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|  | Autore | Gähler Marco |
|  | Titolo | Software Engineering Made Easy : A Comprehensive Reference Guide for Writing Good Code / / by Marco Gähler |
|  | Pubbl/distr/stampa | Berkeley, CA : , : Apress : , : Imprint : Apress, , 2025 |
|  | ISBN | 979-88-6881-386-3 |
|  | Edizione | [1st ed. 2025.] |
|  | Descrizione fisica | 1 online resource (299 pages) |
|  | Disciplina | 005.1/2 |
|  | Soggetti | Software engineering |
|  | Lingua di pubblicazione | Inglese |
|  | Formato | Materiale a stampa |
|  | Livello bibliografico | Monografia |
|  | Note generali | Includes index. |
|  | Nota di contenuto | Chapter 1: Fundamentals of Software Engineering -- Chapter 2: Components of Code -- Chapter 3: Classes -- Chapter 4:Testing -- Chapter 5: Design Principles -- Chapter 6: Programming -- Chapter 7: High-Level Design -- Chapter 8: Refactoring -- Chapter 9: Other Common Topics -- Chapter 10: Collaborating -- Glossary. |
|  | Sommario/riassunto | Learn how to write good code for humans. This user-friendly book is a comprehensive guide to writing clear and bug-free code. It integrates established programming principles and outlines expert-driven rules to prevent you from over-complicating your code. You’ll take a practical approach to programming, applicable to any programming language and explore useful advice and concrete examples in a concise and compact form. Sections on Single Responsibility Principle, naming, levels of abstraction, testing, logic (if/else), interfaces, and more, reinforce how to effectively write low-complexity code. While many of the principles addressed in this book are well-established, it offers you a single resource. Software Engineering Made Easy modernizes classic software programming principles with quick tips relevant to real-world applications. Most importantly, it is written with a keen awareness of how humans think. The end-result is human-readable code that improves maintenance, collaboration, and debugging—critical for software engineers working together to make purposeful impacts in the world. You will: Understand the essence of software engineering. Simplify your code using expert techniques across multiple languages. See how to structure classes. Manage the complexity of your code by |

using level abstractions. Review test functions and explore various types of testing.