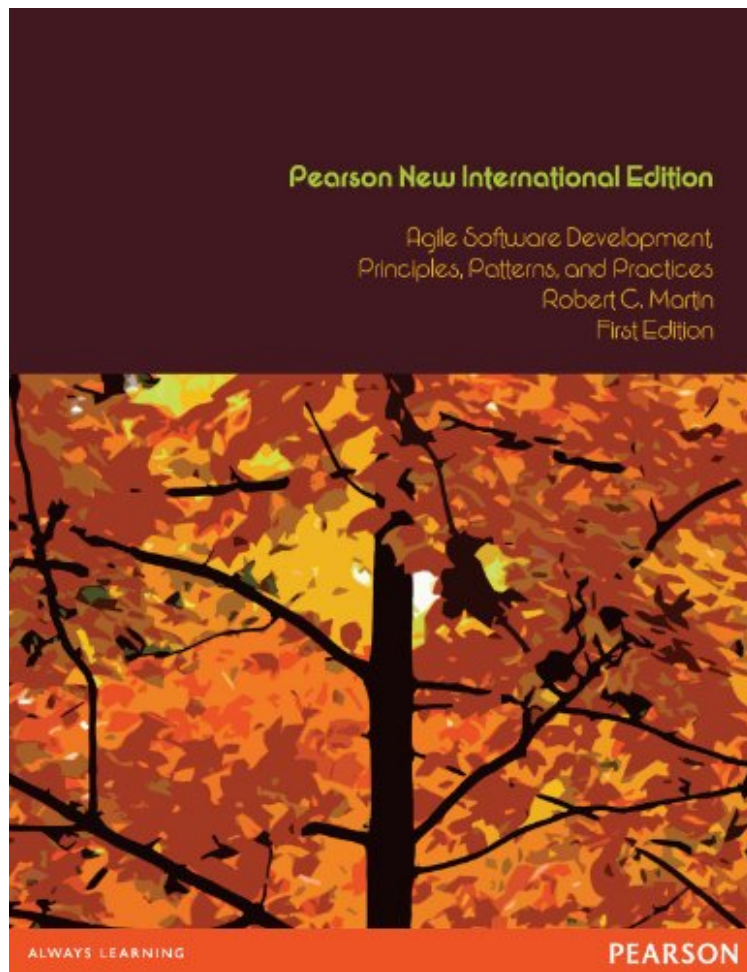


[Pdf free] Agile Software Development, Principles, Patterns, and Practices: Pearson New International Edition

Agile Software Development, Principles, Patterns, and Practices: Pearson New International Edition

Von Robert C. Martin

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Von Robert C. Martin : Agile Software Development, Principles, Patterns, and Practices: Pearson New International Edition before purchasing it in order to gage whether or not it would be worth my time, and all praised Agile Software Development, Principles, Patterns, and Practices: Pearson New International Edition:

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. Better stick with Clean Code bookVon lk77Can not recommend for average developers with basic understanding of dsign patterns, who wish to dig a bit deeper or just refresh. I happen to read the clean code just before and it covers the mostly same content in a better way. The agile part felt a bit short, weak to be a good intro there are better books. Patterns are all classical GoF. There is an interesting theoretical tidbit about the tradeoff between Instability and

Abstractness with few practical implications as it follows naturally from applying SRP OCP, CCP and DRY principles. Felt dated at times. Too expensive. There are a lot of code examples and case studies. 1 von 1 Kunden fanden die folgende Rezension hilfreich. Anschaulich, umfassend und praxisorientiert Von Nick Eines der besten Bücher, das ich zum Thema Software-Entwicklung in den Händen hatte. Grundlegende Techniken und Prinzipien agiler Software-Entwicklung werden zunächst erläutert, dann anhand von Beispielen in Java und C++ verdeutlicht. Zusätzlich gibt es umfassendere Use Cases, in denen der Autor den Leser Schritt für Schritt durch den Entwicklungsprozess führt. Obendrein ist das Buch leserfreundlich im typisch amerikanischen Stil geschrieben, in dem Verständlichkeit absoluter Präzision vorgezogen wird. 2 von 2 Kunden fanden die folgende Rezension hilfreich. Sehr gute Einführung in agile Softwareentwicklung Von Thomas LDieses Buch bietet eine sehr gute Einführung in agile Softwareentwicklung und extreme Programming. Es gibt viele Beispiele, die auch zum Teil etwas komplexer und näher an der Realität sind. Es werden auch diverse Design Patterns besprochen. Das ist im Zusammenhang recht hilfreich, allerdings gibt es hierzu auch andere Bücher die sich ausschließlich mit diesem Thema beschäftigen und daher umfassender sind. Ich kann das Buch aber auf jeden Fall allen empfehlen, die sich in agile Methoden einarbeiten wollen.

Kurzbeschreibung For courses in Object-Oriented Design, C++ Intermediate Programming, and Object-Oriented Programming. Written for software engineers in the trenches, this text focuses on the technology the principles, patterns, and processes that help software engineers effectively manage increasingly complex operating systems and applications. There is also a strong emphasis on the people behind the technology. This text will prepare students for a career in software engineering and serve as an on-going education for software engineers. Kurzbeschreibung For courses in Object-Oriented Design, C++ Intermediate Programming, and Object-Oriented Programming. Written for software engineers in the trenches, this text focuses on the technology the principles, patterns, and processes that help software engineers effectively manage increasingly complex operating systems and applications. There is also a strong emphasis on the people behind the technology. This text will prepare students for a career in software engineering and serve as an on-going education for software engineers. über den Autor und weitere Mitwirkende ROBERT C. MARTIN is President of Object Mentor Inc. Martin and his team of software consultants use Object-Oriented Design, Patterns, UML, Agile Methodologies, and eXtreme Programming with worldwide clients. He is the author of the best-selling book Designing Object-Oriented C++ Applications Using the Booch Method (Prentice Hall, 1995), Chief Editor of, Pattern Languages of Program Design 3 (Addison Wesley, 1997), Editor of, More C++ Gems (Cambridge, 1999), and co-author of XP in Practice, with James Newkirk (Addison-Wesley, 2001). He was Editor in Chief of the C++ Report from 1996 to 1999. He is a featured speaker at international conferences and trade shows.