
software architect Design efficient
software architectures using
patterns and best practices Learn
how software architecture relates**

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**to an organization as well as
software development
methodology Book Description The
Software Architect's Handbook is a
comprehensive guide to help
developers, architects, and senior
programmers advance their career
in the software architecture**

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domain. This book takes you through all the important concepts, right from design principles to different considerations at various stages of your career in software architecture. The book begins by covering the fundamentals, benefits, and purpose of software

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architecture. You will discover how software architecture relates to an organization, followed by identifying its significant quality attributes. Once you have covered the basics, you will explore design patterns, best practices, and paradigms for efficient software

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development. The book discusses which factors you need to consider for performance and security enhancements. You will learn to write documentation for your architectures and make appropriate decisions when considering DevOps. In addition to this, you will

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explore how to design legacy applications before understanding how to create software architectures that evolve as the market, business requirements, frameworks, tools, and best practices change over time. By the end of this book, you will not only

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have studied software architecture concepts but also built the soft skills necessary to grow in this field. What you will learn Design software architectures using patterns and best practices Explore the different considerations for designing software architecture

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**Discover what it takes to
continuously improve as a software
architect Create loosely coupled
systems that can support change
Understand DevOps and how it
affects software architecture
Integrate, refactor, and re-architect
legacy applications Who this book**

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is for The Software Architect's Handbook is for you if you are a software architect, chief technical officer (CTO), or senior developer looking to gain a firm grasp of software architecture.

Are you working on a codebase where cost overruns, death

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marches, and heroic fights with legacy code monsters are the norm? Battle these adversaries with novel ways to identify and prioritize technical debt, based on behavioral data from how developers work with code. And that's just for starters. Because

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good code involves social design, as well as technical design, you can find surprising dependencies between people and code to resolve coordination bottlenecks among teams. Best of all, the techniques build on behavioral data that you already have: your version-

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control system. Join the fight for better code! Use statistics and data science to uncover both problematic code and the behavioral patterns of the developers who build your software. This combination gives you insights you can't get from the

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code alone. Use these insights to prioritize refactoring needs, measure their effect, find implicit dependencies between different modules, and automatically create knowledge maps of your system based on actual code contributions. In a radical, much-

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needed change from common practice, guide organizational decisions with objective data by measuring how well your development teams align with the software architecture. Discover a comprehensive set of practical analysis techniques based on

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version-control data, where each point is illustrated with a case study from a real-world codebase. Because the techniques are language neutral, you can apply them to your own code no matter what programming language you use. Guide organizational decisions

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with objective data by measuring how well your development teams align with the software architecture. Apply research findings from social psychology to software development, ensuring you get the tools you need to coach your organization towards better code. If

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you're an experienced programmer, software architect, or technical manager, you'll get a new perspective that will change how you work with code. What You Need: You don't have to install anything to follow along in the book. TThe case studies in the

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book use well-known open source projects hosted on GitHub. You'll use CodeScene, a free software analysis tool for open source projects, for the case studies. We also discuss alternative tooling options where they exist.

Software Designers in Action: A

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Human-Centric Look at Design Work examines how developers actually perform software design in their day-to-day work. The book offers a comprehensive look at early software design, exploring the work of professional designers from a range of different

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viewpoints. Divided into four sections, it discusses various theoretical examinations of the nature of software design and particular design problems, critically assesses the processes and practices that designers follow, presents in-depth accounts of key

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supporting elements of design, and explores the role of human interaction in software design. With highly interdisciplinary contributions that together provide a unique perspective on software development, this book helps readers understand how software

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design is performed today and encourages the current community of researchers to push the field forward.

**A Craftsman's Guide to Software
Structure and Design
Design It!
Clean Code**

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Software Engineering Design

Righting Software

**Become a successful software
architect by implementing effective
architecture concepts**

**Elements of Reusable Object-
Oriented Software**

A no-nonsense introduction to

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software design using the Python programming language. Written for people with no programming experience, this book starts with the most basic concepts and gradually adds new material. Some of the ideas

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**students find most
challenging, like recursion
and object-oriented
programming, are divided into
a sequence of smaller steps
and introduced over the
course of several chapters.
The focus is on the**

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programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practise each

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new concept. Exercise solutions and code examples are available from thinkpython.com, along with Swampy, a suite of Python programs that is used in some of the exercises.

Designing Software

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Architectures will teach you how to design any software architecture in a systematic, predictable, repeatable, and cost-effective way. This book introduces a practical methodology for architecture design that any professional

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software engineer can use, provides structured methods supported by reusable chunks of design knowledge, and includes rich case studies that demonstrate how to use the methods. Using realistic examples, you'll master the

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**powerful new version of the
proven Attribute-Driven
Design (ADD) 3.0 method and
will learn how to use it to
address key drivers, including
quality attributes, such as
modifiability, usability, and
availability, along with**

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functional requirements and architectural concerns.

Drawing on their extensive experience, Humberto Cervantes and Rick Kazman guide you through crafting practical designs that support the full software life cycle,

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**from requirements to
maintenance and evolution.
You'll learn how to
successfully integrate design
in your organizational
context, and how to design
systems that will be built with
agile methods. Comprehensive**

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coverage includes

**Understanding what
architecture design involves,
and where it fits in the full
software development life
cycle Mastering core design
concepts, principles, and
processes Understanding how**

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**to perform the steps of the
ADD method Scaling design
and analysis up or down,
including design for pre-sale
processes or lightweight
architecture reviews
Recognizing and optimizing
critical relationships between**

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**analysis and design Utilizing
proven, reusable design
primitives and adapting them
to specific problems and
contexts Solving design
problems in new domains,
such as cloud, mobile, or big
data**

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An engaging, illustrated collection of insights revealing the practices and principles that expert software designers use to create great software. What makes an expert software designer? It is more than

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experience or innate ability. Expert software designers have specific habits, learned practices, and observed principles that they apply deliberately during their design work. This book offers sixty-six insights, distilled

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from years of studying experts at work, that capture what successful software designers actually do to create great software. The book presents these insights in a series of two-page illustrated spreads, with the principle and a short

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**explanatory text on one page,
and a drawing on the facing
page. For example, “Experts
generate alternatives” is
illustrated by the same few
balloons turned into a set of
very different balloon animals.
The text is engaging and**

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accessible; the drawings are thought-provoking and often playful. Organized into such categories as “Experts reflect,” “Experts are not afraid,” and “Experts break the rules,” the insights range from “Experts prefer simple

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solutions” to “Experts see error as opportunity.” Readers learn that “Experts involve the user”; “Experts take inspiration from wherever they can”; “Experts design throughout the creation of software”; and “Experts draw

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the problem as much as they draw the solution.” One habit for an aspiring expert software designer to develop would be to read and reread this entertaining but essential little book. The insights described offer a guide for the

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novice or a reference for the veteran—in software design or any design profession. A companion web site provides an annotated bibliography that compiles key underpinning literature, the opportunity to suggest

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**additional insights, and more.
Learn the principles of good
software design, and how to
turn those principles into
great code. This book
introduces you to software
engineering — from the
application of engineering**

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principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code

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construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll

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investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With Software Development, Design and

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Coding, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including

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Scrum and Lean programming
Leverage the capabilities of
modern computer systems
with parallel programming
Work with design patterns to
exploit application
development best practices
Use modern tools for

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**development, collaboration,
and source code controls Who
This Book Is For Early career
software developers, or upper-
level students in software
engineering courses
Software Design for Engineers
and Scientists**

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**The Essence of Software
Software Essentials
Software Development, Design
and Coding
Software and the Imagination
of Design
66 Ways Experts Think
A New Theory and Practical**

Page 60/251

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Guide for Modern Architects

*This book constitutes the
refereed proceedings of the
10th International
Symposium on Business
Modeling and Software
Design, BMSD 2020, which*

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*took place in Berlin,
Germany, in July 2020. BMSD
is a leading international
forum that brings together
researchers and practitioners
interested in business
modeling and its relation to*

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*software design. Particular
areas of interest are:*

*Business Processes and
Enterprise Engineering;*

Business Models and

*Requirements; Business
Models and Services;*

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*Business Models and
Software; Information
Systems Architectures and
Paradigms; Data Aspects in
Business Modeling and
Software Development;
Blockchain-Based Business*

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*Models and Information
Systems; IoT and
Implications for Enterprise
Information Systems. The
theme of BMSD 2020 was:
Towards Knowledge-Driven
Enterprise Information*

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Systems.

A unique resource to help software developers create a desirable user experience Today, top-flight software must feature a desirable user experience. This one-of-

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a-kind book creates a design process specifically for software, making it easy for developers who lack design background to create that compelling user experience. Appealing to both tech-savvy

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designers and creative-minded technologists, it establishes a hybrid discipline that will produce first-rate software. Illustrated in full color, it shows how to plan and visualize the design

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to create software that works on every level. Today's software demands attention to the quality of the user experience; this book guides you through a practical design process to achieve

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*that goal Approaches the
mechanics of design with a
process inspired by art and
science Avoids the abstract
and moves step by step
through techniques you can
put to use immediately*

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*Covers planning your design,
tested methods, how to
visualize like a designer,
psychology of design, and
how to create software that
developers will appreciate
Explores such elements as*

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*choosing the right typeface
and managing interactivity
Design for Software: A
Playbook for Developers
brings the art of good design
together with the science of
software development to*

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create programs with pizzazz. This book provides a detailed "how-to" guide, addressing aspects ranging from analysis and design to the implementation of applications, which need to

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be integrated within legacy applications and databases. The analysis and design of the next generation of software architectures must address the new requirements to

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accommodate the Internet of things (IoT), cybersecurity, blockchain networks, cloud, and quantum computer technologies. As 5G wireless increasingly establishes itself over the next few years,

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moving legacy applications into these new architectures will be critical for companies to compete in a consumer-driven and social media-based economy. Few organizations, however,

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*understand the challenges
and complexities of moving
from a central database
legacy architecture to a
ledger and networked
environment. The challenge
is not limited to just*

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designing new software applications. Indeed, the next generation needs to function more independently on various devices, and on more diverse and wireless-centric networks.

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Furthermore, databases must be broken down into linked list-based blockchain architectures, which will involve analytic decisions regarding which portions of data and metadata will be

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*processed within the chain,
and which ones will be
dependent on cloud systems.
Finally, the collection of all
data throughout these vast
networks will need to be
aggregated and used for*

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*predictive analysis across a
variety of competitive
business applications in a
secured environment.*

*Certainly not an easy task
for any analyst/designer!*

Many organizations will

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continue to use packaged products and open-source applications. These third-party products will need to be integrated into the new architecture paradigms and have seamless data

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*aggregation capabilities,
while maintaining the
necessary cyber
compliances. The book also
clearly defines the roles and
responsibilities of the
stakeholders involved,*

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including the IT departments, users, executive sponsors, and third-party vendors. The book's structure also provides a step-by-step method to help ensure a

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higher rate of success in the context of re-engineering existing applications and databases, as well as selecting third-party products, conversion methods and cybercontrols.

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*It was written for use by a broad audience, including IT developers, software engineers, application vendors, business line managers, and executives.
Right Your Software and*

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*Transform Your Career
Righting Software presents
the proven, structured, and
highly engineered approach
to software design that
renowned architect Juval
Löwy has practiced and*

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*taught around the world.
Although companies of every
kind have successfully
implemented his original
design ideas across
hundreds of systems, these
insights have never before*

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appeared in print. Based on first principles in software engineering and a comprehensive set of matching tools and techniques, Löwy's methodology integrates

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system design and project design. First, he describes the primary area where many software architects fail and shows how to decompose a system into smaller building blocks or

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services, based on volatility. Next, he shows how to flow an effective project design from the system design; how to accurately calculate the project duration, cost, and risk; and how to devise

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*multiple execution options.
The method and principles in
Righting Software apply
regardless of your project
and company size,
technology, platform, or
industry. Löwy starts the*

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reader on a journey that addresses the critical challenges of software development today by righting software systems and projects as well as careers—and possibly the

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software industry as a whole. Software professionals, architects, project leads, or managers at any stage of their career will benefit greatly from this book, which provides guidance and

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knowledge that would otherwise take decades and many projects to acquire. Register your book for convenient access to downloads, updates, and/or corrections as they become

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*available. See inside book for
details.*

*Guide to Efficient Software
Design*

A Practical Approach

Domain-driven Design

Emergent Design

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*From Programmer to
Software Architect
Design for Software
Software Design for
Flexibility*

*Practical Software Architecture
Solutions from the Legendary Robert C.*

Page 97/251

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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

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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

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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

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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

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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*

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*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*

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*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.*

*Taking a learn-by-doing approach,
Software Engineering Design: Theory*

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and Practice uses examples, review questions, chapter exercises, and case study assignments to provide students and practitioners with the understanding required to design complex software systems. Explaining the concepts that are immediately relevant to software

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designers, it begins with a review of software design fundamentals. The text presents a formal top-down design process that consists of several design activities with varied levels of detail, including the macro-, micro-, and construction-design levels. As part of the

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top-down approach, it provides in-depth coverage of applied architectural, creational, structural, and behavioral design patterns. For each design issue covered, it includes a step-by-step breakdown of the execution of the design solution, along with an

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evaluation, discussion, and justification for using that particular solution. The book outlines industry-proven software design practices for leading large-scale software design efforts, developing reusable and high-quality software systems, and producing technical and

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customer-driven design documentation. It also: Offers one-stop guidance for mastering the Software Design & Construction sections of the official Software Engineering Body of Knowledge (SWEBOK®) Details a collection of standards and guidelines

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for structuring high-quality code

*Describes techniques for analyzing and
evaluating the quality of software*

*designs Collectively, the text supplies
comprehensive coverage of the software
design concepts students will need to
succeed as professional design leaders.*

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The section on engineering leadership for software designers covers the necessary ethical and leadership skills required of software developers in the public domain. The section on creating software design documents (SDD) familiarizes students with the software

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design notations, structural descriptions, and behavioral models required for SDDs. Course notes, exercises with answers, online resources, and an instructor's manual are available upon qualified course adoption. Instructors can contact the author about these

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resources via the author's website:

<http://softwareengineeringdesign.com/>

This textbook provides an in-depth introduction to software design, with a focus on object-oriented design, and using the Java programming language. Its goal is to help readers learn software

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design by discovering the experience of the design process. To this end, a narrative is used that introduces each element of design know-how in context, and explores alternative solutions in that context. The narrative is supported by hundreds of code fragments and design

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diagrams. The first chapter is a general introduction to software design. The subsequent chapters cover design concepts and techniques, which are presented as a continuous narrative anchored in specific design problems. The design concepts and techniques

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covered include effective use of types and interfaces, encapsulation, composition, inheritance, design patterns, unit testing, and many more. A major emphasis is placed on coding and experimentation as a necessary complement to reading the text. To

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support this aspect of the learning process, a companion website with practice problems is provided, and three sample applications that capture numerous design decisions are included. Guidance on these sample applications is provided in a section called “Code

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Exploration” at the end of each chapter. Although the Java language is used as a means of conveying design-related ideas, the book’s main goal is to address concepts and techniques that are applicable in a host of technologies. This book is intended for readers who have a

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minimum of programming experience and want to move from writing small programs and scripts to tackling the development of larger systems. This audience naturally includes students in university-level computer science and software engineering programs. As the

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prerequisites to specific computing concepts are kept to a minimum, the content is also accessible to programmers without a primary training in computing. In a similar vein, understanding the code fragments requires only a minimal grasp of the language, such as would be taught

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in an introductory programming course.

What are the ingredients of robust, elegant, flexible, and maintainable software architecture? Beautiful Architecture answers this question through a collection of intriguing essays from more than a dozen of today's

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leading software designers and architects. In each essay, contributors present a notable software architecture, and analyze what makes it innovative and ideal for its purpose. Some of the engineers in this book reveal how they developed a specific project, including

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*decisions they faced and tradeoffs they made. Others take a step back to investigate how certain architectural aspects have influenced computing as a whole. With this book, you'll discover:
How Facebook's architecture is the basis for a data-centric application ecosystem*

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The effect of Xen's well-designed architecture on the way operating systems evolve How community processes within the KDE project help software architectures evolve from rough sketches to beautiful systems How creeping featurism has helped GNU

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*Emacs gain unanticipated functionality
The magic behind the Jikes RVM self-
optimizable, self-hosting runtime Design
choices and building blocks that made
Tandem the choice platform in high-
availability environments for over two
decades Differences and similarities*

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between object-oriented and functional architectural views How architectures can affect the software's evolution and the developers' engagement Go behind the scenes to learn what it takes to design elegant software architecture, and how it can shape the way you approach your

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*own projects, with Beautiful
Architecture.*

*Software Specification and Design
Creating Solutions for Ill-Structured
Problems*

*Designing Software Architectures
A Philosophy of Software Design*

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*A Comprehensive Guide to Software
Development Projects*

How to Think Like a Computer Scientist

*UML, Use Cases, Patterns, and
Software Architectures*

**A software design manifesto;
Design of the conceptual**

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**model; The role of the artist-
designer; Design languages;
The consumer spectrum;
Action - centered design;
Keeping it simple; The
designer's stance; Reflective
conversation with materials;
Cultures of prototyping;**

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Footholds for design; Design as practiced; Organizational support for software design; Design for people at work; Reflection; Bibliography; Name index; Subject index. Covering a variety of areas including software analysis,

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**design, coding and
maintenance, this text details
the research conducted since
the 1970s in this fast-
developing field before going
on to define a computer
program from the viewpoint
of computing and cognitive**

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psychology. The two essential sides of programming, software production and software understanding, are given detailed treatment, with parallels drawn throughout between studies on processing texts written in

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**natural language and
processing computer
programs. Of particular
interest to researchers,
practitioners and graduates in
cognitive psychology,
cognitive ergonomics and
computer science.**

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Builders of the Vision traces the intellectual history and contemporary practices of Computer-Aided Design (CAD) and Numerical Control since the years following World War II until today. Drawing from primary archival and

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ethnographic sources, it identifies and documents the crucial ideas shaping digital design technologies since the first numerical control and CAD systems were developed under US Air Force research contracts at MIT between

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1949 and 1970: the cybernetic theorization of design as a human-machine endeavor; the vision of computers as "perfect slaves" taking care of the drudgery of physical labor; the techno-social utopias of computers as

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**vehicles of democracy and
social change; the
entrepreneurial urge towards
design and construction
integration; and the
managerial ideologies
enabling today's
transnational geographies of**

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**practice. Examining the
contrasting, and often
conflicting, sensibilities that
converge into CAD and BIM
discourses - globalism,
utopianism,
entrepreneurialism, and
architects' desires for**

aesthetic liberation - Builders of the Vision shows that software systems and numerically controlled machines are not merely "instruments," or "tools," but rather versatile metaphors reconfiguring conceptions of

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design, materiality, work, and what it means to be creative. Crucially, by revealing software systems as socio-technical infrastructures that mediate the production of our built environments, author Daniel Cardoso Llach builds a

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**strong case for the fields of
architecture, media, and
science and technology
studies to critically engage
with both the politics and the
poetics of technology in
design. Builders of the Vision
will be essential reading for**

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**scholars and practitioners
across disciplines interested
in the increasingly complex
socio-technical systems that
go into imagining and
building of our artifacts,
buildings, and cities.
Software Design: Creating**

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Solutions for Ill-Structured Problems, Third Edition provides a balanced view of the many and varied software design practices used by practitioners. The book provides a general overview of software design within the

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context of software development and as a means of addressing ill-structured problems. The third edition has been expanded and reorganised to focus on the structure and process aspects of software design, including

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architectural issues, as well as design notations and models. It also describes a variety of different ways of creating design solutions such as plan-driven development, agile approaches, patterns, product

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lines, and other forms.

Features

- Includes an overview and review of representation forms used for modelling design solutions
- Provides a concise review of design practices and how these relate to ideas about

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software architecture • Uses an evidence-informed basis for discussing design concepts and when their use is appropriate This book is suitable for undergraduate and graduate students taking courses on software

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engineering and software design, as well as for software engineers. Author David Budgen is a professor emeritus of software engineering at Durham University. His research interests include evidence-

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**based software engineering
(EBSE), software design, and
healthcare informatics.**

Clean Architecture

**A Human-Centric Look at
Design Work**

**Tackling Complexity in the
Heart of Software**

Page 149/251

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The Evolutionary Nature of Professional Software Development Beautiful Architecture

Design Patterns

A revolutionary concept-based approach to thinking about, designing, and interacting

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with software As our dependence on technology increases, the design of software matters more than ever before. Why then is so much software flawed? Why hasn ' t there been a systematic and scalable way to create software that is easy to use, robust, and secure? Examining these issues in depth, The Essence of Software introduces a theory

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of software design that gives new answers to old questions. Daniel Jackson explains that a software system should be viewed as a collection of interacting concepts, breaking the functionality into manageable parts and providing a new framework for thinking about design. Through this radical and original perspective, Jackson lays out a

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practical and coherent path, accessible to anyone—from strategist and marketer to UX designer, architect, or programmer—for making software that is empowering, dependable, and a delight to use. Jackson explores every aspect of concepts—what they are and aren't, how to identify them, how to define them, and more—and offers

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prescriptive principles and practical tips that can be applied cost-effectively in a wide range of domains. He applies these ideas to contemporary software designs, drawing examples from leading software manufacturers such as Adobe, Apple, Dropbox, Facebook, Google, Microsoft, Twitter, and others. Jackson shows how

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concepts let designers preserve and reuse design knowledge, rather than starting from scratch in every project. An argument against the status quo and a guide to improvement for both working designers and novices to the field, *The Essence of Software* brings a fresh approach to software and its creation.

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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. Software Design for Engineers and Scientists integrates three core areas of computing: . Software engineering - including both

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traditional methods and the insights of 'extreme programming' . Program design - including the analysis of data structures and algorithms . Practical object-oriented programming Without assuming prior knowledge of any particular programming language, and avoiding the need for students to learn from separate, specialised

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Computer Science texts, John Robinson takes the reader from small-scale programming to competence in large software projects, all within one volume. Copious examples and case studies are provided in C++. The book is especially suitable for undergraduates in the natural sciences and all branches of engineering who have some

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knowledge of computing basics, and now need to understand and apply software design to tasks like data analysis, simulation, signal processing or visualisation. John Robinson introduces both software theory and its application to problem solving using a range of design principles, applied to the creation of medium-sized systems,

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providing key methods and tools for designing reliable, efficient, maintainable programs. The case studies are presented within scientific contexts to illustrate all aspects of the design process, allowing students to relate theory to real-world applications. Core computing topics - usually found in separate specialised texts -

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presented to meet the specific requirements
of science and engineering students
Demonstrates good practice through
applications, case studies and worked
examples based in real-world contexts
Winner of a 2015 Alpha Sigma Nu Book
Award, Software Essentials: Design and
Construction explicitly defines and

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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

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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

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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,

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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

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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

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of software design and construction.

Design modern systems using effective
architecture concepts, design patterns, and
techniques with C++20

Fix Technical Debt with Behavioral Code
Analysis

Software Design

Software Modeling and Design

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Software Design Decoded

Software Design Methodology

From Principles to Architectural Styles

This book covers all you
need to know to model and
design software applications
from use cases to software

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architectures in UML and shows how to apply the COMET UML-based modeling and design method to real-world problems. The author describes architectural patterns for various

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architectures, such as
broker, discovery, and
transaction patterns for
service-oriented
architectures, and addresses
software quality attributes
including maintainability,

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modifiability, testability,
traceability, scalability,
reusability, performance,
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illustrate design issues for
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architectures: a banking system for client/server architecture, an online shopping system for service-oriented architecture, an emergency monitoring system for component-based

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software architecture, and an automated guided vehicle for real-time software architecture. Organized as an introduction followed by several short, self-contained chapters, the book is perfect

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for senior undergraduate or graduate courses in software engineering and design, and for experienced software engineers wanting a quick reference at each stage of the analysis, design, and

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to IT infrastructure and
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product by understanding

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architectures such as
microservices, DevOps, and
cloud-native using modern
C++ standards and features
Key Features Design scalable
large-scale applications with
the C++ programming

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language Architect software solutions in a cloud-based environment with continuous integration and continuous delivery (CI/CD) Achieve architectural goals by leveraging design patterns,

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language features, and
useful toolsBook Description
Software architecture refers
to the high-level design of
complex applications. It is
evolving just like the
languages we use, but there

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are architectural concepts and patterns that you can learn to write high-performance apps in a high-level language without sacrificing readability and maintainability. If you're

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working with modern C++, this practical guide will help you put your knowledge to work and design distributed, large-scale apps. You'll start by getting up to speed with architectural concepts,

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including established patterns and rising trends, then move on to understanding what software architecture actually is and start exploring its components. Next, you'll

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discover the design concepts involved in application architecture and the patterns in software development, before going on to learn how to build, package, integrate, and

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deploy your components. In the concluding chapters, you'll explore different architectural qualities, such as maintainability, reusability, testability, performance, scalability, and

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security. Finally, you will get an overview of distributed systems, such as service-oriented architecture, microservices, and cloud-native, and understand how to apply them in application

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development. By the end of this book, you'll be able to build distributed services using modern C++ and associated tools to deliver solutions as per your clients' requirements. What you will

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learn Understand how to
apply the principles of
software architecture Apply
design patterns and best
practices to meet your
architectural goals Write
elegant, safe, and

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performant code using the latest C++ features Build applications that are easy to maintain and deploy Explore the different architectural approaches and learn to apply them as per your

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requirementSimplify
development and operations
using application
containersDiscover various
techniques to solve common
problems in software design
and developmentWho this

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book is for This software
architecture C++
programming book is for
experienced C++ developers
looking to become software
architects or develop
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applications.

5G, IoT, Blockchain, and
Quantum Computing

Why Concepts Matter for
Great Design

Business Modeling and
Software Design

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Software Architect's
Handbook

Software Architecture with
C++

8th International
Symposium, BMSD 2018,
Vienna, Austria, July 2-4,

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2018, Proceedings

Software Design X-Rays

This book shows you how to design the user interface in a systematic and practical way. It bridges the gap between traditional programming

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perspectives, which often see the user interface as an afterthought, and human-computer interaction approaches, which are more user-centric but give little guidance on screen design

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**and system development.
Software Design Methodology
explores the theory of
software architecture, with
particular emphasis on
general design principles
rather than specific methods.**

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This book provides in depth coverage of large scale software systems and the handling of their design problems. It will help students gain an understanding of the general theory of design

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**methodology, and especially
in analysing and evaluating
software architectural designs,
through the use of case
studies and examples, whilst
broadening their knowledge of
large-scale software systems.**

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This book shows how important factors, such as globalisation, modelling, coding, testing and maintenance, need to be addressed when creating a modern information system.

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Each chapter contains expected learning outcomes, a summary of key points and exercise questions to test knowledge and skills. Topics range from the basic concepts of design to software design

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quality; design strategies and processes; and software architectural styles. Theory and practice are reinforced with many worked examples and exercises, plus case studies on extraction of

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**keyword vector from text;
design space for user
interface architecture; and
document editor. Software
Design Methodology is
intended for IT industry
professionals as well as**

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**software engineering and
computer science
undergraduates and graduates
on Msc conversion courses. ***
**In depth coverage of large
scale software systems and
the handling of their design**

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**problems * Many worked
examples, exercises and case
studies to reinforce theory and
practice * Gain an
understanding of the general
theory of design methodology
This book constitutes the**

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**proceedings of the 8th
International Symposium on
Business Modeling and
Software Design, BMSD 2018,
held in Vienna, Austria, in July
2018. The 14 full papers and 21
short papers selected for**

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**inclusion in this book deal
with a large number of
research topics: (i) Some
topics concern Business
Processes (BP), such as BP
modeling / notations /
visualizations, BP**

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**management, BP variability,
BP contracting, BP
interoperability, BP modeling
within augmented reality, inter-
enterprise collaborations, and
so on; (ii) Other topics
concern Software Design,**

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**such as software ecosystems,
specification of context-aware
software systems, service-
oriented solutions and micro-
service architectures, product
variability, software
development monitoring, and**

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so on; (iii) Still other topics are crosscutting with regard to business modeling and software design, such as data analytics as well as information security and privacy; (iv) Other topics

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**concern hot technology /
innovation areas, such as
blockchain technology and
internet-of-things. Underlying
with regard to all those topics
is the BMSD'18 theme:
Enterprise Engineering and**

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**Software Engineering -
Processes and Systems for
the Future.**

**With this practical book,
architects, CTOs, and CIOs
will learn a set of patterns for
the practice of architecture,**

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**including analysis,
documentation, and
communication. Author Eben
Hewitt shows you how to
create holistic and thoughtful
technology plans,
communicate them clearly,**

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**lead people toward the vision,
and become a great architect
or Chief Architect. This book
covers each key aspect of
architecture comprehensively,
including how to incorporate
business architecture,**

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**information architecture, data
architecture, application
(software) architecture
together to have the best
chance for the system's
success. Get a practical set of
proven architecture practices**

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immediately Incorporate
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(software) architecture
together**

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An MVC Approach to

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Models**

**Leading Thinkers Reveal the
Hidden Beauty in Software
Design**

**Bringing Design to Software
A Software Engineering**

Page 217/251

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Perspective

An Engineering Approach

This classroom-tested textbook presents an active-learning approach to the foundational concepts of software design.

These concepts are then applied

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to a case study, and reinforced through practice exercises, with the option to follow either a structured design or object-oriented design paradigm. The text applies an incremental and iterative software development

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approach, emphasizing the use of design characteristics and modeling techniques as a way to represent higher levels of design abstraction, and promoting the model-view-controller (MVC) architecture. Topics and

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features: provides a case study to illustrate the various concepts discussed throughout the book, offering an in-depth look at the pros and cons of different software designs; includes discussion questions and hands-

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on exercises that extend the case study and apply the concepts to other problem domains; presents a review of program design fundamentals to reinforce understanding of the basic concepts; focuses on a

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bottom-up approach to describing software design concepts; introduces the characteristics of a good software design, emphasizing the model-view-controller as an underlying architectural

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principle; describes software design from both object-oriented and structured perspectives; examines additional topics on human-computer interaction design, quality assurance, secure design, design patterns,

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and persistent data storage design; discusses design concepts that may be applied to many types of software development projects; suggests a template for a software design document, and offers ideas for

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further learning. Students of computer science and software engineering will find this textbook to be indispensable for advanced undergraduate courses on programming and software design. Prior

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background knowledge and experience of programming is required, but familiarity in software design is not assumed. Efficiency is a crucial concern across computing systems, from the edge to the cloud.

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Paradoxically, even as the latencies of bottleneck components such as storage and networks have dropped by up to four orders of magnitude, software path lengths have progressively increased due to

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overhead from the very frameworks that have revolutionized the pace of information technology. Such overhead can be severe enough to overshadow the benefits from switching to new technologies

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like persistent memory and low latency interconnects. Resource Proportional Software Design for Emerging Systems introduces resource proportional design (RPD) as a principled approach to software component and

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***system development that
counters the overhead of deeply
layered code without removing
flexibility or ease of
development. RPD makes
resource consumption
proportional to situational utility***

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by adapting to diverse emerging needs and technology systems evolution. Highlights: Analysis of run-time bloat in deep software stacks, an under-explored source of power-performance wastage in IT systems

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***Qualitative and quantitative
treatment of key dimensions of
resource proportionality Code
features: Unify and broaden
supported but optional features
without losing efficiency
Technology and systems***

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evolution: Design software to adapt with changing trade-offs as technology evolves
Data processing: Design systems to predict which subsets of data processed by an (analytics or ML) application are likely to be

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***useful System wide trade-offs:
Address interacting local and
global considerations
throughout software stacks and
hardware including cross-layer
co-design involving code, data
and systems dimensions, and***

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***non-functional requirements
such as security and fault
tolerance Written from a systems
perspective to explore RPD
principles, best practices,
models and tools in the context
of emerging technologies and***

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applications This book is primarily geared towards practitioners with some advanced topics for researchers. The principles shared in the book are expected to be useful for programmers, engineers and

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researchers interested in ensuring software and systems are optimized for existing and next generation technologies. The authors are from both industry (Bhattacharya and Voigt) and academic (Gopinath)

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backgrounds.

***Describes ways to incorporate
domain modeling into software
development.***

***Strategies for building large
systems that can be easily
adapted for new situations with***

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only minor programming modifications. Time pressures encourage programmers to write code that works well for a narrow purpose, with no room to grow. But the best systems are evolvable; they can be adapted

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for new situations by adding code, rather than changing the existing code. The authors describe techniques they have found effective--over their combined 100-plus years of programming experience--that

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will help programmers avoid programming themselves into corners. The authors explore ways to enhance flexibility by:

- ***Organizing systems using combinators to compose mix-and-match parts, ranging from***

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***small functions to whole
arithmetics, with standardized
interfaces • Augmenting data
with independent annotation
layers, such as units of
measurement or provenance •
Combining independent pieces***

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***of partial information using
unification or propagation •
Separating control structure
from problem domain with
domain models, rule systems
and pattern matching,
propagation, and dependency-***

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***directed backtracking •
Extending the programming
language, using dynamically
extensible evaluators
Design and Construction
User Interface Design
10th International Symposium,***

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July 6-8, 2020, Proceedings
Python for Software Design
A Handbook of Agile Software
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Aspect***

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The rigors of engineering must
soon be applied to the software

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development process, or the complexities of new systems will initiate the collapse of companies that attempt to produce them.

Software Specification and Design: An Engineering Approach offers a foundation for rigorously

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engineered software. It provides a clear vision of what occurs at e
This book is perhaps the first attempt to give full treatment to the topic of Software Design. It will facilitate the academia as well as the industry. This book covers

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all the topics of software design
including the ancillary ones.

Semantic Software Design
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Yourself into a Corner
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