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5 design philosophies you need to know—Justinmind

The elevator pitch of John Ousterhout's book A Philosophy of Software Design is fairly simple: he is a university professor by profession (albeit one with almost two decades of experience in the "real world"), who each year teaches students how to actually design software in a practical, hands-on course where the students are expected to design and modify "a substantial piece of software" in ...

A Philosophy of Software Design: Amazon.co.uk: Ousterhout...

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A short, highly readable book about software design -- primarily at the level of "classes, what they should be like", but with some insights at higher and lower levels of abstraction. Reading this, I found myself generally nodding along and thinking that it was a clear exposition of something I essentially believed.

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Notes on A Philosophy of Software Design.

Arrives: 13 - 14 Nov. Fastest delivery: 9 - 11 Nov.Details. 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. It then discusses philosophical issues about how to approach the software design process, and it presents a collection of design principles to apply ...

It may not be groundbreaking, but "A Philosophy of Software Design" is a well-written book with clear examples and solid advice that deserves a place on any junior engineer's bookshelf. Quotes and Examples from the Book Here is an extreme example of a shallow method, taken from a project in a software design class:

A Philosophy of Software Design is a short yet to-the-point book on high level ideas on how to design a software system with less complexity. It's a book I would recommend to every entry-level software engineer. This note mostly consists of quote-worthy excerpts from the book and aims to serve as a verbose version of the book's table of contents. Readers can use this note to quickly browse the main arguments of the book, or to locate the chapters of interest that deserves reading.

Michael Krause was also kind enough to point out a great talk from John Outerhout which covers the same content. A Philosophy takes a look at complexity in software, and wants you "to use complexity to guide the design of software through its lifetime."

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Creativity and organisation are the yin and yang of software design. They are opposites that complement each other. Good design keeps the complexity of software at a level such that we can extend the software with minimum effort. The book has two goals: It defines complexity, how to recognise it and what its consequences are.

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A Philosophy of Software Design: Amazon.co.uk: Ousterhout...

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