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Refactoring Databases Morgan Kaufmann

The Definitive Refactoring Guide, Fully Revamped for Ruby With refactoring, programmers can transform even the most chaotic software into well-designed systems that are far easier to evolve and maintain. What's more, they can do it one step at a time, through a series of simple, proven steps. Now, there's an authoritative and extensively updated version of Martin Fowler's classic refactoring book that utilizes Ruby examples and idioms throughout—not code adapted from Java or any other environment. The authors introduce a detailed catalog of more than 70 proven Ruby refactorings, with specific guidance on when to apply each of them, step-by-step instructions for using them, and example code illustrating how they work. Many of the authors' refactorings use powerful Ruby-specific features, and all code samples are available for download. Leveraging Fowler's original concepts, the authors show how to perform refactoring in a controlled, efficient, incremental manner, so you methodically improve your code's structure without introducing new bugs. Whatever your role in writing or maintaining Ruby code, this book will be an indispensable resource. This book will help you Understand the core principles of refactoring and the reasons for doing it Recognize "bad smells" in your Ruby code Rework bad designs into well-designed code, one step at a time Build tests to make sure your refactorings work properly Understand the challenges of refactoring and how they can be overcome Compose methods to package code properly Move features between objects to place responsibilities where they fit best Organize data to make it easier to work with Simplify conditional expressions and make more effective use of polymorphism Create interfaces that are easier to understand and use Generalize more effectively Perform larger refactorings that transform entire software systems and may take months or years Successfully refactor Ruby on Rails code

Extreme Programming Explained Packt Publishing Ltd

2012 Jolt Award Finalist! Even experienced software professionals find it difficult to apply patterns in ways that deliver substantial value to their organizations. In *Elemental Design Patterns*, Jason McC. Smith addresses this problem head-on, helping developers harness the true power of patterns, map them to real software implementations more cleanly and directly, and achieve far better results. Part tutorial, part example-rich cookbook, this resource will help developers, designers, architects, and analysts successfully use patterns with a wide variety of languages, environments, and problem domains. Every bit as important, it

will give them a deeper appreciation for the work they've chosen to pursue. Smith presents the crucial missing link that patterns practitioners have needed: a foundational collection of simple core patterns that are broken down to their core elements. If you work in software, you may already be using some of these elemental design patterns every day. Presenting them in a comprehensive methodology for the first time, Smith names them, describes them, explains their importance, helps you compare and choose among them, and offers a framework for using them together. He also introduces an innovative Pattern Instance Notation diagramming system that makes it easier to work with patterns at many levels of granularity, regardless of your goals or role. If you're new to patterns, this example-rich approach will help you master them piece by piece, logically and intuitively. If you're an experienced patterns practitioner, Smith follows the Gang of Four format you're already familiar with, explains how his elemental patterns can be composed into conventional design patterns, and introduces highly productive new ways to apply ideas you've already encountered. No matter what your level of experience, this infinitely practical book will help you transform abstract patterns into high-value solutions. *Refactoring to Patterns* Addison-Wesley Professional Automated testing is a cornerstone of agile development. An effective testing strategy will deliver new functionality more aggressively, accelerate user feedback, and improve quality. However, for many developers, creating effective automated tests is a unique and unfamiliar challenge. xUnit Test Patterns is the definitive guide to writing automated tests using xUnit, the most popular unit testing framework in use today. Agile coach and test automation expert Gerard Meszaros describes 68 proven patterns for making tests easier to write, understand, and maintain. He then shows you how to make them more robust and repeatable--and far more cost-effective. Loaded with information, this book feels like three books in one. The first part is a detailed tutorial on test automation that covers everything from test strategy to in-depth test coding. The second part, a catalog of 18 frequently encountered "test smells," provides trouble-shooting guidelines to help you determine the root cause of problems and the most applicable patterns. The third part contains detailed descriptions of each pattern, including refactoring instructions illustrated by extensive code samples in multiple programming languages. *Enterprise Patterns and MDA* "O'Reilly Media, Inc." Praise for *Design Patterns in Ruby* "Design Patterns in Ruby documents smart ways to resolve many problems that Ruby developers commonly encounter. Russ Olsen has done a great job of selecting classic patterns and augmenting these with newer patterns that have special relevance for Ruby. He clearly explains each idea, making a wealth of experience available to Ruby

developers for their own daily work." —Steve Metsker, Managing Consultant with Dominion Digital, Inc. "This book provides a great demonstration of the key 'Gang of Four' design patterns without resorting to overly technical explanations. Written in a precise, yet almost informal style, this book covers enough ground that even those without prior exposure to design patterns will soon feel confident applying them using Ruby. Olsen has done a great job to make a book about a classically 'dry' subject into such an engaging and even occasionally humorous read." —Peter Cooper "This book renewed my interest in understanding patterns after a decade of good intentions. Russ picked the most useful patterns for Ruby and introduced them in a straightforward and logical manner, going beyond the GoF's patterns. This book has improved my use of Ruby, and encouraged me to blow off the dust covering the GoF book." —Mike Stok "Design Patterns in Ruby is a great way for programmers from statically typed objectoriented languages to learn how design patterns appear in a more dynamic, flexible language like Ruby." —Rob Sanheim, Ruby Ninja, Relevance Most design pattern books are based on C++ and Java. But Ruby is different—and the language's unique qualities make design patterns easier to implement and use. In this book, Russ Olsen demonstrates how to combine Ruby's power and elegance with patterns, and write more sophisticated, effective software with far fewer lines of code. After reviewing the history, concepts, and goals of design patterns, Olsen offers a quick tour of the Ruby language—enough to allow any experienced software developer to immediately utilize patterns with Ruby. The book especially calls attention to Ruby features that simplify the use of patterns, including dynamic typing, code closures, and "mixins" for easier code reuse. Fourteen of the classic "Gang of Four" patterns are considered from the Ruby point of view, explaining what problems each pattern solves, discussing whether traditional implementations make sense in the Ruby environment, and introducing Ruby-specific improvements. You'll discover opportunities to implement patterns in just one or two lines of code, instead of the endlessly repeated boilerplate that conventional languages often require. Design Patterns in Ruby also identifies innovative new patterns that have emerged from the Ruby community. These include ways to create custom objects with metaprogramming, as well as the ambitious Rails-based "Convention Over Configuration" pattern, designed to help integrate entire applications and frameworks. Engaging, practical, and accessible, Design Patterns in Ruby will help you build better software while making your Ruby programming experience more rewarding.

The Design Patterns Smalltalk Companion Addison-Wesley Professional Awareness of design smells – indicators of common design

problems – helps developers or software engineers understand mistakes made while designing, what design principles were overlooked or misapplied, and what principles need to be applied properly to address those smells through refactoring. Developers and software engineers may "know" principles and patterns, but are not aware of the "smells" that exist in their design because of wrong or mis-application of principles or patterns. These smells tend to contribute heavily to technical debt – further time owed to fix projects thought to be complete – and need to be addressed via proper refactoring. Refactoring for Software Design Smells presents 25 structural design smells, their role in identifying design issues, and potential refactoring solutions. Organized across common areas of software design, each smell is presented with diagrams and examples illustrating the poor design practices and the problems that result, creating a catalog of nuggets of readily usable information that developers or engineers can apply in their projects. The authors distill their research and experience as consultants and trainers, providing insights that have been used to improve refactoring and reduce the time and costs of managing software projects. Along the way they recount anecdotes from actual projects on which the relevant smell helped address a design issue. - Contains a comprehensive catalog of 25 structural design smells (organized around four fundamental design principles) that contribute to technical debt in software projects - Presents a unique naming scheme for smells that helps understand the cause of a smell as well as point toward its potential refactoring - Includes illustrative examples that showcase the poor design practices underlying a smell and the problems that result - Covers pragmatic techniques for refactoring design smells to manage technical debt and to create and maintain high-quality software in practice - Presents insightful anecdotes and case studies drawn from the trenches of real-world projects

Enterprise Integration Patterns Pearson Education

Accountability. Transparency. Responsibility. These are not words that are often applied to software development. In this completely revised introduction to Extreme Programming (XP), Kent Beck describes how to improve your software development by integrating these highly desirable concepts into your daily development process. The first edition of Extreme Programming Explained is a classic. It won awards for its then-radical ideas for improving small-team development, such as having developers write automated tests for their own code and having the whole team plan weekly. Much has changed in five years. This completely rewritten second edition expands the scope of XP to teams of any size by suggesting a program of continuous improvement based on: Five core values consistent with excellence in software development Eleven principles for putting those values into action Thirteen primary and eleven corollary practices to help you push development past its current business and technical limitations Whether you have a small team that is already closely aligned with your customers or a large team in a gigantic or multinational organization, you will find in these pages a wealth of ideas to challenge, inspire, and encourage you and your team members to substantially improve your software development. You will discover how to: Involve the whole team-XP style Increase technical collaboration through pair programming and continuous integration Reduce defects through developer testing Align business and technical decisions through weekly and quarterly planning Improve teamwork by setting up an informative, shared workspace You will also find many other concrete ideas for improvement, all based on a philosophy that emphasizes simultaneously increasing the humanity and effectiveness of software development. Every team can improve. Every team can begin improving today. Improvement is possible-beyond what we can currently imagine. Extreme Programming Explained, Second Edition, offers ideas to fuel your improvement for years to come.

Patterns of Enterprise Application Architecture Addison-Wesley Professional

& Most software practitioners deal with inherited code; this book teaches them how to optimize it & Workbook approach facilitates the learning process & Helps you identify where problems in a software application exist or are likely to exist *SOA Design Patterns* Addison-Wesley Professional Applying Domain-Driven Design And Patterns Is The First Complete, Practical Guide To Leveraging Patterns, Domain-Driven Design, And Test-Driven Development In .Net Environments. Drawing On Seminal Work By Martin Fowler And Eric Evans, Jimmy Nilsson Shows How To Customize Real-World Architectures For Any .Net Application. You Ll Learn How To Prepare Domain Models For Application Infrastructure; Support Business Rules; Provide Persistence Support; Plan For The Presentation Layer And Ui Testing; And Design For Service Orientation Or Aspect Orientation. Nilsson Illuminates Each Principle With Clear, Well-Annotated Code Examples Based On C# 2.0, .Net 2.0, And Sql Server 2005. His Examples Will Be Valuable Both To C# Developers And Those Working With Other .Net Languages And Databases -- Or Even With Other Platforms, Such As J2Ee.

Extreme Programming Perspectives Addison-Wesley Professional

Write reliable code to create powerful applications by mastering

advanced JavaScript design patterns About This Book Learn how to use tried and true software design methodologies to enhance your JavaScript code Discover robust JavaScript implementations of classic and advanced design patterns Packed with easy-to-follow examples that can be used to create reusable code and extensible designs Who This Book Is For This book is ideal for JavaScript developers who want to gain expertise in object-oriented programming with JavaScript and the new capabilities of ES-2015 to improve their web development skills and build professional-quality web applications. What You Will Learn Harness the power of patterns for tasks ranging from application building to code testing Rethink and revitalize your code with the use of functional patterns Improve the way you organize your code Build large-scale apps seamlessly with the help of reactive patterns Identify the best use cases for microservices Get to grips with creational, behavioral, and structural design patterns Explore advanced design patterns including dependency injection In Detail With the recent release of ES-2015, there are several new object-oriented features and functions introduced in JavaScript. These new features enhance the capabilities of JavaScript to utilize design patterns and software design methodologies to write powerful code. Through this book, you will explore how design patterns can help you improve and organize your JavaScript code. You'll get to grips with creational, structural and behavioral patterns as you discover how to put them to work in different scenarios. Then, you'll get a deeper look at patterns used in functional programming, as well as model view patterns and patterns to build web applications. This updated edition will also delve into reactive design patterns and microservices as they are a growing phenomenon in the world of web development. You will also find patterns to improve the testability of your code using mock objects, mocking frameworks, and monkey patching. We'll also show you some advanced patterns including dependency injection and live post processing. By the end of the book, you'll be saved of a lot of trial and error and developmental headaches, and you will be on the road to becoming a JavaScript expert. Style and approach Packed with several real-world use cases, this book shows you through step-by-step instructions how to implement the advanced object-oriented programming features to build sophisticated web applications that promote scalability and reusability.

Service Design Patterns Pearson Education

Design Patterns in Java™ gives you the hands-on practice and deep insight you need to fully leverage the significant power of design patterns in any Java software project. The perfect complement to the classic *Design Patterns*, this learn-by-doing workbook applies the latest Java features and best practices to all of the original 23 patterns identified in that groundbreaking text. Drawing on their extensive experience as Java instructors and programmers, Steve Metsker and Bill Wake illuminate each pattern with real Java programs, clear UML diagrams, and compelling exercises. You'll move quickly from theory to application-learning how to improve new code and refactor existing code for simplicity, manageability, and performance. Coverage includes Using Adapter to provide consistent interfaces to clients Using Facade to simplify the use of reusable toolkits Understanding the role of Bridge in Java database connectivity The Observer pattern, Model-View-Controller, and GUI behavior Java Remote Method Invocation (RMI) and the Proxy pattern Streamlining designs using the Chain of Responsibility pattern Using patterns to go beyond Java's built-in constructor features Implementing Undo capabilities with Memento Using the State pattern to manage state more cleanly and simply Optimizing existing codebases with extension patterns Providing thread-safe iteration with the Iterator pattern Using Visitor to define new operations without changing hierarchy classes If you're a Java programmer wanting to save time while writing better code, this book's techniques, tips, and clear explanations and examples will help you harness the power of patterns to improve every program you write, design, or maintain. All source code is available for download at <http://www.oozinoz.com>.

Design Patterns in Ruby (Adobe Reader) Addison-Wesley Professional

"Forewords by Martin Fowler and Ian Robinson"--From front cover. *Refactoring Workbook* John Wiley & Sons

This is the completely updated and revised edition to the bestselling tutorial and reference to J2EE Patterns. The book introduces new patterns, new refactorings, and new ways of using XML and J2EE Web services.

Mastering JavaScript Design Patterns Pearson Education India

Software -- Programming Languages.

AntiPatterns Pearson Education

This collection offers an overview of extreme programming (XP) from the people who proposed it, a description of experiences in specific areas that are unclear and subject to debate, and an empirical evaluation of how XP projects are progressing in software companies. Topics of the 47 articles include agile software development, increasing the effectiveness of automated testing, integrating XP into college courses, and building complex object-oriented systems with patterns and XP. Annotation copyrighted by Book News, Inc., Portland, OR

Refactoring in Large Software Projects Addison-Wesley

* Allen Holub is a highly regarded instructor for the University of California, Berkeley, Extension. He has taught since 1982 on various topics, including Object-Oriented Analysis and Design, Java, C++, C. Holub will use this book in his Berkeley Extension classes. * Holub is a regular presenter at the Software Development conferences and is Contributing Editor for the online magazine JavaWorld, for whom he writes the Java Toolbox. He also wrote the OO Design Process column for IBM DeveloperWorks. * This book is not time-sensitive. It is an extremely well-thought out approach to learning design patterns, with Java as the example platform, but the concepts presented are not limited to just Java programmers. This is a complement to the Addison-Wesley seminal "Design Patterns" book by the "Gang of Four".

Code Clone Analysis Addison-Wesley Professional

Martin Fowler is a consultant specializing in object-oriented analysis and design. This book presents and discusses a number of object models derived from various problem domains. All patterns and models presented have been derived from the author's own consulting work and are based on real business cases.

Design Patterns Addison-Wesley Professional

How often do you hear people say things like this? "Our JavaScript is a mess, but we're thinking about using [framework of the month]." Like it or not, JavaScript is not going away. No matter what framework or "compiles-to-js" language or library you use, bugs and performance concerns will always be an issue if the underlying quality of your JavaScript is poor. Rewrites, including porting to the framework of the month, are terribly expensive and unpredictable. The bugs won't magically go away, and can happily reproduce themselves in a new context. To complicate things further, features will get dropped, at least temporarily. The other popular method of fixing your JS is playing "JavaScript Jenga," where each developer slowly and carefully takes their best guess at how the out-of-control system can be altered to allow for new features, hoping that this doesn't bring the whole stack of blocks down. This book provides clear guidance on how best to avoid these pathological approaches to writing JavaScript: Recognize you have a problem with your JavaScript quality. Forgive the code you have now, and the developers who made it. Learn repeatable, memorable, and time-saving refactoring techniques. Apply these techniques as you work, fixing things along the way. Internalize these techniques, and avoid writing as much problematic code to begin with. Bad code doesn't have to stay that way. And making it better doesn't have to be intimidating or unreasonably expensive.

Applying Domain-Driven Design and Patterns Pearson Education

This book constitutes the refereed proceedings of the 4th Conference on Extreme Programming and Agile Methods, XP/Agile Universe 2004, held in Calgary, Canada in August 2004. The 18 revised full papers presented together with summaries of workshops, panels, and tutorials were carefully reviewed and selected from 45 submissions. The papers are organized in topical sections on testing and integration, managing requirements and usability, pair programming, foundations of agility, process adaptation, and educational issues.

Apprenticeship Patterns Pearson Education

Large Refactorings looks at methods of establish design improvements as an important and independent activity during development of software, and will help to ensure that software continues to adapt, improve and remain easy to read and modify without altering its observable behaviour. It provides real-world experience from real refactored projects and shows how to refactor software to ensure that it is efficient, fresh and adaptable.

Refactoring Apress

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. Patterns of Enterprise Application Architecture is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The

entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns

for use when building them. The topics covered include · Dividing an enterprise application into layers · The major approaches to organizing business logic · An in-depth treatment of mapping

between objects and relational databases · Using Model-View-Controller to organize a Web presentation · Handling concurrency for data that spans multiple transactions · Designing distributed object interfaces