Design In Object Technology: A Guide to Applying Object-Oriented Principles to System Design

Design In Object Technology is a comprehensive guide to applying object-oriented principles to system design. It provides a detailed overview of object-oriented concepts, including encapsulation, inheritance, and polymorphism. The book also covers advanced topics such as design patterns and refactoring.

Design in Object Technology: "Class of 1994" (Series on Object-Oriented Design) by Alistair Cockburn

★★★★★ 5 out of 5

Language	: English
File size	: 17647 KB
Text-to-Speech	: Enabled
Screen Reader	: Supported
Enhanced typesetting	: Enabled
Print length	: 218 pages

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Object-oriented design is a powerful approach to system design that can help you create more flexible, maintainable, and reusable code. If you're new to object-oriented design, or if you're looking for a way to improve your skills, Design In Object Technology is the perfect book for you.

What You'll Learn

In Design In Object Technology, you'll learn how to:

- Apply object-oriented principles to system design

- Understand the benefits of object-oriented design

- Identify and use design patterns

- Refactor code to improve its quality

Who This Book Is For

Design In Object Technology is written for software engineers who want to learn how to apply object-oriented principles to system design. The book is also a valuable resource for experienced software engineers who want to improve their skills in object-oriented design.

Table of Contents

1. to Object-Oriented Design

2. The Basics of Object-Oriented Design

3. Advanced Object-Oriented Design Concepts

4. Design Patterns

5. Refactoring

About the Author

The author of Design In Object Technology is Robert C. Martin. Martin is a world-renowned software engineer and author. He is the co-author of the Agile Manifesto and the author of several other books on software development, including Clean Code and The Clean Coder.

Reviews

Design In Object Technology has received rave reviews from software engineers around the world. Here are a few excerpts from reviews:

- "Design In Object Technology is a must-read for any software engineer who wants to learn how to apply object-oriented principles to system design." - Martin Fowler, Chief Scientist at ThoughtWorks

- "Robert C. Martin has written a masterpiece. Design In Object Technology is the definitive guide to object-oriented design." - Erich Gamma, co-author of the Design Patterns book

- "Design In Object Technology is a practical guide that will help you improve the quality of your code." - Grady Booch, co-author of the Unified Modeling Language (UML)

Design In Object Technology is a comprehensive and practical guide to applying object-oriented principles to system design. If you're a software engineer who wants to learn how to design better software, this book is for you.

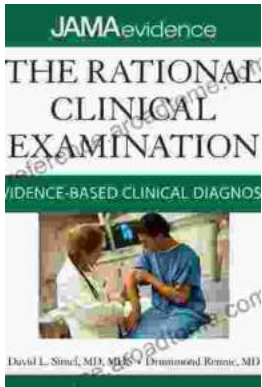Free Download your copy of Design In Object Technology today!

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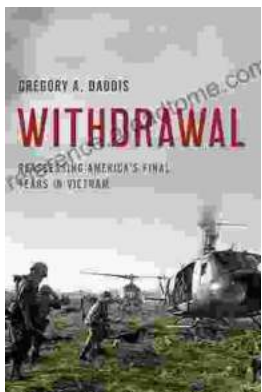
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