Elegant Objects Volume 1

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Buy Elegant Objects: Volume 1 1.0 by Bugayenko, Yegor (ISBN: 9781519166913) from Amazon's Book Store. Everyday low prices and free delivery on eligible orders. Elegant Objects: Volume 1: Amazon.co.uk: Bugayenko, Yegor: 9781519166913: Books

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Elegant Objects. Elegant Objects (EO) is an object-oriented programming paradigm that renounces traditional techniques like null , getters-and-setters , code in constructors , mutable objects , static methods , annotations , type casting , implementation inheritance , data objects , etc. Books: Object Thinking. Elegant Objects (vol.1 and vol.2)

Elegant Objects
"Elegant Objects" is my first book. It is about object-oriented programming from an idealistic and, maybe, a bit of a futuristic point of view. There are 23 independent recommendations for a practical OOP designer on how to make code cleaner, classes more solid, and architecture more visible.

Elegant Objects - Yegor Bugayenko
Elegant Objects (Volume 1, Chapter 1): a review. I have started to read Elegant Objects (Volume 1) by Yegor Bugayenko after some colleagues have done the same, and started some interesting discussions about the ideas presented in the book. As I got curious, I got the book for myself to read, and wanted to express my own opinions about the discussed topics.

Elegant Objects (Volume 1, Chapter 1): a review – Anderson ...
"Elegant Objects, vol. 1", in over 200 pages, gives you 23 practical tips to write more object-oriented, thus more maintainable code. The author uses a very interesting allegory by treating every...

Lobotomize Your OO Thinking: "Elegant Objects, Vol. 1 ...
Elegant Objects. Volume 1 | My Technical Life. ? Presenting "Kafka in Production". Oracle Certified Professional: Java SE 8 Programmer ?. Elegant Objects. Volume 1. Posted on August 17, 2017 by Andrey Panasyuk. It's been a while since I've first heard of Yegor Bugayenko. His blog, his conference talks (here, here and here), his podcast participation (here and here) already presented some of the pretty unusual OOP-related ideas.

Elegant Objects. Volume 1 | My Technical Life
Title: Elegant Objects Volume 1 Author: wiki.ctsnet.org-Karin Schwab-2020-09-29-23-59-33 Subject: Elegant Objects Volume 1 Keywords: Elegant Objects Volume 1,Download Elegant Objects Volume 1,Free download Elegant Objects Volume 1,Elegant Objects Volume 1 PDF Ebooks, Read Elegant Objects Volume 1 PDF Books,Elegant Objects Volume 1 PDF Ebooks,Free Ebook Elegant Objects Volume 1, Free PDF ...

Elegant Objects Volume 1
Elegant Objects (Volume 1): Bugayenko, Yegor: 9781519166913: Amazon.com: Books.

Elegant Objects (Volume 1): Bugayenko, Yegor ...
Elegant Objects (Volume 1) is good collection of OOP tips. It's nice that there is a new book bringing into attention OOP principles. Besides listing numerous tips, advice and examples, book also briefly discusses advantages of OOP over procedural programming.

Amazon.com: Customer reviews: Elegant Objects (Volume 1)
Elegant Objects (Volume 1, Chapter 3): a review This is the third post in a series of four, on a look into the book Elegant Objects (Volume 1) by Yegor Bugayenko . If you haven't read yet, check out parts 1 and 2 of the series.

Elegant Objects (Volume 1, Chapter 3): a review - Anderson ...
Step one in the transformation of a successful procedural developer into a successful object developer is a lobotomy. (by David West) This is the first sentence in "Elegant Objects, volume 1" book by Yegor Bugayenko and after reading it from cover to cover I could not agree more. This book will not leave you neutral, you will either strongly agree or disagree with claims stated there, but it is definitely worth your time.

Elegant Objects by Yegor Bugayenko - Goodreads
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"Elegant Objects, vol. 1" in over 200 pages gives you 23 practical tips for developers to write more object-oriented, thus more maintainable code. The author uses very interesting allegory by treating every object as a human being and splitting these suggestions into a four anthropomorphized chapters: birth, school, employment, and retirement.

Lobotomy to your object oriented thinking - "Elegant ...
Elegant Objects book. Read 9 reviews from the world's largest community for readers. Elegant Objects book. Read 9 reviews from the world's largest community for readers. ... Not as good as volume 1. But still entertaining and gives food for thought. What I like is that it is briefly written, so you go through it very quickly.

TL;DR There are 23 practical recommendations for object-oriented programmers. Most of them are completely against everything you've read in other books. For example, static methods, NULL references, getters, setters, and mutable classes are called evil.

TL;DR Compound variable names, validators, private static literals, configurable objects, inheritance, annotations, MVC, dependency injection containers, reflection, ORM and even algorithms are our enemies.

In OBJECT THINKING, esteemed object technologist David West contends that the mindset makes the programmer--not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization--on thinking--rather than formal process and methods. Both provocative and pragmatic, this book gives form to what's primarily been an oral tradition among the field's revolutionary thinkers--and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in eXtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice.

TL;DR It's a semi-autobiographical fiction book about a software architect who is involved in programming, debugging, releasing, testing, organizing, team work, and management issues.

TL;DR This book summarizes my experience of blogging for two and a half years and growing from zero to 60,000 unique visitors a month at www.yegor256.com; all dirty secrets revealed.

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for

the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore,Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders arecommunicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Unleash the power of Python 3 objects About This Book Stop writing scripts and start architecting programs Learn the latest Python syntax and libraries A practical, hands-on tutorial that teaches you all about abstract design patterns and how to implement them in Python 3 Who This Book Is For If you're new to object-oriented programming techniques, or if you have basic Python skills and wish to learn in depth how and when to correctly apply object-oriented programming in Python to design software, this is the book for you. What You Will Learn Implement objects in Python by creating classes and defining methods Separate related objects into a taxonomy of classes and describe the properties and behaviors of those objects via the class interface Extend class functionality using inheritance Understand when to use object-oriented features, and more importantly when not to use them Discover what design patterns are and why they are different in Python Uncover the simplicity of unit testing and why it's so important in Python Grasp common concurrency techniques and pitfalls in Python 3 Exploit object-oriented programming in key Python technologies such as Kivy and Django. Object-oriented programming concurrently with asyncio In Detail Python 3 is more versatile and easier to use than ever. It runs on all major platforms in a huge array of use cases. Coding in Python minimizes development time and increases productivity in comparison to other languages. Clean, maintainable code is easy to both read and write using Python's clear, concise syntax. Object-oriented programming is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. Many modern programming languages utilize the powerful concepts behind object-oriented programming and Python is no exception. Starting with a detailed analysis of object-oriented analysis and design, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. This book fully explains classes, data encapsulation, inheritance, polymorphism, abstraction, and exceptions with an emphasis on when you can use each principle to develop well-designed software. You'll get an in-depth analysis of many common object-oriented design patterns that are more suitable to Python's unique style. This book will not just teach Python syntax, but will also build your confidence in how to program. You will also learn how to create maintainable applications by studying higher level design patterns. Following this, you'll learn the complexities of string and file manipulation, and how Python distinguishes between binary and textual data. Not one, but two very powerful automated testing systems will be introduced in the book. After you discover the joy of unit testing and just how easy it can be, you'll study higher level libraries such as database connectors and GUI toolkits and learn how they uniquely apply object-oriented principles. You'll learn how these principles will allow you to make greater use of key members of the Python eco-system such as Django and Kivy. This new edition includes all the topics that made Python 3 Object-oriented Programming an instant Packt classic. It's also packed with updated content to reflect recent changes in the core Python library and covers modern third-party packages that were not available on the Python 3 platform when the book was first published. Style and approach Throughout the book you will learn key object-oriented programming techniques demonstrated by comprehensive case studies in the context of a larger project.

The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. "Programmers who aim to create high quality software-as all programmers

should—must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld's The Object-Oriented Thought Process." –Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals.

Are you doing all you can to further your career as a software developer? With today's rapidly changing and ever-expanding technologies, being successful requires more than technical expertise. To grow professionally, you also need soft skills and effective learning techniques. Honing those skills is what this book is all about. Authors Dave Hoover and Adewale Oshineye have cataloged dozens of behavior patterns to help you perfect essential aspects of your craft. Compiled from years of research, many interviews, and feedback from O'Reilly's online forum, these patterns address difficult situations that programmers, administrators, and DBAs face every day. And it's not just about financial success. Apprenticeship Patterns also approaches software development as a means to personal fulfillment. Discover how this book can help you make the best of both your life and your career. Solutions to some common obstacles that this book explores in-depth include: Burned out at work? "Nurture Your Passion" by finding a pet project to rediscover the joy of problem solving. Feeling overwhelmed by new information? Re-explore familiar territory by building something you've built before, then use "Retreat into Competence" to move forward again. Stuck in your learning? Seek a team of experienced and talented developers with whom you can "Be the Worst" for a while. "Brilliant stuff! Reading this book was like being in a time machine that pulled me back to those key learning moments in my career as a professional software developer and, instead of having to learn best practices the hard way, I had a guru sitting on my shoulder guiding me every step towards master craftsmanship. I'll certainly be recommending this book to clients. I wish I had this book 14 years ago!"-Russ Miles, CEO, OpenCredo

Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, Visual Basic .NET, Ruby, Objective-C, and Swift. Objects also form the basis for many web technologies such as JavaScript, Python, and PHP. It is of vital importance to learn the fundamental concepts of object orientation before starting to use object-oriented development environments. OOP promotes good design practices, code portability, and reuse–but it requires a shift in thinking to be fully understood. Programmers new to OOP should resist the temptation to jump directly into a particular programming language or a modeling language, and instead first take the time to learn what author Matt Weisfeld calls "the object-oriented thought process." Written by a developer for developers who want to improve their understanding of object-oriented technologies, The Object-Oriented Thought Process provides a solutions-oriented approach to object-oriented programming. Readers will learn to understand the proper uses of inheritance and composition, the difference between aggregation and association, and the important distinction between interfaces and implementations. While programming technologies have been changing and evolving over the years, object-oriented concepts remain a constant–no matter what the platform. This revised edition focuses on the OOP technologies that have survived the past 20 years and remain at its core, with new and expanded coverage of design patterns, avoiding dependencies, and the SOLID principles to help make software designs understandable, flexible, and maintainable.

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