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***Thinking Forth applies a philosophy of problem solving and programming style to the unique programming language Forth. Published first in 1984, it could be among the timeless classics of computer books, such as***

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***Fred Brooks' The Mythical  
Man-Month and Donald  
Knuth's The Art of Computer  
Programming. Many software  
engineering principles  
discussed here have been  
rediscovered in eXtreme  
Programming, including***

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***(re)factoring, modularity,  
bottom-up and incremental  
design. Here you'll find all of  
those and more, such as the  
value of analysis and design,  
described in Leo Brodie's  
down-to-earth, humorous  
style, with illustrations, code***

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**examples, practical real life  
applications, illustrative  
cartoons, and interviews with  
Forth's inventor, Charles H.  
Moore as well as other Forth  
thinkers.  
More than 300,000  
developers have benefited**

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***from past editions of UML  
Distilled . This third edition is  
the best resource for quick,  
no-nonsense insights into  
understanding and using UML  
2.0 and prior versions of the  
UML. Some readers will want  
to quickly get up to speed***

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***with the UML 2.0 and learn  
the essentials of the UML.  
Others will use this book as a  
handy, quick reference to the  
most common parts of the  
UML. The author delivers on  
both of these promises in a  
short, concise, and focused***

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***presentation. This book  
describes all the major UML  
diagram types, what they're  
used for, and the basic  
notation involved in creating  
and deciphering them. These  
diagrams include class,  
sequence, object, package,***



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**deployment, use case, state  
machine, activity,  
communication, composite  
structure, component,  
interaction overview, and  
timing diagrams. The  
examples are clear and the  
explanations cut to the**

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**fundamental design logic.**

**Includes a quick reference to  
the most useful parts of the  
UML notation and a useful  
summary of diagram types  
that were added to the UML  
2.0. If you are like most  
developers, you don't have**

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***time to keep up with all the  
new innovations in software  
engineering. This new edition  
of Fowler's classic work gets  
you acquainted with some of  
the best thinking about  
efficient object-oriented  
software design using the***

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***UML--in a convenient format  
that will be essential to  
anyone who designs software  
professionally.***

***Automated testing is a  
cornerstone of agile  
development. An effective  
testing strategy will deliver***

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***new functionality more aggressively, accelerate user feedback, and improve quality. However, for many developers, creating effective automated tests is a unique and unfamiliar challenge. xUnit Test Patterns is the***

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***definitive guide to writing  
automated tests using xUnit,  
the most popular unit testing  
framework in use today. Agile  
coach and test automation  
expert Gerard Meszaros  
describes 68 proven patterns  
for making tests easier to***

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***write, understand, and  
maintain. He then shows you  
how to make them more  
robust and repeatable--and  
far more cost-effective.  
Loaded with information, this  
book feels like three books in  
one. The first part is a***

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***detailed tutorial on test automation that covers everything from test strategy to in-depth test coding. The second part, a catalog of 18 frequently encountered "test smells," provides troubleshooting guidelines to help***



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***you determine the root cause  
of problems and the most  
applicable patterns. The third  
part contains detailed  
descriptions of each pattern,  
including refactoring  
instructions illustrated by  
extensive code samples in***

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**multiple programming  
languages.**

***When carefully selected and  
used, Domain-Specific  
Languages (DSLs) may  
simplify complex code,  
promote effective  
communication with***

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**customers, improve  
productivity, and unclog  
development bottlenecks. In  
Domain-Specific Languages ,  
noted software development  
expert Martin Fowler first  
provides the information  
software professionals need**

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***to decide if and when to  
utilize DSLs. Then, where  
DSLs prove suitable, Fowler  
presents effective techniques  
for building them, and guides  
software engineers in  
choosing the right approaches  
for their applications. This***

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***book's techniques may be  
utilized with most modern  
object-oriented languages;  
the author provides numerous  
examples in Java and C#, as  
well as selected examples in  
Ruby. Wherever possible,  
chapters are organized to be***

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***self-standing, and most  
reference topics are  
presented in a familiar  
patterns format. Armed with  
this wide-ranging book,  
developers will have the  
knowledge they need to make  
important decisions about***

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***DSLs—and, where appropriate, gain the significant technical and business benefits they offer. The topics covered include: How DSLs compare to frameworks and libraries, and when those alternatives are***

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**sufficient Using parsers and  
parser generators, and  
parsing external DSLs  
Understanding, comparing,  
and choosing DSL language  
constructs Determining  
whether to use code  
generation, and comparing**



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**code generation strategies**  
**Previewing new language**  
**workbench tools for creating**  
**DSLs**

**Refactoring Workbook**  
**Refactoring: Improving the**  
**Design of Existing Code**  
**Improving the Design of**

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**Existing Web Applications**  
**Deep Learning for Coders with**  
**fastai and PyTorch**  
**Clean Code**  
**Agile Modeling with UML**

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books in my life." -Obie

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Fernandez, Author, The Rails Way “Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for

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yours.” –Mike Cohn, Author  
of Succeeding with Agile,  
Agile Estimating and  
Planning, and User Stories  
Applied “. . . filled with  
practical advice, both  
technical and professional,

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that will serve you and your projects well for years to come." -Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks ". . . lightning does strike twice, and this book is proof." -VM

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(Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks The Pragmatic Programmer is one of those rare tech books you'll read, re-read, and read again over the years.

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influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of



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software development,  
independent of any  
particular language,  
framework, or methodology,  
and the Pragmatic  
philosophy has spawned  
hundreds of books,

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screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer.

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to: Fight software rot Learn  
continuously Avoid the trap  
of duplicating knowledge  
Write flexible, dynamic, and  
adaptable code Harness the  
power of basic tools Avoid  
programming by coincidence

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Pragmatic Programmers  
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ruthlessly and effectively,  
including property-based  
testing Implement the  
Pragmatic Starter Kit Delight  
your users Written as a  
series of self-contained

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sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best approaches and major

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pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these



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lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the

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foundation for long-term success in your career. You'll become a Pragmatic Programmer. Register your book for convenient access to downloads, updates, and/or corrections as they

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book for details.

You know good software  
when you see it, but how do  
you explain what good  
software is? Experienced  
software developers have

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pet practices and techniques that make their software easier to test, maintain and understand. But when you ask them how to make your software like theirs, they give you a seemingly endless

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list of rules. How can they remember all those rules? The secret is that they don't! Instead, experienced software developers understand a handful of basic principles. The rules

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are merely manifestations of these basic principles. But, principles are hard to explain; so experienced developers resort to explaining rules instead. In Principle-Based Refactoring,

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Halladay explains a set of software refactoring rules and links the refactoring rules back to the basic principles that drive robust software design. The book identifies eight fundamental

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design principles and also includes a set of approximately fifty refactoring rules that illustrate the principles. Each rule has a summary description, a discussion,



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including references back to the driving principles, and examples of the rules' applications. In addition, this book discusses refactoring mechanics including test strategies that guide

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software developers in  
verifying the quality of  
refactored code.

For those considering  
Extreme Programming, this  
book provides no-nonsense  
advice on agile planning,

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development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the

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information users can apply  
directly.

Test-Driven Development  
(TDD) is now an established  
technique for delivering  
better software faster. TDD  
is based on a simple idea:

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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

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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,

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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

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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



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Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from

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integrating TDD into your  
processes to testing your  
most difficult features.

Coverage includes  
Implementing TDD  
effectively: getting started,  
and maintaining your

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momentum throughout the  
project Creating cleaner,  
more expressive, more  
sustainable code Using tests  
to stay relentlessly focused  
on sustaining quality  
Understanding how TDD,

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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

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TDD is difficult: managing complex test data, and testing persistence and concurrency

The Art of Agile Development  
Refactoring Object-Oriented Frameworks

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The Object-Oriented Thought  
Process

Pattern Enterpr Applica Arch  
A Brief Guide to the Standard  
Object Modeling Language  
An Agile Primer

*Many businesses and organizations depend*

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*on older high-value PHP software that risks abandonment because it is impossible to maintain. The reasons for this may be that the software is not well designed; there is only one developer (the one who created the system) who can develop it because he didn't use common design patterns and documentation; or the code is procedural,*

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*not object-oriented. With this book, you'll learn to identify problem code and refactor it to create more effective applications using test-driven design.*

*Five Lines of Code teaches refactoring that's focused on concrete rules and getting any method down to five lines or less! There's no jargon or tricky automated-*



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*testing skills required, just easy guidelines  
and patterns illustrated by detailed code  
samples. In Five Lines of Code you will  
learn: The signs of bad code Improving  
code safely, even when you don't  
understand it Balancing optimization and  
code generality Proper compiler practices  
The Extract method, Introducing Strategy*

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*pattern, and many other refactoring patterns Writing stable code that enables change-by-addition Writing code that needs no comments Real-world practices for great refactoring Improving existing code—refactoring—is one of the most common tasks you'll face as a programmer. Five Lines of Code teaches you clear and*

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*actionable refactoring rules that you can apply without relying on intuitive judgements such as “code smells.” Following the author’s expert perspective—that refactoring and code smells can be learned by following a concrete set of principles—you’ll learn when to refactor your code, what patterns to apply to what*

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*problem, and the code characteristics that indicate it's time for a rework. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Every codebase includes mistakes and inefficiencies that you need to find and fix. Refactor the right way, and your code*

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*becomes elegant, easy to read, and easy to maintain. In this book, you'll learn a unique approach to refactoring that implements any method in five lines or fewer. You'll also discover a secret most senior devs know: sometimes it's quicker to hammer out code and fix it later! About the book Five Lines of Code is a fresh look at refactoring for*

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*developers of all skill levels. In it, you'll master author Christian Clausen's innovative approach, learning concrete rules to get any method down to five lines—or less! You'll learn when to refactor, specific refactoring patterns that apply to most common problems, and characteristics of code that should be deleted altogether.*

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*What's inside The signs of bad code  
Improving code safely, even when you don't  
understand it Balancing optimization and  
code generality Proper compiler practices  
About the reader For developers of all skill  
levels. Examples use easy-to-read  
Typescript, in the same style as Java and  
C#. About the author Christian Clausen*

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*works as a Technical Agile Coach, teaching  
teams how to refactor code. Table of  
Contents 1 Refactoring refactoring 2  
Looking under the hood of refactoring  
PART 1 LEARN BY REFACTORING A  
COMPUTER GAME 3 Shatter long function  
4 Make type codes work 5 Fuse similar code  
together 6 Defend the data PART 2*



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*TAKING WHAT YOU HAVE LEARNED*

*INTO THE REAL WORLD* 7 Collaborate

*with the compiler* 8 Stay away from

*comments* 9 Love deleting code 10 Never be

*afraid to add code* 11 Follow the structure

*in the code* 12 Avoid optimizations and

*generality* 13 Make bad code look bad 14

*Wrapping up*

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*.NET 2.0 IL (Intermediate Language) is the foundation language at the root of all the .NET languages. It is this code which is compiled and executed by the .NET 2.0 Framework. As a result of this absolutely anything that can be expressed in IL can be*

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*carried out by the .NET 2.0 Framework.*

*This book gives readers inside information on the language's architecture straight from the most reliable possible source – Serge Lidin, the language's designer.*

*Smalltalk Best Practice Patterns*

*Code Generation, Testing, Refactoring*

*Refactoring: Improving The Design Of*

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*Existing Code*  
*Thinking Forth*

*How and when to refactor*

*Improving the Design of Existing Code*

Learn the principles of good software design, and how to turn those principles into great code.

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This book introduces you to software engineering – from the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of

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a project, and learn how to design and implement programs that solve specific problems. It's also about code construction – how to write great programs and make them work. Whether you're new to programming or have

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written hundreds of applications,  
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what you already do, and you'll  
investigate ways to improve.  
Using the Java language, you'll  
look deeply into coding  
standards, debugging, unit

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testing, modularity, and other  
characteristics of good  
programs. With Software  
Development, Design and  
Coding, author and professor  
John Dooley distills his years of  
teaching and development



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experience to demonstrate  
practical techniques for great  
coding. What You'll Learn  
Review modern agile  
methodologies including Scrum  
and Lean programming  
Leverage the capabilities of

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modern computer systems with  
parallel programming Work with  
design patterns to exploit  
application development best  
practices Use modern tools for  
development, collaboration, and  
source code controls Who This

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Book Is For Early career  
software developers, or upper-  
level students in software  
engineering courses

The official book on the Rust  
programming language, written  
by the Rust development team at

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the Mozilla Foundation, fully  
updated for Rust 2018. The Rust  
Programming Language is the  
official book on Rust: an open  
source systems programming  
language that helps you write  
faster, more reliable software.

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Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of *The Rust*

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Programming Language,  
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members of the Rust Core  
Team, share their knowledge  
and experience to show you how  
to take full advantage of Rust's  
features--from installation to  
creating robust and scalable

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programs. You'll begin with  
basics like creating functions,  
choosing data types, and binding  
variables and then move on to  
more advanced concepts, such  
as: • Ownership and borrowing,  
lifetimes, and traits • Using

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Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern



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- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

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You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command

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line tool, and a multithreaded  
server. New to this edition: An  
extended section on Rust  
macros, an expanded chapter on  
modules, and appendixes on  
Rust development tools and  
editions.

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Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you

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understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for

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working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help

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Object Technology)  
hundreds of developers,  
technical managers, and testers  
bring their legacy systems under  
control. The topics covered  
include Understanding the  
mechanics of software change:  
adding features, fixing bugs,

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improving design, optimizing  
performance Getting legacy code  
into a test harness Writing tests  
that protect you against  
introducing new problems  
Techniques that can be used  
with any language or



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platform—with examples in Java,  
C++, C, and C# Accurately  
identifying where code changes  
need to be made Coping with  
legacy systems that aren't object-  
oriented Handling applications  
that don't seem to have any

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structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

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Updated-Includes New  
Refactorings and Code

Examples “Any fool can write  
code that a computer can  
understand. Good programmers  
write code that humans can  
understand.” –M. Fowler

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(1999) For more than twenty years, experienced programmers worldwide have relied on Martin Fowler ' s Refactoring to improve the design of existing code and to enhance software maintainability, as well as to

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make existing code easier to  
understand. This eagerly awaited  
new edition has been fully  
updated to reflect crucial  
changes in the programming  
landscape. Refactoring, Second  
Edition, features an updated

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Object Technology)  
catalog of refactorings and  
includes JavaScript code  
examples, as well as new  
functional examples that  
demonstrate refactoring without  
classes. Like the original, this  
edition explains what refactoring

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is; why you should refactor; how  
to recognize code that needs  
refactoring; and how to actually  
do it successfully, no matter what  
language you use. Understand  
the process and general  
principles of refactoring Quickly

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apply useful refactorings to make a program easier to comprehend and change Recognize “bad smells” in code that signal opportunities to refactor Explore the refactorings, each with explanations, motivation,



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mechanics, and simple examples  
Build solid tests for your  
refactorings Recognize tradeoffs  
and obstacles to refactoring  
Includes free access to the  
canonical web edition, with even  
more refactoring resources. (See

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inside the book for details about  
how to access the web edition.)

Learning Software Design  
Principles by Applying  
Refactoring Rules  
Turning Bad Code Into Good  
Code

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your journey to mastery, 20th  
Anniversary Edition

Refactoring to Patterns

Expert .NET 2.0 IL Assembler

With Patterns, Debugging, Unit

Testing, and Refactoring

The expert guide to building Ruby on Rails

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applications Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value. Now, for the first time, there's a comprehensive, authoritative guide to building production-quality software with Rails. Pioneering Rails developer Obie

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Fernandez and a team of experts illuminate the entire Rails API, along with the Ruby idioms, design approaches, libraries, and plug-ins that make Rails so valuable.

Drawing on their unsurpassed experience, they address the real challenges development teams face, showing how to use Rails' tools and best practices to

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maximize productivity and build polished applications users will enjoy. Using detailed code examples, Obie systematically covers Rails' key capabilities and subsystems. He presents advanced programming techniques, introduces open source libraries that facilitate easy Rails adoption, and offers

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important insights into testing and production deployment. Dive deep into the Rails codebase together, discovering why Rails behaves as it does— and how to make it behave the way you want it to. This book will help you Increase your productivity as a web developer Realize the overall joy of programming with Ruby

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on Rails Learn what's new in Rails 2.0

Drive design and protect long-term  
maintainability with TestUnit and RSpec  
Understand and manage complex program  
flow in Rails controllers Leverage Rails'  
support for designing REST-compliant  
APIs Master sophisticated Rails routing  
concepts and techniques Examine and



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troubleshoot Rails routing Make the most  
of ActiveRecord object-relational mapping  
Utilize Ajax within your Rails applications  
Incorporate logins and authentication into  
your application Extend Rails with the best  
third-party plug-ins and write your own  
Integrate email services into your  
applications with ActionMailer Choose the

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right Rails production configurations

Streamline deployment with Capistrano

This book focuses on the methodological treatment of UML/P and addresses three core topics of model-based software development: code generation, the systematic testing of programs using a model-based definition of test cases, and

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the evolutionary refactoring and transformation of models. For each of these topics, it first details the foundational concepts and techniques, and then presents their application with UML/P. This separation between basic principles and applications makes the content more accessible and allows the reader to transfer

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this knowledge directly to other model-based approaches and languages. After an introduction to the book and its primary goals in Chapter 1, Chapter 2 outlines an agile UML-based approach using UML/P as the primary development language for creating executable models, generating code from the models, designing test cases,

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and planning iterative evolution through refactoring. In the interest of completeness, Chapter 3 provides a brief summary of UML/P, which is used throughout the book. Next, Chapters 4 and 5 discuss core techniques for code generation, addressing the architecture of a code generator and methods for controlling

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it, as well as the suitability of UML/P notations for test or product code.

Chapters 6 and 7 then discuss general concepts for testing software as well as the special features which arise due to the use of UML/P. Chapter 8 details test patterns to show how to use UML/P diagrams to define test cases and emphasizes in

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particular the use of functional tests for distributed and concurrent software systems. In closing, Chapters 9 and 10 examine techniques for transforming models and code and thus provide a solid foundation for refactoring as a type of transformation that preserves semantics. Overall, this book will be of great benefit

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for practical software development, for academic training in the field of Software Engineering, and for research in the area of model-based software development. Practitioners will learn how to use modern model-based techniques to improve the production of code and thus significantly increase quality. Students will find both



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important scientific basics as well as direct applications of the techniques presented.

And last but not least, the book will offer scientists a comprehensive overview of the current state of development in the three core topics it covers.

Presents a process called "prefactoring," the premise of which states that you're

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better off considering the best possible design patterns before you even begin your projects. This book presents prefactoring guidelines in design, code, and testing, derived from lessons learned by many developers over the years.

The practice of enterprise application development has benefited from the

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emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because

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their developers do not understand the architectural lessons that experienced object developers have learned. Patterns of Enterprise Application Architecture is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed

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that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that

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are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns

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themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about

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building an enterprise application and the proven patterns for use when building them. The topics covered include ·

Dividing an enterprise application into layers · The major approaches to organizing business logic · An in-depth treatment of mapping between objects and relational databases · Using Model-View-



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Controller to organize a Web presentation ·

Handling concurrency for data that spans

multiple transactions · Designing

distributed object interfaces

Refactoring at Scale

xUnit Test Patterns

Refactoring

A Handbook of Agile Software

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Craftsmanship  
Refactoring HTML)

The Rust Programming Language (Covers  
Rust 2018)

How often do you hear  
people say things like  
this? "Our JavaScript is

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a mess, but we're

Object Technology)  
thinking about using

[framework of the  
month]." Like it or not,  
JavaScript is not going  
away. No matter what  
framework or "compiles-

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to-js" language or  
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library you use, bugs  
and performance concerns  
will always be an issue  
if the underlying  
quality of your  
JavaScript is poor.

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Rewrites, including porting to the framework of the month, are terribly expensive and unpredictable. The bugs won't magically go away, and can happily

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reproduce themselves in  
a new context. To  
complicate things  
further, features will  
get dropped, at least  
temporarily. The other  
popular method of fixing

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your JS is playing

“JavaScript Jenga,”

where each developer  
slowly and carefully  
takes their best guess  
at how the out-of-  
control system can be

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altered to allow for new features, hoping that this doesn't bring the whole stack of blocks down. This book provides clear guidance on how best to avoid these



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pathological approaches  
to writing JavaScript:

Recognize you have a  
problem with your  
JavaScript quality.

Forgive the code you  
have now, and the

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developers who made it.  
Learn repeatable,  
memorable, and time-  
saving refactoring  
techniques. Apply these  
techniques as you work,  
fixing things along the

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way. Internalize these techniques, and avoid writing as much problematic code to begin with. Bad code doesn't have to stay that way. And making it

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better doesn't have to  
be intimidating or  
unreasonably expensive.  
& Most software  
practitioners deal with  
inherited code; this  
book teaches them how to

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optimize it & & Workbook  
approach facilitates the  
learning process & &  
Helps you identify where  
problems in a software  
application exist or are  
likely to exist

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In 1994, Design Patterns changed the landscape of object-oriented development by introducing classic solutions to recurring design problems. In

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1999, Refactoring  
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revolutionized design by  
introducing an effective  
process for improving  
code. With the highly  
anticipated Refactoring  
to Patterns , Joshua

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Kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring. This book introduces the theory



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and practice of pattern-  
directed refactorings:  
sequences of low-level  
refactorings that allow  
designers to safely move  
designs to, towards, or  
away from pattern

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implementations. Using code from real-world projects, Kerievsky documents the thinking and steps underlying over two dozen pattern-based design

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transformations. Along the way he offers insights into pattern differences and how to implement patterns in the simplest possible ways. Coverage includes:

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A catalog of twenty-seven pattern-directed refactorings, featuring real-world code examples  
Descriptions of twelve design smells that indicate the need for

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this book's refactorings  
General information and  
new insights about  
patterns and refactoring  
Detailed implementation  
mechanics: how low-level  
refactorings are

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combined to implement  
high-level patterns

Multiple ways to  
implement the same  
pattern-and when to use  
each Practical ways to  
get started even if you

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have little experience  
with patterns or

refactoring Refactoring  
to Patterns reflects  
three years of  
refinement and the  
insights of more than

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sixty software  
engineering thought  
leaders in the global  
patterns, refactoring,  
and agile development  
communities. Whether  
you're focused on legacy



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or “greenfield”  
development, this book  
will make you a better  
software designer by  
helping you learn how to  
make important design  
changes safely and

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effectively.

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improve the design,  
performance, and  
manageability of object-  
oriented code without  
altering its interfaces

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or behavior.

"Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by

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step.

Refactoring Test Code

Fowler

Principle-Based

Refactoring

Working Effectively with

Legacy Code

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Pleasing, and Powerful Object-  
Oriented Applications Object-  
oriented programming

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languages exist to help you  
create beautiful,

straightforward applications  
that are easy to change and  
simple to extend.

Unfortunately, the world is  
awash with object-oriented

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(OO) applications that are difficult to understand and expensive to change. Practical Object-Oriented Design, Second Edition, immerses you in an OO mindset and teaches you powerful, real-world,

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techniques with simple and  
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existing applications that have



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with extended examples in the  
easy-to-understand Ruby  
programming language, all  
downloadable from the  
companion website,

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poodr.com. Fully updated for  
Ruby 2.5, this guide shows  
how to Decide what belongs in  
a single class Avoid  
entangling objects that should  
be kept separate Define  
flexible interfaces among

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objects Reduce programming  
overhead costs with duck  
typing Successfully apply  
inheritance Build objects via  
composition Whatever your  
previous object-oriented  
experience, this concise guide

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superior outcomes you're  
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details.

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Presents a Catalog of Patterns  
Infinitely Useful for Everyday  
Programming Great code  
doesn't just function: it clearly  
and consistently

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communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of

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hundreds of small but critical  
decisions programmers make  
every single day. Now,  
legendary software innovator  
Kent Beck—known worldwide  
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Programming and pioneering

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software patterns and test-driven development—focuses on these critical decisions, unearthing powerful “implementation patterns” for writing programs that are simpler, clearer, better



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effective. Beck collects 77  
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programming tasks and  
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This new collection of patterns  
addresses many aspects of

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development, including class,  
state, behavior, method,  
collections, frameworks, and  
more. He uses diagrams,  
stories, examples, and essays  
to engage the reader as he  
illuminates the patterns. You'll

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find proven solutions for handling everything from naming variables to checking exceptions.

Like any other software system, Web sites gradually accumulate "cruft" over time.

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They slow down. Links break. Security and compatibility problems mysteriously appear. New features don't integrate seamlessly. Things just don't work as well. In an ideal world, you'd rebuild

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from scratch. But you can't:  
there's no time or money for  
that. Fortunately, there's a  
solution: You can refactor  
your Web code using easy,  
proven techniques, tools, and  
recipes adapted from the

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development. In Refactoring  
HTML, Elliotte Rusty Harold  
explains how to use  
refactoring to improve virtually  
any Web site or application.

Writing for programmers and

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non-programmers alike,  
Harold shows how to refactor  
for better reliability,  
performance, usability,  
security, accessibility,  
compatibility, and even search  
engine placement. Step by

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step, he shows how to migrate  
obsolete code to today's  
stable Web standards,  
including XHTML, CSS, and  
REST—and eliminate chronic  
problems like presentation-  
based markup, stateful



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applications, and "tag soup."  
The book's extensive catalog  
of detailed refactorings and  
practical "recipes for  
success" are organized to  
help you find specific  
solutions fast, and get

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maximum benefit for minimum effort. Using this book, you can quickly improve site performance now—and make your site far easier to enhance, maintain, and scale for years to come. Topics covered

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- Recognizing the "smells" of Web code that should be refactored •

- Transforming old HTML into well-formed, valid XHTML, one step at a time •
- Modernizing existing layouts with CSS •

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Updating old Web

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applications: replacing POST  
with GET, replacing old  
contact forms, and refactoring  
JavaScript • Systematically  
refactoring content and links •  
Restructuring sites without

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changing the URLs your users  
rely upon This book will be an  
indispensable resource for  
Web designers, developers,  
project managers, and anyone  
who maintains or updates  
existing sites. It will be

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especially helpful to Web  
professionals who learned  
HTML years ago, and want to  
refresh their knowledge with  
today's standards-compliant  
best practices. This book will  
be an indispensable resource

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for Web designers,  
developers, project managers,  
and anyone who maintains or  
updates existing sites. It will  
be especially helpful to Web  
professionals who learned  
HTML years ago, and want to

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refresh their knowledge with  
today's standards-compliant  
best practices.

Object-oriented programming  
(OOP) is the foundation of  
modern programming  
languages, including C++,



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Java, C#, Visual Basic .NET,  
Ruby, Objective-C, and Swift.  
Objects also form the basis for  
many web technologies such  
as JavaScript, Python, and  
PHP. It is of vital importance to  
learn the fundamental

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concepts of object orientation  
before starting to use object-  
oriented development  
environments. OOP promotes  
good design practices, code  
portability, and reuse—but it  
requires a shift in thinking to

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be fully understood.

Programmers new to OOP should resist the temptation to jump directly into a particular programming language or a modeling language, and instead first take the time to

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learn what author Matt  
Weisfeld calls "the object-  
oriented thought process."

Written by a developer for  
developers who want to  
improve their understanding of  
object-oriented technologies,

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The Object-Oriented Thought Process provides a solutions-oriented approach to object-oriented programming. Readers will learn to understand the proper uses of inheritance and composition,

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the difference between aggregation and association, and the important distinction between interfaces and implementations. While programming technologies have been changing and

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evolving over the years, object-oriented concepts remain a constant—no matter what the platform. This revised edition focuses on the OOP technologies that have survived the past 20 years and

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remain at its core, with new  
and expanded coverage of  
design patterns, avoiding  
dependencies, and the SOLID  
principles to help make  
software designs  
understandable, flexible, and



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maintainable.  
Object Technology)  
Implementation Patterns  
UML Distilled  
Pro PHP Refactoring  
Prefactoring  
Refactoring JavaScript  
Software Development, Design

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Awareness of design smells –  
indicators of common design  
problems – helps developers or  
software engineers understand  
mistakes made while designing,  
what design principles were

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overlooked or misapplied, and what principles need to be applied properly to address those smells through refactoring. Developers and software engineers may "know" principles and patterns, but are not aware of the "smells" that exist in

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their design because of wrong or mis-  
application of principles or patterns.

These smells tend to contribute  
heavily to technical debt – further  
time owed to fix projects thought to  
be complete – and need to be  
addressed via proper refactoring.

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Refactoring for Software Design Smells presents 25 structural design smells, their role in identifying design issues, and potential refactoring solutions. Organized across common areas of software design, each smell is presented with

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diagrams and examples illustrating the poor design practices and the problems that result, creating a catalog of nuggets of readily usable information that developers or engineers can apply in their projects. The authors distill their research and

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experience as consultants and trainers, providing insights that have been used to improve refactoring and reduce the time and costs of managing software projects. Along the way they recount anecdotes from actual projects on which the relevant

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smell helped address a design issue.  
Contains a comprehensive catalog of  
25 structural design smells  
(organized around four fundamental  
design principles) that contribute to  
technical debt in software projects  
Presents a unique naming scheme



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Making significant changes to large, complex codebases is a daunting task--one that's nearly impossible to do successfully unless you have the right team, tools, and mindset. If your application is in need of a substantial overhaul and you're

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unsure how to go about implementing those changes in a sustainable way, then this book is for you. Software engineer Maude Lemaire walks you through the entire refactoring process from start to finish. You'll learn from her

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experience driving performance and refactoring efforts at Slack during a period of critical growth, including two case studies illustrating the impact these techniques can have in the real world. This book will help you achieve a newfound ability to

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with strategic milestones Win  
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successfully executing the refactor

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As the application of object technology--particularly the Java programming language--has become commonplace, a new problem has emerged to confront the software development community.

Significant numbers of poorly



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designed programs have been created by less-experienced developers, resulting in applications that are inefficient and hard to maintain and extend. Increasingly, software system professionals are discovering just how difficult it is to

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work with these inherited, "non-optimal" applications. For several years, expert-level object programmers have employed a growing collection of techniques to improve the structural integrity and performance of such existing

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software programs. Referred to as "refactoring," these practices have remained in the domain of experts because no attempt has been made to transcribe the lore into a form that all developers could use. . .until now. In Refactoring: Improving the

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process. With proper training a skilled system designer can take a bad design and rework it into well-designed, robust code. In this book, Martin Fowler shows you where opportunities for refactoring typically can be found, and how to

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go about reworking a bad design into a good one. Each refactoring step is simple--seemingly too simple to be worth doing. Refactoring may involve moving a field from one class to another, or pulling some code out of a method to turn it into

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its own method, or even pushing some code up or down a hierarchy.

While these individual steps may seem elementary, the cumulative effect of such small changes can radically improve the design.

Refactoring is a proven way to

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prevent software decay. In addition to discussing the various techniques of refactoring, the author provides a detailed catalog of more than seventy proven refactorings with helpful pointers that teach you when to apply them; step-by-step



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instructions for applying each refactoring; and an example illustrating how the refactoring works. The illustrative examples are written in Java, but the ideas are applicable to any object-oriented programming language.

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