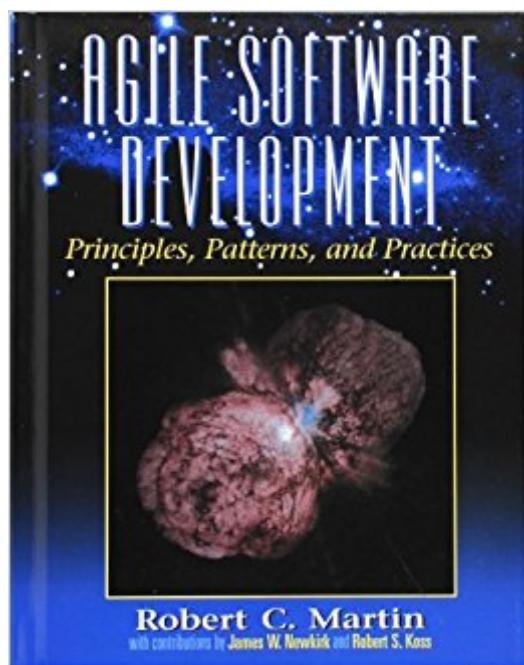The book was found

Agile Software Development, Principles, Patterns, And Practices

Synopsis

Written by a software developer for software developers, this book is a unique collection of the latest software development methods. The author includes OOD, UML, Design Patterns, Agile and XP methods with a detailed description of a complete software design for reusable programs in C++ and Java. Using a practical, problem-solving approach, it shows how to develop an object-oriented applicationÃ¢â¬â•from the early stages of analysis, through the low-level design and into the implementation. Walks readers through the designer's thoughts Ã¢â¬â• showing the errors, blind alleys, and creative insights that occur throughout the software design process. The book covers: Statics and Dynamics; Principles of Class Design; Complexity Management; Principles of Package Design; Analysis and Design; Patterns and Paradigm Crossings. Explains the principles of OOD, one by one, and then demonstrates them with numerous examples, completely worked-through designs, and case studies. Covers traps, pitfalls, and work arounds in the application of C++ and OOD and then shows how Agile methods can be used. Discusses the methods for designing and developing big software in detail. Features a three-chapter, in-depth, single case study of a building security system. For Software Engineers, Programmers, and Analysts who want to understand how to design object oriented software with state of the art methods.

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Customer Reviews

Best selling author and world-renowned software development expert Robert C. Martin shows how to solve the most challenging problems facing software developers, project managers, and software

project leaders today.   This comprehensive, pragmatic tutorial on Agile Development and eXtreme programming, written by one of the founding father of Agile Development: Teaches software developers and project managers how to get projects done on time, and on budget using the power of Agile Development. Uses real-world case studies to show how to of plan, test, refactor, and pair program using eXtreme programming. Contains a wealth of reusable C++ and Java code. Focuses on solving customer oriented systems problems using UML and Design Patterns.   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.

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G'Day,This is the reference in your library. If you are in Programming world and you dont have this book, you are missing something that you wouldn't know you are missing :)Just buy it already :)Pros: Amazing, detailed, very very powerful concepts. Especially if you nothing on Agile development.Cons: There is no cons on this book. If you know nothing about programming still buy it, you will need it down the track.I wish there was a PDF of this book, Or I couldn't find one. I hate reading stuff on paper. Anyway I am about to read this book for the second time ;-)I have used the methodology in couple of my big projects on mine and it saved my a.. .Recommendations:Read it once, like scanning it. Second time read it in details and slowly until your penny drops. Third time just use it as a reference. Don't forget to have your highlighter, and Sticky note with you. Do not lend this book to anyone or you will lose it trust me.Hooroo.H.

This book brings me to another level in software design and architect. As a science background programmer, rarely I and my co-workers encountered architect and design tasks. However, this partly due to the lack of understanding of the real design benefits. The book introduces real-life examples with real codes that greatly improves my understanding of the pattern and the value to use them.After reading only the first 4 chapters, I already start using the UML design and come up with patterns to solve my current tasks. I would highly recommend this book to my peers.

After reading this text, I feel it deserves the attention of other great texts such as Design patterns and Refactoring, even though much of it's content expounds upon the ideas of these two classics. It's my opinion that this text has two strong points: it explains the ideas and details of agile development very clearly, and it does an excellent job of explaining the most popular patterns originated by GOF, plus a few more. The authors style was very good, with most of the examples in Java. Being a C++ programmer, I would have liked to see more examples in that language, but this is not any fault of the author.

This book is expensive so let me whine about the printing quality first.The paper quality is bad, really bad.It's so thin that you can see the words from the back page.If you exposed it under a light source you can see the light through the paper.And if my hand get sweaty the page will become warped & wavy.Content-wise, this book is a perfect companion to Clean Code by the same author.This book is mainly just about agile principles and patterns. A really good one!The practices are so so though.

Uncle Bob's book on Agile software Development is really the only book needed to cover the course in Software Engineering. This talks about the practical aspects of raising the probability of success in programming through better programming practices.

I had loaned this from my library and on reading felt that I had to have this book on my desk. So bought it immediately. This is definitely the most practical OO design book I have read and would gladly recommend to anyone looking for OO design tips.

Must read for software developer familiar with Java.

very clear and simple to read book, full of great examples.

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