



Software Design: From Programming to Architecture

By Eric J. Braude

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UML (the Unified Modeling Language), design patterns, and software component technologies are three new advances that help software engineers create more efficient and effective software designs. Now Eric Braude pulls these three advances together into one unified presentation:

- A helpful project threaded throughout the book enables readers to apply what they are learning
- Presents a modern and applied approach to software design
- Numerous design patterns with detailed explanations provide essential tools for technical and professional growth
- Includes extensive discussion of UML with many UML examples

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Editorial Review

Review

Description: UML (the Unified Modeling Language), design patterns, and software component technologies are three new advances that help software engineers create more efficient and effective software designs. Now Eric Braude pulls these three advances together into one unified presentation.

From the Back Cover

Introducing the first complete guide to the theory and practice of software design!

Until now it's been hard to find one, complete, up-to-date guide to software design theory and practice.

Not any more! Starting where programming and data structure courses end, this indispensable book is a comprehensive guide to the theory and actual practice of software design.

The book begins at the code level with programming issues such as robustness and flexibility in implementation. As it progresses, it increases in abstraction and scope. After covering these basic issues the book analyzes mid-level design issues, emphasizing a thorough understanding of standard design patterns. This is followed by a thorough discussion of components. Finally, it ends with a high-level issues: architectures, frameworks, and object-oriented analysis and design.

Features

- Numerous design patterns with detailed explanations provide essential tools.
- Extensive discussion of UML (Unified Modeling Language) includes many UML samples and exercises.
- Includes coverage of JavaBeans and C++.
- A concise chapter on software process helps readers understand process concepts and the available options.
- Web-based "starter" code for many of the exercises enables readers to learn many more concepts in a hands-on fashion, without having to start every programming exercise from scratch.

Users Review

From reader reviews:

Helen Leduc:

As people who live in often the modest era should be change about what going on or details even knowledge to make these keep up with the era that is certainly always change and move ahead. Some of you maybe may update themselves by examining books. It is a good choice in your case but the problems coming to a person is you don't know what type you should start with. This Software Design: From Programming to Architecture is our recommendation so you keep up with the world. Why, since this book serves what you want and wish in this era.

Hollie Hoffman:

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