

## A Philosophy Of Software Design

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A Philosophy of Software Design is a short yet to-the-point book on high level ideas on how to design a software system with less complexity. It's a book I would recommend to every entry-level software engineer. This note mostly consists of quote-worthy excerpts from the book and aims to serve as a verbose version of the book's table of contents. Readers can use this note to quickly browse the main arguments of the book, or to locate the chapters of interest

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that deserves reading.

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software design process, and it presents a collection of design principles to apply during software design. The book also introduces a set of red flags that identify design problems.

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A designer ' s philosophy defines what they wish to accomplish in design, and which principles of design they will use to do so. Identifying your design philosophy is an important part of the UX design process, and directly impacts how users will respond to the end product. Free hi-fi prototyping tool to design web and mobile apps.

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~~5 design philosophies you need to know - Justinmind~~  
A short, highly readable book about software design -- primarily at the level of "classes, what they should be like", but with some insights at higher and lower levels of abstraction. Reading this, I found myself generally nodding along and thinking that it was a clear exposition of something I essentially believed.

~~A Philosophy of Software Design by John Ousterhout~~  
Software development philosophies. Large-scale programming styles: Behavior-driven development; Design-driven development; Domain-driven design; Secure by design; Test-driven development. Acceptance test-driven development; Continuous test-driven development;

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Specification by example; Specification-related paradigms:  
Iterative and incremental development

~~List of software development philosophies - Wikipedia~~

A Philosophy of Software Design is a standout and recommended read for this reason. We need more resources to remind us not overcomplicate software architecture . It will become complicated enough, module after module, layer after layer.

~~A Philosophy of Software Design: My Take (and a Book ...~~

Creativity and organisation are the yin and yang of software design. They are opposites that complement each other. Good design keeps the complexity of software at a level

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such that we can extend the software with minimum effort. The book has two goals: It defines complexity, how to recognise it and what its consequences are.

~~Book Review: "A Philosophy of Software Design" by John~~

~~...~~

Michael Krause was also kind enough to point out a great talk from John Outerhout which covers the same content. A Philosophy takes a look at complexity in software, and wants you "to use complexity to guide the design of software through its lifetime."

~~Notes on A Philosophy of Software Design:~~

The elevator pitch of John Ousterhout's book A Philosophy

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of Software Design is fairly simple: he is a university professor by profession (albeit one with almost two decades of experience in the "real world"), who each year teaches students how to actually design software in a practical, hands-on course where the students are expected to design and modify "a substantial piece of software" in ...

~~Book Review: A Philosophy of Software Design | Johz Blog~~  
Arrives: 13 - 14 Nov. Fastest delivery: 9 - 11 Nov. Details. This book addresses the topic of software design: how to decompose complex software systems into modules (such as classes and methods) that can be implemented relatively independently. The book first introduces the fundamental problem in software design, which is managing complexity.

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It then discusses philosophical issues about how to approach the software design process, and it presents a collection of design principles to apply ...

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The first chapters discuss the nature and the main causes of complexity in software. The following chapters explore some common design problems in modules, interfaces, abstractions, coupling, and error handling. The book highlights the main problems as a list of red flags that we should avoid.

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