

1. Object-Oriented
Programming Principles

2. SOLID Principles

3. DRY Principle

**Software
Development
Principle Types**

4. KISS Principle

5. YAGNI Principle

6. Agile Development
Principles

201 Principles Of Software Development

Christian Drosten



201 Principles Of Software Development:

201 Principles of Software Development Alan M. Davis, 1995 Software Engineering Software Development and Professional Practice John Dooley, 2011-10-13 Software Development and Professional Practice reveals how to design and code great software What factors do you take into account What makes a good design What methods and processes are out there for designing software Is designing small programs different than designing large ones How can you tell a good design from a bad one You ll learn the principles of good software design and how to turn those principles back into great code Software Development and Professional Practice is also about code construction how to write great programs and make them work What you say You ve already written eight gazillion programs Of course I know how to write code Well in this book you ll re examine what you already do and you ll investigate ways to improve Using the Java language you ll look deeply into coding standards debugging unit testing modularity and other characteristics of good programs You ll also talk about reading code How do you read code What makes a program readable Can good readable code replace documentation How much documentation do you really need This book introduces you to software engineering the application of engineering principles to the development of software What are these engineering principles First all engineering efforts follow a defined process So you ll be spending a bit of time talking about how you run a software development project and the different phases of a project Secondly all engineering work has a basis in the application of science and mathematics to real world problems And so does software development You ll therefore take the time to examine how to design and implement programs that solve specific problems Finally this book is also about human computer interaction and user interface design issues A poor user interface can ruin any desire to actually use a program in this book you ll figure out why and how to avoid those errors Software Development and Professional Practice covers many of the topics described for the ACM Computing Curricula 2001 course C292c Software Development and Professional Practice It is designed to be both a textbook and a manual for the working professional **Software Development, Design and Coding** John F. Dooley, 2017-11-25 Learn the principles of good software design and how to turn those principles into great code 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 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 written hundreds of applications in this book you ll re examine what you already do and you ll investigate ways to improve Using the Java language you ll look deeply into coding standards debugging unit 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 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

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

Agile Processes in Software Engineering and Extreme Programming Claes Wohlin,2012-05-12 This book contains the refereed proceedings of the 13th International Conference on Agile Software Development XP 2012 held in Malm Sweden in May 2012 In the last decade we have seen agile and lean software development strongly influence the way software is developed Agile and lean software development has moved from being a way of working for a number of pioneers to becoming more or less the expected way of developing software in industry The topics covered by the selected full papers include general aspects of agility agile teams studies related to the release and maintenance of software and research on specific practices in agile and lean software development They are complemented by four short papers capturing additional aspects of agile and lean projects *Software Engineering* Roger S. Pressman,2005 For more than 20 years this has been the best selling guide to software engineering for students and industry professionals alike This edition has been completely updated and contains hundreds of new references to software tools Software Development ,1996

Guide to the Software Engineering Body of Knowledge Alain Abran,James W. Moore,2001 Software Configuration Management Handbook Alexis Leon,2005 This completely revised edition of an Artech House bestseller goes far beyond other SCM books as the only complete guide that integrates SCM principles advanced topics and implementation procedures in one easy access resource The second edition has been greatly expanded with new chapters on documentation control product data management SCM standards and software process improvement models like CMM CMMI BOOTSTRAP ISO SPICE and Trillium Moreover it explores the latest advances in SCM tools tool selection and implementation level of automation needed SCM organization implementation operation and maintenance of the SCM system In addition to the traditional software development models this edition discusses the role of SCM in new software development methodologies such as XP Adaptive Software Development ASD and the Dynamic Systems Development Method DSDM

A Guide to Software Configuration Management Alexis Leon,2000 This comprehensive explanation of Software Configuration Management SCM provides a basic definition of SCM as a scientific tool that brings control to the developmental process and explains the procedures for SCM implementation in any organization It also reviews each phase in the software development life cycle and teaches how SCM can help software developers avoid pitfalls at every step

The Engineering of Software Dick Hamlet,Joe Maybee,2001 In this book the authors provide an introduction to the essential activities involved in a software engineering project Readers will come to understand technical skills in requirements specification analysis design implementation and testing These methods are treated fully with a multitude of examples for readers to emulate The book is divided into four parts Software and Engineering Requirements and Specification Design and Coding and Software Testing to discuss the phases besides coding of the software lifecycle It covers

modern topics like Capability Maturity Model Java Automated and Regression testing and Safety for mission critical projects This book is designed to hone the skills of the software engineer by reinforcing the methods and techniques used throughout the software lifecycle It is also suitable for crossover engineers trained in other technical field who now find themselves working with software *Windows Developer's Journal*, 1995 *A Professional's Guide to Systems Analysis* Martin E. Modell, 1996 This book became a bestseller because it showed system analysts how to solve problems in the real world workplace Now it has been extensively updated to address the changes created by distributing computing microbased systems reengineering and other factors affecting systems analysis today New case studies illustrations and examples reflect the latest business environments The Rational Unified Process Philippe Kruchten, 2000 The second edition of this text brings the content up to date and in compliance with Rational unified Process 2000 It defines the process putting it into a proper software development context reviewing the RUPS history and providing detailed coverage of its structure

Software Engineering: A Practitioner's Approach Roger S. Pressman, 2010 For over 20 years this has been the best selling guide to software engineering for students and industry professionals alike This seventh edition features a new part four on web engineering which presents a complete engineering approach for the analysis design and testing of web applications Designing Software Product Lines with UML Hassan Gomaa, 2005 Designing Software Product Lines with UML is well written informative and addresses a very important topic It is a valuable contribution to the literature in this area and offers practical guidance for software architects and engineers Alan Brown Distinguished Engineer Rational Software IBM Software Group Gomaa s process and UML extensions allow development teams to focus on feature oriented development and provide a basis for improving the level of reuse across multiple software development efforts This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent reusable and modular in nature Jeffrey S Hammond Group Marketing Manager Rational Software IBM Software Group This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object oriented techniques with the UML Once again Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers Robert G Pettit IV Ph D Adjunct Professor of Software Engineering George Mason University This breakthrough book provides a comprehensive step by step approach on how to develop software product lines which is of great strategic benefit to industry The development of software product lines enables significant reuse of software architectures Practitioners will benefit from the well defined PLUS process and rich case studies Hurley V Blankenship II Program Manager Justice and Public Safety Science Applications International Corporation The Product Line UML based Software engineering PLUS is leading edge With the author s wide experience and deep knowledge PLUS is well harmonized with architectural and design pattern technologies Michael Shin Assistant Professor Texas Tech University Long a standard practice in traditional manufacturing

the concept of product lines is quickly earning recognition in the software industry A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments When skillfully implemented a product line strategy can yield enormous gains in productivity quality and time to market Studies indicate that if three or more systems with a degree of common functionality are to be developed a product line approach is significantly more cost effective To model and design families of systems the analysis and design concepts for single product systems need to be extended to support product lines Designing Software Product Lines with UML shows how to employ the latest version of the industry standard Unified Modeling Language UML 2.0 to reuse software requirements and architectures rather than starting the development of each new system from scratch Through real world case studies the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines This book describes a new UML based software design method for product lines called PLUS Product Line UML based Software engineering PLUS provides a set of concepts and techniques to extend UML based design methods and processes for single systems in a new dimension to address software product lines Using PLUS the objective is to explicitly model the commonality and variability in a software product line Hassan Gomaa explores how each of the UML modeling views use case static state machine and interaction modeling can be extended to address software product families He also discusses how software architectural patterns can be used to develop a reusable component based architecture for a product line and how to express this architecture as a UML platform independent model that can then be mapped to a platform specific model Key topics include Software product line engineering process which extends the Unified Development Software Process to address software product lines Use case modeling including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common optional and alternative product line features Static modeling including modeling the boundary of the product line and information intensive entity classes Dynamic modeling including using interaction modeling to address use case variability State machines for modeling state dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component based distributed design using the new UML 2.0 capability for modeling components connectors ports and provided and required interfaces Detailed case studies giving a step by step solution to real world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field The information technology and case studies presented here show how to harness the promise of software product lines and the practicality of the UML to take software design quality and efficiency to the next level An enhanced online index allows readers to quickly and easily search the entire text for specific topics

Software Engineering Shari Lawrence Pfleeger, Joanne M. Atlee, 2010 Featuring an associated Web page and consistently combining theory with real world practical applications this text includes thought provoking questions about

legal and ethical issues in software engineering **26th Annual International Computer Software and Applications Conference** IEEE Computer Society,2002 Collects the 172 papers presented during the August 2002 conference with the theme of Prolonging software life development and redevelopment The main subjects of the 38 sessions are component based software development software process quality control testing software evolution web based sy *American Book Publishing Record* ,2002 Designing Groupware Geoffrey Bock,David Marca,1995 With the help of this unique guide you ll be able to develop effective state of the art solutions specifically for workgroups Groupware experts Geoffrey Bock and David Marca go beyond basic categories and technologies to show the deeper issues involved in analyzing designing implementing and maintaining collaborative computing environments Designing Groupware translates these essential learning issues and technical foundations into the kind of practical learn by doing features you can use to devise and construct more productive group software **Handbook of Team Design** Peter H. Jones,1998 But this book does more than draw on all the most successful approaches to team design as applied in a broad range of real world situations The Handbook of Team Design also presents a new system of frameworks for applying these methods BOOK JACKET It provides you with guidelines for four separate arenas You ll get precise procedures checklists charts and workable tools for development in business and information systems software products user participation and technical systems BOOK JACKET

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