



97 Things Every Software Architect Should Know

Collective Wisdom from the Experts

Edited by Richard Monson-Haefel



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Barbee Davis



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Boy Scout Rule by Robert C Martin Uncle Bob Beware the Share by Udi Dahan *97 Things Every Software Architect Should Know* Richard Monson-Haefel,2009 **97 Things Every Java Programmer Should Know** Kevlin Henney, Trisha Gee,2020-05-15 If you want to push your Java skills to the next level this book provides expert advice from Java leaders and practitioners You ll be encouraged to look at problems in new ways take broader responsibility for your work stretch yourself by learning new techniques and become as good at the entire craft of development as you possibly can Edited by Kevlin Henney and Trisha Gee *97 Things Every Java Programmer Should Know* reflects lifetimes of experience writing Java software and living with the process of software development Great programmers share their collected wisdom to help you rethink Java practices whether working with legacy code or incorporating changes since Java 8 A few of the 97 things you should know Behavior Is Easy State Is Hard Edson Yanaga Learn Java Idioms and Cache in Your Brain Jeanne Boyarsky Java Programming from a JVM Performance Perspective Monica Beckwith Garbage Collection Is Your Friend Holly K Cummins Java s Unspeakable Types Ben Evans The Rebirth of Java Sander Mak Do You Know What Time It Is Christin Gorman **97 Things Every Programmer Should Know** Kevlin Henney,2010-02-12 Tap into the wisdom of experts to learn what every programmer should know no matter what language you use With the 97 short and extremely useful tips for programmers in this book you ll expand your skills by adopting new approaches to old problems learning appropriate best practices and honing your craft through sound advice With contributions from some of the most experienced and respected practitioners in the industry including Michael Feathers Pete Goodliffe Diomidis Spinellis Cay Horstmann Verity Stob and many more this book contains practical knowledge and principles that you can apply to all kinds of projects A few of the 97 things you should know Code in the Language of the Domain by Dan North Write Tests for People by Gerard Meszaros Convenience Is Not an ility by Gregor Hohpe Know Your IDE by Heinz Kabutz A Message to the Future by Linda Rising The Boy Scout Rule by Robert C Martin Uncle Bob Beware the Share by Udi Dahan **The Software Architect Elevator** Gregor Hohpe,2020-04-08 As the digital economy changes the rules of the game for enterprises the role of software and IT architects is also transforming Rather than focus on technical decisions alone architects and senior technologists need to combine organizational and technical knowledge to effect change in their company s structure and processes To accomplish that they need to connect the IT engine room to the penthouse where the business strategy is defined In this guide author Gregor Hohpe shares real world advice and hard learned lessons from actual IT transformations His anecdotes help architects senior developers and other IT professionals prepare for a more complex but rewarding role in the enterprise This book is ideal for Software architects and senior developers looking to shape the company s technology direction or assist in an organizational transformation Enterprise architects and senior technologists searching for practical advice on how to navigate technical and organizational topics CTOs and senior technical architects who are devising an IT strategy that impacts the way the organization works IT managers who want to learn what s worked and what hasn t in large scale transformation Head

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