

# PDF FREE A PHILOSOPHY OF SOFTWARE DESIGN [PDF]

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SINGLE RESPONSIBILITY PRINCIPLE SRP OPEN CLOSED PRINCIPLE OCP LISKOV SUBSTITUTION PRINCIPLE LSP INTERFACE SEGREGATION PRINCIPLE ISP DEPENDENCY INVERSION PRINCIPLE DIP THESE PRINCIPLES PROVIDE A WAY FOR DEVELOPERS TO ORGANIZE THEIR CODE AND CREATE SOFTWARE THAT IS FLEXIBLE EASY TO CHANGE AND TESTABLE THE SOFTWARE DESIGN PROCESS IS A SYSTEMATIC APPROACH TO CREATING A BLUEPRINT FOR THE SOFTWARE IT TRANSLATES USER REQUIREMENTS INTO A STRUCTURED DESIGN THAT DEVELOPERS CAN IMPLEMENT THE GOAL IS RELIABLE MAINTAINABLE AND SCALABLE SOFTWARE THAT MEETS OBJECTIVES IT BEGINS WITH UNDERSTANDING THE REQUIREMENTS AND THE PROBLEM TO BE SOLVED SKILLS YOU LL GAIN SOFTWARE ENGINEERING SYSTEMS DESIGN SOFTWARE ENGINEERING TOOLS SOFTWARE ARCHITECTURE SOFTWARE TESTING SYSTEM SOFTWARE SOFTWARE FRAMEWORK AGILE SOFTWARE DEVELOPMENT DATA MODEL PROJECT MANAGEMENT HUMAN COMPUTER INTERACTION PROCESS ANALYSIS SCRUM SOFTWARE DEVELOPMENT USER EXPERIENCE DESIGN PRODUCT DESIGN RESEARC ROADMAP SH IS THE 6TH MOST STARRED PROJECT ON GITHUB AND IS VISITED BY HUNDREDS OF THOUSANDS OF DEVELOPERS EVERY MONTH LEARN SOFTWARE DESIGN AND ARCHITECTURE WITH THIS STEP BY STEP GUIDE AND RESOURCES 1 1 OVERVIEW SOFTWARE DESIGN IS ELUSIVE IT CAN MORE GENERALLY REFER TO CODE DESIGN PROGRAM DESIGN OR SYSTEM DESIGN IT CAN ALSO SPECIFICALLY REFER TO DESIGN AT A FUNCTIONAL LEVEL AT A COMMUNICATION LEVEL OR AT A LEVEL TO COORDINATE SOFTWARE OPERATIONS OVERVIEW AUTHORS CHENGLIE HU EXPLAINS DESIGN PRINCIPLES METHODOLOGIES AND TECHNIQUES WITH A MULTI PARADIGM VIEWPOINT EMPHASIZING DESIGN TRADE OFF COVERS COMMONLY USED DESIGN DIAGRAMS AND PATTERNS BASED ON THE UNIFIED MODELING LANGUAGE UML INCLUDES COVERAGE OF LARGER SOFTWARE ELEMENTS LIKE LIBRARIES COMPONENTS FRAMEWORKS AND MICROSERVICES 5 MIN READ AUG 18 2020 2 PHOTO BY MARKUS SPIKE ON UNSPLASH IN THIS ARTICLE I WANT TO ELABORATE ON THE BROAD CONCEPTS OF GOOD SOFTWARE DESIGN RATHER THAN THE SPECIFICS THAT MAY DIFFER A LITTLE FROM LANGUAGE TO LANGUAGE WHEN IS CODE GOOD AND WHEN IS IT BAD IT S A SUBJECTIVE AND CONTROVERSIAL TOPIC 1 SOFTWARE DESIGN FUNDAMENTALS 1 1 GENERAL DESIGN CONCEPTS 1 2 CONTEXT OF SOFTWARE DESIGN 1 3 SOFTWARE DESIGN PROCESS 1 4 SOFTWARE DESIGN PRINCIPLES 2 KEY ISSUES IN SOFTWARE DESIGN 2 1 CONCURRENCY 2 2 CONTROL AND HANDLING OF EVENTS 2 3 DATA PERSISTENCE 2 4 DISTRIBUTION OF COMPONENTS 2 5 ERROR AND EXCEPTION HANDLING AND FAULT TOLERANCE IN THIS HANDBOOK I LL TRY TO GIVE YOU A SIMPLE SURFACE LEVEL EASY TO UNDERSTAND INTRODUCTION TO SOFTWARE ARCHITECTURE WE LL TALK ABOUT WHAT ARCHITECTURE IS WITHIN THE SOFTWARE WORLD SOME OF THE MAIN CONCEPTS YOU SHOULD UNDERSTAND AND SOME OF THE TODAY S MOST WIDELY USED ARCHITECTURE PATTERNS A SOFTWARE DESIGN DOCUMENT SDD IS A COMPREHENSIVE BLUEPRINT THAT OUTLINES A SOFTWARE PROJECT S FUNCTIONAL SPECIFICATIONS ARCHITECTURE AND TECHNICAL DETAILS IT HELPS YOU DEEP DIVE INTO HOW THE SOFTWARE SYSTEM COMES TOGETHER WHAT IT CAN DO AND THE CHOICES BEHIND ITS DESIGN SOFTWARE DESIGN PRINCIPLES ARE AN ESSENTIAL ASPECT OF SOFTWARE DEVELOPMENT THAT EVERY DEVELOPER MUST UNDERSTAND THESE PRINCIPLES ARE GUIDELINES THAT HELP DEVELOPERS CREATE COHESIVE AND MAINTAINABLE SOFTWARE SYSTEMS THEY PROVIDE A FRAMEWORK FOR MAKING DESIGN DECISIONS THAT ARE ROBUST EFFICIENT AND SCALABLE ROLE IN MODELING IMPLEMENTING THEM WITH CLASSES AND INTERFACES USE CASES TOOL TO DOCUMENT INTERACTION WITH A USER SOFTWARE DESIGN PROCESS EXAMPLE DESIGN AND IMPLEMENTATION OF AN ARRAY BASED TELEPHONE DIRECTORY SEQUENCE DIAGRAMS TOOL FOR DOCUMENTING THE INTERACTION BETWEEN MULTIPLE CLASSES USED IN A PROGRAM ADDEDDATE 2022 02 08 05 11 44 IDENTIFIER A PHILOSOPHY OF SOFTWARE DESIGN IDENTIFIER ARK ARK 13960 s2dGQVjX071 oCR TESSERACT 5 0 0 1 g862e THIS BOOK ADDRESSES THE TOPIC OF SOFTWARE DESIGN HOW TO DECOMPOSE COMPLEX SOFTWARE SYSTEMS INTO MODULES SUCH AS CLASSES AND METHODS THAT CAN BE IMPLEMENTED RELATIVELY INDEPENDENTLY THE BOOK FIRST INTRODUCES THE FUNDAMENTAL PROBLEM IN SOFTWARE DESIGN WHICH IS MANAGING COMPLEXITY SOFTWARE IS AN INTANGIBLE ABSTRACTION WHICH HAS REAL WORLD APPLICATIONS SUCH AS PROVIDING INFORMATION TO DECISION MAKERS I E BUSINESS INTELLIGENCE PROVIDING ANSWERS TO SPECIFIC PROBLEMS OPERATING INDUSTRIAL MACHINERY AND SO ON A SOFTWARE DESIGN DOCUMENT IS WRITTEN IN THE TEXT FORM BUT IT OFTEN FEATURES VISUALIZATION CHARTS GRAPHS AND DIAGRAMS THAT DEPICT THE FUNCTIONALITY OF THE PRODUCT AND PROCESS CHARACTERISTICS THIS POST DESCRIBES THE STRUCTURE OF THE SOFTWARE DESIGN DOCUMENT WITH REQUIREMENTS AND EXAMPLES OF EACH SECTION A SOFTWARE ARCHITECTURE CAPTURES EARLY DESIGN DECISIONS CHARACTERISTICS OF SOFTWARE ARCHITECTURE ARCHITECTS SEPARATE ARCHITECTURE CHARACTERISTICS INTO BROAD CATEGORIES DEPENDING UPON OPERATION RARELY APPEARING REQUIREMENTS STRUCTURE ETC BELOW SOME IMPORTANT CHARACTERISTICS WHICH ARE COMMONLY CONSIDERED ARE EXPLAINED

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OPERATING INDUSTRIAL MACHINERY AND SO ON

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