1. Record Nr. UNINA9910797026703321 Autore Christensen Henrik B. Titolo Flexible, reliable software: using patterns and agile development // by Henrik B. Christensen Boca Raton, FL:,: Chapman and Hall/CRC, an imprint of Taylor and Pubbl/distr/stampa Francis, , 2010 **ISBN** 0-429-19601-6 1-4398-8272-X Edizione [First edition.] Descrizione fisica 1 online resource (523 p.) Collana Chapman & Hall/CRC Textbooks in Computing Disciplina 005.1 Soggetti Computer software - Reliability Computer software - Development Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Note generali "A Chapman & Hall Book." Nota di bibliografia Includes bibliographical references. Nota di contenuto Front cover; Contents; Foreword; Preface; Iteration 1: Basic Terminology; Chapter 1: Agile Development Processes; Chapter 2: Reliability and Testing: Chapter 3: Flexibility and Maintainability: Iteration 2: The Programming Process; Chapter 4: Pay Station Case; Chapter 5: Test-Driven Development; Chapter 6: Build Management; Iteration 3: The First Design Pattern; Chapter 7: Deriving Strategy Pattern; Chapter 8: Refactoring and Integration Testing; Chapter 9: Design Patterns - Part I; Chapter 10: Coupling and Cohesion; Iteration 4: Variability Management and 3-1-2 Chapter 11: Deriving State PatternChapter 12: Test Stubs; Chapter 13: Deriving Abstract Factory; Chapter 14: Pattern Fragility; Iteration 5: Compositional Design; Chapter 15: Roles and Responsibilities; Chapter 16: Compositional Design Principles; Chapter 17: Multi-Dimensional Variance; Iteration 6: A Design Pattern Catalogue; Chapter 19: Facade; Chapter 20: Decorator: Chapter 21: Adapter: Chapter 22: Builder: Chapter 23: Command; Chapter 24: Iterator; Chapter 25: Proxy; Chapter 26: Composite; Chapter 27: Null Object; Chapter 28: Observer; Chapter 29: Model-View-Controller Iteration 7: FrameworksChapter 30: Introducing MiniDraw; Chapter 31:

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## Sommario/riassunto

Flexible, Reliable Software: Using Patterns and Agile Development guidesstudents through the software development process. By describing practical stories, explaining the design and programming process in detail, and using projects as a learning context, the text helpsreaders understand why a given technique is required and why techniques must be combined to overcome the challenges facing software developers.