

1. Record Nr.	UNINA9910913787603321
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Titolo	PHP 8 Objects, Patterns, and Practice: Volume 1 : Mastering OO Enhancements and Design Patterns // by Matt Zandstra
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2024
ISBN	9798868804823
Edizione	[7th ed. 2024.]
Descrizione fisica	1 online resource (639 pages)
Disciplina	006.76
Soggetti	PHP (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Part I. Objects -- 1. PHP: Design and Management -- 2. PHP and Objects -- 3. Object Basics -- 4. Advanced Features -- 5. Object Tools -- 6. Objects and Design -- Part II. Patterns -- 7. What Are Design Patterns? Why Use Them? -- 8. Some Pattern Principles -- 9. Generating Objects -- 10. Patterns for Flexible Object Programming -- 11. Performing and Representing Tasks -- 12. Enterprise Patterns -- 13. Database Patterns.
Sommario/riassunto	Develop elegant and rock-solid systems using PHP, aided by three key elements: object fundamentals, design principles, and best practices. Now in its 7th edition, this book has been fully updated for PHP 8.3 and split into two volumes to better accommodate its wealth of new content. Volume 1 covers objects and patterns, while Volume 2 focuses on tools and best practices. You'll begin this volume by reviewing PHP's object-oriented features including key topics such as class declarations, inheritance, and reflection. The second part of the book is devoted to design patterns. It explains the principles that make patterns powerful and covers many of the classic design patterns, as well as enterprise and database patterns. This volume provides a solid grounding in PHP's support for objects and builds on this foundation to apply the core principles of software design. New topics covered include read only classes, enumerations, typed class constants, as well as various additions to argument and return types. The knowledge gained from this book will help you master the object-oriented enhancements and the design patterns available for PHP 8, paving the

way for developing best practices in Volume 2. You will: Master advanced object-oriented features, including static methods and properties. Manage error conditions with exceptions and create abstract classes and interfaces. Use design principles to deploy objects and classes effectively in your projects. Discover a set of powerful patterns that you can implement in your own projects.

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