1.	Record Nr.	UNINA9910869166003321
	Autore	Dooley John F.
	Titolo	Software Development, Design, and Coding : With Patterns, Debugging, Unit Testing, and Refactoring / / by John F. Dooley, Vera A. Kazakova
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2024
	ISBN	979-88-6880-285-0
	Edizione	[3rd ed. 2024.]
	Descrizione fisica	1 online resource (521 pages)
	Disciplina	001.642
	Soggetti	Software engineering
		Java (Computer program language)
		Compilers (Computer programs)
		Software Engineering
		Java
		Compilers and Interpreters
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Chapter 1: Introduction to Software Development -- PART ONE: MODELS AND TEAM PRACTICES -- Chapter 2: Software Process Models -- Chapter 3: Project Management Essentials -- Chapter 4: Ethics and Professional Practice -- Chapter 5: Intellectual Property, Obligations, and Ownership -- Chapter 6: Requirements -- PART TWO: DESIGN PRACTICES -- Chapter 7: Software Architecture -- Chapter 8: Design Principles -- Chapter 9: Structured Design -- Chapter 10: Object-Oriented Overview -- Chapter 11: Object-Oriented Analysis and Design -- Chapter 12: Object-Oriented Design Principles -- Chapter 13: Design Patterns -- Chapter 14:Parallel Programming -- Chapter 15: Parallel; Design Patterns -- PART THREE: CODING PRACTICES -- Chapter 16: Code Construction -- Chapter 17: Debugging -- Chapter 18: Unit Testing -- Chapter 19:P Code Reviews and Inspections -- Chapter 20: Wrapping It All Up.
	Sommario/riassunto	Learn the principles of good software design and then turn those principles into great code. This book introduces you to software engineering, from the application of engineering principles to the development of software. You'll see how to run a software development

project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. This book is also about code construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using examples in the Java and C programming languages, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of effective programs. This new third edition incorporates new content, new figures, clarifying revisions, and content reorganization across all chapters. The Software Development Approaches chapter has been updated to highlight the differences between lean and agile general approaches, their various specific implementations, and how they can be effectively combined in software development practices. The Project Management Essentials chapter has been expanded to incorporate "SoftAware Development": a new paradigm which centers individuals, interpersonal relationships, and workplace culture as the heart of healthy and sustainable joint creation of software. Finally, a brand new chapter on intellectual property discusses copyright, patents, and how joint work affects code ownership rights. You Will Learn Modern agile methodologies How to work on and with development teams How to leverage the capabilities of modern computer systems with parallel programming How to work with design patterns to exploit application development best practices How to use modern tools for development, collaboration, and source code controls.