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Covering the breadth of a large topic, this book provides a thorough grounding in object-oriented concepts, the software development process, UML and multi-tier technologies. After covering some basic ground work underpinning OO software projects, the book follows the steps of a typical development project (Requirements Capture - Design - Specification & Test), showing how an abstract problem is taken through to a concrete solution. The book is programming language agnostic - so code is kept to a minimum to avoid detail and deviation into implementation minutiae. A single case study running through the text provides a realistic example showing development from an initial proposal through to a finished system. Key artifacts such as the requirements document and detailed designs are included. For each aspect of the case study, there is an exercise for the reader to produce similar documents for a different system.

In this book, Steven Feuerstein, widely recognized as one of the world's experts on the Oracle PL/SQL language, distills his many years of programming, writing, and teaching about PL/SQL into a set of PL/SQL language "best practices"--rules for writing code that is readable, maintainable, and efficient. Too often, developers focus on simply writing programs that run without errors--and ignore the impact of poorly written code upon both system performance and their ability (and their colleagues' ability) to maintain that code over time.Oracle PL/SQL Best Practices is a concise, easy-to-use reference to Feuerstein's recommendations for excellent PL/SQL coding. It answers the kinds of questions PL/SQL developers most frequently ask about their code: How should I format my code? What naming conventions, if any, should I use? How can I write my packages so they can be more easily maintained? What is the most efficient way to query information from the database? How can I get all the developers on my team to handle errors the same way? The book contains 120 best practices, divided by topic area. It's full of advice on the program development process, coding style, writing SQL in PL/SQL, data structures, control structures, exception handling, program and package construction, and built-in packages. It also contains a handy, pull-out quick reference card. As a helpful supplement to the text, code examples demonstrating each of the best practices are available on the O'Reilly web site.Oracle PL/SQL Best Practices is intended as a companion to O'Reilly's larger Oracle PL/SQL books. It's a compact, readable reference that you'll turn to again and again--a book that no serious developer can afford to be without.

This workbook approach deepens understanding, builds confidence, and strengthens readers' skills. It covers all five categories of design pattern intent: interfaces, responsibility, construction, operations, and extensions.

For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, 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 information users can apply directly.

Indhold: Success and failure ; Project expectations ; Selecting and setting up an OO project ; Getting started ; Making corrections ; Advice from hindsight ; Expand to larger project ; Rechecking a case study ; Collected risk-reduction strategies ; Crib sheet

"Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State;and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years;it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

Your Hands-On, "In-the-Trenches" Guide to Successfully Leading AgileProjectsAgile methods promise to infuse development with unprecedented flexibility, speed, and valueand these promises are attracting IT organizations worldwide. However, agile methods often fail to clearly define the manager s role, and many managers have been reluctant to buy in. Now, expert project manager Sanjiv Augustine introduces agility "from the manager s point of view, offering a proven management framework that addresses everything from team building to project control. Augustine bridges the disconnect between the assumptions and techniques of traditional and agile management, demonstrating why agility is better aligned with today s project realities, and how to simplify your transition. Using a detailed case study, he shows how agile methods can scale to succeed in even the largest projects: Defining a high-value role for the manager in agile project environmentsRefocusing on "outcomes--not rigid plans, processes, or controlsStructuring and building adaptive, self-organizing "organic teams"Forming a guiding vision that aligns your team behind a common purposeEmpowering your team with the information it needs to succeedManaging the flow of customer value from one creative stage to the nextLeveraging your team members strengths as "whole persons"Implementing full-life-cycle agility: from planning and coding to maintenance and knowledge transfer Customizing agile methods to your unique environmentBecoming an "adaptive leader" who can inspire and energize agile teams Whether you re a technical or business manager, "Managing Agile Projectsives you all the tools you need to implement agility in "your environmentand reap its full benefits."Managing Agile Projects is part of the Robert C. Martin series.(c) Copyright Pearson Education. All rights reserved.

The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

The Fit open source testing framework brings unprecedented agility to the entire development process. Fit for Developing Software shows you how to use Fit to clarify business rules, express them with concrete examples, and organize the examples into test tables that drive testing throughout the software lifecycle. Using a realistic case study, Rick Mugridge and Ward Cunningham--the creator of Fit--introduce each of Fit's underlying concepts and techniques, and explain how you can put Fit to work incrementally, with the lowest possible risk. Highlights include Integrating Fit into your development processes Using Fit to promote effective communication between businesspeople, testers, and developers Expressing business rules that define calculations, decisions, and business processes Connecting Fit tables to the system with "fixtures" that check whether tests are actually satisfied Constructing tests for code evolution, restructuring, and other changes to legacy systems Managing the quality and evolution of tests A companion Web site (http://fit.c2.com/) that offers additional resources and source code

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