Large Scale C Software Design

Software Architecture with C++Design Patterns in Modern C++Hands-On Design Patterns with C++Hands-On Design Patterns with C++ - Second Edition: Solve Common C++ Problems with Modern Design Patterns and Build Robust ApplicationsFunctional DesignObject-oriented Software Design and Construction with C++Object-Oriented Software Design in C++Design Patterns in Modern C++20Problem Solving, Abstraction, and Design Using C++Core CUsing C in Software DesignC Programming Language and Software DesignClean ArchitectureSoftware Development with C++Objects, Abstraction, Data Structures and DesignDesign Patterns for Embedded Systems in CSoftware Engineering and EnvironmentThe Clean CoderClassical and Object-oriented Software Engineering with UML and C++Objective Question Bank of Computer Awareness for General Competitions Adrian Ostrowski Dmitri Nesteruk Fedor G. Pikus Fedor G. Pikus Robert C. Martin Dennis Kafura Ronald Mak Dmitri Nesteruk Frank L. Friedman Victor Shtern Ronald J. Leach Praveen Shandilya Robert C. Martin Kjell Nielsen Elliot B. Koffman Bruce Powel Douglass Phillip C.-Y. Sheu Robert C. Martin Stephen R. Schach Arihant Experts

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apply business requirements to it infrastructure and deliver a high quality product by understanding architectures such as microservices devops and cloud native using modern c standards and features key featuresdesign scalable large scale applications with the c programming languagearchitect software solutions in a cloud based environment with continuous integration and continuous delivery ci cd achieve architectural goals by leveraging design patterns language features and useful toolsbook description software architecture refers to the high level design of complex applications it is evolving just like the languages we use but there are architectural concepts and patterns that you can learn to write high performance apps in a high level language without sacrificing readability and maintainability if you re working with modern c this practical guide will help you put your knowledge to work and design distributed large scale apps you ll start by getting up to speed with architectural concepts including established patterns and rising trends then move on to understanding what software architecture actually is and start exploring its components next you ll discover the design concepts involved in application architecture and the patterns in software development before going on to learn how to

build package integrate and deploy your components in the concluding chapters you ll explore different architectural qualities such as maintainability reusability testability performance scalability and security finally you will get an overview of distributed systems such as service oriented architecture microservices and cloud native and understand how to apply them in application development by the end of this book you ll be able to build distributed services using modern c and associated tools to deliver solutions as per your clients requirements what you will learnunderstand how to apply the principles of software architectureapply design patterns and best practices to meet your architectural goalswrite elegant safe and performant code using the latest c featuresbuild applications that are easy to maintain and deployexplore the different architectural approaches and learn to apply them as per your requirementsimplify development and operations using application containersdiscover various techniques to solve common problems in software design and developmentwho this book is for this software architecture c programming book is for experienced c developers looking to become software architects or develop enterprise grade applications

apply modern c 17 to the implementations of classic design patterns as well as covering traditional design patterns this book fleshes out new patterns and approaches that will be useful to c developers the author presents concepts as a fun investigation of how problems can be solved in different ways along the way using varying degrees of technical sophistication and explaining different sorts of trade offs design patterns in modern c also provides a technology demo for modern c showcasing how some of its latest features e g coroutines make difficult problems a lot easier to solve the examples in this book are all suitable for putting into production with only a few simplifications made in order to aid readability what you will learn apply design patterns to modern c programming use creational patterns of builder factories prototype and singleton implement structural patterns such as adapter bridge decorator facade and more work with the behavioral patterns such as chain of responsibility command iterator mediator and more apply functional design patterns such as monad and more who this book is for those with at least some prior programming experience especially in c

a comprehensive guide with extensive coverage on concepts such as oop functional programming generic programming and stl along with the latest features of c key featuresdelve into the core patterns and components of c in order to master application designlearn tricks techniques and best practices to solve common design and architectural challenges understand the limitation imposed by c and how to solve them using design patternsbook description c is a general purpose programming language designed with the goals of efficiency performance and flexibility in mind design patterns are commonly accepted solutions to well recognized design problems in essence they are a library of reusable components only for software architecture and not for a concrete implementation the focus of this book is on the design patterns that naturally lend themselves to the needs of a c programmer and on the patterns that uniquely benefit from the features of c in particular the generic programming armed with the knowledge of these patterns you will spend less time searching for a solution to a common problem and be familiar with the solutions developed from experience as well as their advantages and drawbacks the other use of design patterns is as a concise and an efficient way to communicate a pattern is a familiar and instantly recognizable solution to specific problem through its use sometimes with a single line of code we can convey a considerable amount of information the code conveys this is the problem we are facing these are additional considerations that are most important in our case hence the following well known solution was chosen by the end of this book you will have gained a comprehensive understanding of design patterns to create robust reusable and maintainable code what you will learnrecognize the most common design

patterns used in c understand how to use c generic programming to solve common design problemsexplore the most powerful c idioms their strengths and drawbacksrediscover how to use popular c idioms with generic programmingunderstand the impact of design patterns on the program s performancewho this book is for this book is for experienced c developers and programmers who wish to learn about software design patterns and principles and apply them to create robust reusable and easily maintainable apps

a comprehensive guide with extensive coverage of concepts such as oop functional programming generic programming concurrency and stl along with the latest features of c purchase of the print or kindle book includes a free pdf ebook key features delve into the core patterns and components of c to master application design learn tricks techniques and best practices to solve common design and architectural challenges understand the limitation imposed by c and how to solve them using design patterns book description c is a general purpose programming language designed for efficiency performance and flexibility design patterns are commonly accepted solutions to well recognized design problems in essence they are a library of reusable components only for software architecture and not for a concrete implementation this book helps you focus on the design patterns that naturally adapt to your needs and on the patterns that uniquely benefit from the features of c armed with the knowledge of these patterns you ll spend less time searching for solutions to common problems and tackle challenges with the solutions developed from experience you ll also explore that design patterns are a concise and efficient way to communicate as patterns are a familiar and recognizable solution to a specific problem and can convey a considerable amount of information with a single line of code by the end of this book you ll have a deep understanding of how to use design patterns to write maintainable robust and reusable software what you will learn recognize the most common design patterns used in c understand how to use c generic programming to solve common design problems explore the most powerful c idioms their strengths and their drawbacks rediscover how to use popular c idioms with generic programming discover new patterns and idioms made possible by language features of c 17 and c 20 understand the impact of design patterns on the program s performance who this book is for this book is for experienced c developers and programmers who wish to learn about software design patterns and principles and apply them to create robust reusable and easily maintainable programs and software systems

a practical guide to better cleaner code with functional programming in functional design renowned software engineer robert c martin uncle bob explains how and why to use functional programming to build better systems for real customers martin compares conventional object oriented coding structures in java to those enabled by functional languages identifies the best roles for each and shows how to build better systems by judiciously using them in context martin s approach is pragmatic minimizing theory in favor of in the trenches problem solving through accessible examples working developers will discover how the easy to learn semantically rich clojure language can help them improve code cleanliness design discipline and outcomes martin examines well known solid principles and gang of four design patterns from a functional perspective revealing why patterns remain extremely valuable to functional programmers and how to use them to achieve superior results understand functional basics immutability persistent data recursion iteration laziness and statefulness contrast functional and object approaches through expertly crafted case studies explore functional design techniques for data flow use classic solid principles to write better clojure code master pragmatic approaches to functional testing guis and concurrency make the most of design patterns in functional environments walk through

building an enterprise class clojure application functional design exudes classic on arrival bob pulls back the curtain to reveal how functional programming elements make software design simple yet pragmatic he does so without alienating experienced object oriented programmers coming from languages like c c or java janet a carr independent clojure consultant register your book for convenient access to downloads updates and or corrections as they become available see inside book for details

covers four main areas the re use of software tools and practices that software developers must use gui library utilization and event driven systems java applets are used to enhance the concept of conceptual material through animation and interaction

well designed applications run more efficiently have fewer bugs and are easier to revise and maintain learn the fundamentals of object oriented design by investigating good and bad code using an engaging before and after approach object oriented software design in c shows you exactly what bad software looks like and how to fix it with good design principles and patterns in it you ll find design code test iterations that improve code with each revision gathering requirements to make sure you re developing the right application design principles like encapsulation and delegation that solve programming problems design patterns including observer design pattern that fix architecture issues using recursion and multithreading to simplify common solutions

apply the latest editions of the c standard to the implementation of design patterns as well as covering traditional design patterns this book fleshes out new design patterns and approaches that will be useful to modern c developers author dmitri nesteruk presents concepts as a fun investigation of how problems can be solved in different ways along the way using varying degrees of technical sophistication and explaining different sorts of trade offs design patterns in modern c 20 second edition also provides a technology demo for modern c showcasing how some of its latest features e g coroutines modules and more make difficult problems a lot easier to solve the examples in this book are all suitable for putting into production with only a few simplifications made in order to aid readability what you will learn use creational patterns such as builder factories prototype and singleton implement structural patterns such as adapter bridge decorator facade and more work with the behavioral patterns such as chain of responsibility command iterator mediator and more apply functional design patterns such as the maybe monad who this book is for this book is for both beginner and experienced c developers

problem solving abstraction and design using c presents and then reinforces the basic principles of software engineering and object oriented programming while introducing the c programming language the hallmarks of this book are the focus on problem solving and program design this book carefully presents object oriented programming by balancing it with procedural programming so the reader does not overlook the fundamentals of algorithm organization and design

master c the right way from the software engineering perspective master c the right way object oriented approach to coding throughout harness c s strengths avoid its dangers build more easily maintainable code build more powerful robust maintainable c software for developers with experience in any language victor shtern s core c teaches c the right way by applying the best software engineering practices and methodologies to programming in c even if you ve already worked with c this comprehensive book will show you how to build code that is more robust far easier to maintain and modify and far more valuable shtern s book teaches object oriented principles before teaching the language helping you derive all the power of object oriented development to build

superior software learn how to make design decisions based on key criteria such as information hiding and pushing responsibilities from clients down to server classes then master every key feature of ansi iso c from a software engineer s perspective classes methods const modifiers dynamic memory management class composition inheritance polymorphism i o and much more if you want to build outstanding c software coding skill isn t enough objects aren t enough you must design think and program using today s best software engineering practices and with core c you will so core c delivers the application of software engineering principles to c programming a strong emphasis on writing code for easier future maintainance and modification a practical understanding of object oriented principles before teaching the language insight into the latest ansi iso c features thorough explanations that respect your intelligence hundreds of realistic to the point code examples levity breaks stories and vignettes that illustrate key topics concepts and ideas through humor every core series book demonstrates practical techniques used by professional developers features robust thoroughly tested sample code and realistic examples focuses on the cutting edge technologies you need to master today provides expert advice that will help you build superior software

using c in software design provides a creative approach to learning c by emphasizing software engineering numerous thought provoking problems are included at the end of each chapter the book is divided into two sections the first emphasizes the simpler software engineering aspects of c the second part discusses advanced c topics

c programming language and software design

practical software architecture solutions from the legendary robert c martin uncle bob by applying universal rules of software architecture you can dramatically improve developer productivity throughout the life of any software system now building upon the success of his best selling books clean code and the clean coder legendary software craftsman robert c martin uncle bob reveals those rules and helps you apply them martin s clean architecture doesn t merely present options drawing on over a half century of experience in software environments of every imaginable type martin tells you what choices to make and why they are critical to your success as you ve come to expect from uncle bob this book is packed with direct no nonsense solutions for the real challenges you ll face the ones that will make or break your projects learn what software architects need to achieve and core disciplines and practices for achieving it master essential software design principles for addressing function component separation and data management see how programming paradigms impose discipline by restricting what developers can do understand what s critically important and what s merely a detail implement optimal high level structures for web database thick client console and embedded applications define appropriate boundaries and layers and organize components and services see why designs and architectures go wrong and how to prevent or fix these failures clean architecture is essential reading for every current or aspiring software architect systems analyst system designer and software manager and for every programmer who must execute someone else s designs register your product for convenient access to downloads updates and or corrections as they become available

software development with c maximizing reuse with object technology is about software development and object oriented technology ot with applications implemented in c the basis for any software development project of complex systems is the process rather than an individual method which simply supports the overall process this book is not intended as a general all encompassing treatise on ot the intent is to provide practical information that is directly applicable to a development project explicit

guidelines are offered for the infusion of ot into the various development phases the book is divided into five major parts part i describes why we need a development process the phases and steps of the software process and how we use individual methods to support this process part ii lays the foundation for the concepts included in ot part iii describes how ot is used in the various phases of the software development process including the domain analysis system requirements analysis system design software requirements analysis software design and implementation part iv deals exclusively with design issues for an anticipated c implementation part v is devoted to object oriented programming with c this book is intended for practicing software developers software managers and computer science and software engineering students sufficient guidelines are included to aid project leaders in establishing an overall development process for small medium and large system applications

this book combines a strong emphasis on problem solving and software design with the study of data structures after providing the specification and implementation of an abstract data type the authors cover case studies that use the data structure to solve a significant problem in the implementation of each data structure and in the solutions of the case studies they reinforce the message think then code by performing a thorough analysis of the problem and then carefully designing a solution readers gain an understanding of why different data structures are needed the applications they are suited for and the advantages and disadvantages of their possible implementations

a recent survey stated that 52 of embedded projects are late by 4 5 months this book can help get those projects in on time with design patterns the author carefully takes into account the special concerns found in designing and developing embedded applications specifically concurrency communication speed and memory usage patterns are given in uml unified modeling language with examples including ansi c for direct and practical application to c code a basic c knowledge is a prerequisite for the book while uml notation and terminology is included general c programming books do not include discussion of the contraints found within embedded system design the practical examples give the reader an understanding of the use of uml and oo object oriented designs in a resource limited environment also included are two chapters on state machines the beauty of this book is that it can help you today design patterns within these pages are immediately applicable to your project addresses embedded system design concerns such as concurrency communication and memory usage examples contain ansi c for ease of use with c programming code

software engineering and environment examines the various aspects of software development describing a number of software life cycle models twelve in depth chapters discuss the different phases of a software life cycle with an emphasis on the object oriented paradigm in addition to technical models algorithms and programming styles the author also covers several managerial issues key to software project management featuring an abundance of helpful illustrations this cogent work is an excellent resource for project managers programmers and other computer scientists involved in software production

programmers who endure and succeed amidst swirling uncertainty and nonstop pressure share a common attribute they care deeply about the practice of creating software they treat it as a craft they are professionals in the clean coder a code of conduct for professional programmers legendary software expert robert c martin introduces the disciplines techniques tools and practices of true software craftsmanship this book is packed with practical advice about everything from estimating and coding to refactoring and testing it covers much more than technique it

is about attitude martin shows how to approach software development with honor self respect and pride work well and work clean communicate and estimate faithfully face difficult decisions with clarity and honesty and understand that deep knowledge comes with a responsibility to act readers will learn what it means to behave as a true software craftsman how to deal with conflict tight schedules and unreasonable managers how to get into the flow of coding and get past writer s block how to handle unrelenting pressure and avoid burnout how to combine enduring attitudes with new development paradigms how to manage your time and avoid blind alleys marshes bogs and swamps how to foster environments where programmers and teams can thrive when to say no and how to say it when to say yes and what yes really means great software is something to marvel at powerful elegant functional a pleasure to work with as both a developer and as a user great software isn t written by machines it is written by professionals with an unshakable commitment to craftsmanship the clean coder will help you become one of them and earn the pride and fulfillment that they alone possess

the universal modeling language uml has become an industry standard in software engineering in this text it is used for object oriented analysis and design as well as when diagrams depict objects and their interrelationships

in a technology driven world basic knowledge and awareness about computers is a must if we wish to lead a successful personal and professional life today computer awareness is considered as an important dimension in most of the competitive examinations like ssc bank po clerk it officer upsc other state level pscs etc objective questions covering computer awareness are asked in a number of competitive exams so the present book which will act as an objective question bank for computer awareness has been prepared keeping in mind the importance of the subject this book has been divided into 22 chapters covering all the sections of computer awareness like introduction to computer computer organisation input output devices memory software ms office database internet networking computer security digital electronics etc the chapters in the book contain more than 75 tables which will help in better summarization of the important information with a collection of more than 3500 objective questions the content covered in the book simplifies the complexities of some of the topics so that the non computer students feel no difficulty while studying various concepts covered under computer awareness section this book contains the most streamlined collection of objective questions including questions asked in competitive examinations upto 2014 as the book thoroughly covers the computer awareness section asked in a number of competitive examinations it for sure will work as a preparation booster for various competitive examinations like upsc state level pscs examinations ssc bank po clerk it officer and other general competitive recruitment examinations

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