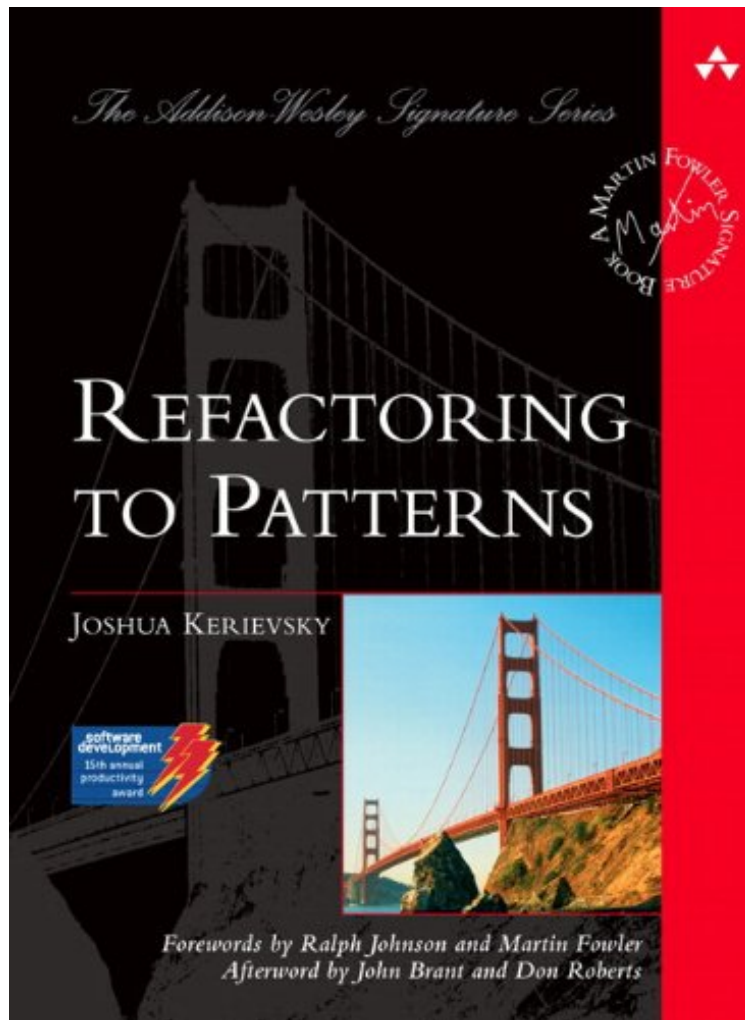



[Read download] Refactoring to Patterns (Addison-Wesley Signature Series (Fowler))

Refactoring to Patterns (Addison-Wesley Signature Series (Fowler))

Von Joshua Kerievsky

*Download PDF | ePub | DOC | audiobook | ebooks



 Download

 Read Online

Produktinformation - Verkaufsrang: #117794 in eBooks Veröffentlicht am: 2004-08-05 Erscheinungsdatum: 2004-08-05 File Name: B001TKD4RQ | File size: 67.Mb

Von Joshua Kerievsky : Refactoring to Patterns (Addison-Wesley Signature Series (Fowler)) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Refactoring to Patterns (Addison-Wesley Signature Series (Fowler)):

Kundenrezensionen Hilfreichste Kundenrezensionen 0 von 0 Kunden fanden die folgende Rezension hilfreich. Great book Von Bayer Acu This is the first time that I have thought the refactorings as a way of transforming the software to more complex forms. I always thought the patterns as design patterns that one applies up front to a software. However this book fits the patterns very nicely to the context of software evolution. I found this book very valuable. It made me to apply patterns much more frequently in my projects. 6 von 7 Kunden fanden die folgende Rezension hilfreich. Schwergngig zu lesen Von F. Paulus Wer Bcher von Fowler, Uncle Bob etc gewhnt ist, wird sich schwer tun mit dem Sprachfluss dieses Buches. Auerdem muss man tatschlich das "Refactoring"-Buch zur Hand haben, da stndig

Querverweise erfolgen. Auf mich wirkt das Buch sehr umständlich, ständig wird auf später erklärte Themen verwiesen, und jedes Pattern 3 mal erklärt, meist ohne wirklichen Mehrwert. Die "real world examples" sind auch alles andere als interessant und nicht wirklich besser als rein theoretische Beispiele. Bei so vielen Verweisen auf Refactoring, hat der Autor jedoch eine ganz andere, eigene Philosophie. Alles in allem, leichter verständlich als das original Patternbuch von Gamma etc. aber dennoch nicht einfach lesbar. Im Prinzip macht das Buch, was der Titel verspricht, es zeigt die nötigen Refactoringschritte hin zu einem Pattern, lässt aber an manchen Stellen, trotz der Mehrfachwiederholung, die nötige Tiefe vermissen. 2 von 2 Kunden fanden die folgende Rezension hilfreich. Gute Fortsetzung von Michael Vodep. Ich persönlich sehe das Buch als Fortsetzung bzw. Ergänzung zu "Refactoring: Improving the Design of Existing Code" von Martin Fowler. Es wird initial auch des Öfteren auf Fowlers Buch verwiesen - die vorgestellten Patterns unterscheiden sich allerdings grtenteils (bzw. ergänzen aus meiner Sicht jene von Fowler). Was mir gar nicht am Buch gefällt sind diese unsinnigen Beispiele. Es wird sehr oft ein HTML Parser exemplarisch "refactored" - aber ich musste die Beispiele - aufgrund der etwas schwierigeren Domäne - mehrmals lesen. Es fehlt mir teilweise der Bezug bzw. der Kontext des gezeigten Code Ausschnitts und ich konnte mir dann schwer drunter etwas vorstellen.

Kurzbeschreibung In 1994, Design Patterns changed the landscape of object-oriented development by introducing classic solutions to recurring design problems. In 1999, Refactoring revolutionized design by introducing an effective process for improving code. With the highly anticipated Refactoring to Patterns, Joshua Kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring. This book introduces the theory and practice of pattern-directed refactorings: sequences of low-level refactorings that allow designers to safely move designs to, towards, or away from pattern implementations. Using code from real-world projects, Kerievsky documents the thinking and steps underlying over two dozen pattern-based design transformations. Along the way he offers insights into pattern differences and how to implement patterns in the simplest possible ways. Coverage includes: A catalog of twenty-seven pattern-directed refactorings, featuring real-world code examples Descriptions of twelve design smells that indicate the need for this book's refactorings General information and new insights about patterns and refactoring Detailed implementation mechanics: how low-level refactorings are combined to implement high-level patterns Multiple ways to implement the same pattern and when to use each Practical ways to get started even if you have little experience with patterns or refactoring Refactoring to Patterns reflects three years of refinement and the insights of more than sixty software engineering thought leaders in the global patterns, refactoring, and agile development communities. Whether you're focused on legacy or greenfield development, this book will make you a better software designer by helping you learn how to make important design changes safely and effectively.

Kurzbeschreibung In 1994, Design Patterns changed the landscape of object-oriented development by introducing classic solutions to recurring design problems. In 1999, Refactoring revolutionized design by introducing an effective process for improving code. With the highly anticipated Refactoring to Patterns, Joshua Kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring. This book introduces the theory and practice of pattern-directed refactorings: sequences of low-level refactorings that allow designers to safely move designs to, towards, or away from pattern implementations. Using code from real-world projects, Kerievsky documents the thinking and steps underlying over two dozen pattern-based design transformations. Along the way he offers insights into pattern differences and how to implement patterns in the simplest possible ways. Coverage includes: A catalog of twenty-seven pattern-directed refactorings, featuring real-world code examples Descriptions of twelve design smells that indicate the need for this book's refactorings General information and new insights about patterns and refactoring Detailed implementation mechanics: how low-level refactorings are combined to implement high-level patterns Multiple ways to implement the same pattern and when to use each Practical ways to get started even if you have little experience with patterns or refactoring Refactoring to Patterns reflects three years of refinement and the insights of more than sixty software engineering thought leaders in the global patterns, refactoring, and agile development communities. Whether you're focused on legacy or greenfield development, this book will make you a better software designer by helping you learn how to make important design changes safely and effectively.

Synopsis In 1994, Design Patterns changed the landscape of object-oriented development by introducing classic solutions to recurring design problems. In 1999, Refactoring revolutionized design by introducing an effective process for improving code. With the highly anticipated Refactoring to Patterns, Joshua Kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring. This book introduces the theory and practice of pattern-directed refactorings: sequences of low-level refactorings that allow designers to safely move designs to, towards, or away from pattern implementations. Using code from real-world projects, Kerievsky documents the thinking and steps underlying over two dozen pattern-based design transformations. Along the way he offers insights into pattern differences and how to implement patterns in the simplest possible ways. Coverage includes: *A catalog of twenty-seven pattern-directed refactorings, featuring real-world code examples *Descriptions of twelve design smells that indicate the need for this book's refactorings *General information and new insights about

patterns and refactoring *Detailed implementation mechanics: how low-level refactorings are combined to implement high-level patterns *Multiple ways to implement the same pattern--and when to use each *Practical ways to get started even if you have little experience with patterns or refactoring Refactoring to Patterns reflects three years of refinement and the insights of more than sixty software engineering thought leaders in the global patterns, refactoring, and agile development communities. Whether you're focused on legacy or "greenfield" development, this book will make you a better software designer by helping you learn how to make important design changes safely and effectively.