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Design patterns in software engineering pdf

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Before 2000, software development was mainly done in a waterfall approach. This meant that a software project would be sent after going through some long stages such as analysis, development and qa. This led to slow software development cycles and, consequently, inadequate decisions were made in the initial stages of the life cycle. Most large designs are developed in an agile way, using philosophies like Scrum or Extreme Programming. These methodologies promote the development of fast software, shortening cycles and, through shipping, development development and UX / UI design made to the right. Before 2000, software development was mainly done in a waterfall approach. That meant that a software project would be sent after going through a few long stages such as an analysis, development and qa, just to quote some. This led to slow software development cycles and, consequently, inadequate decisions were made in the initial stages of the life cycle, leading to poor or improper software. Nowadays, most of the great projects are developed in an agile way, using philosophies like Scrum or Extreme Programming. These methodologies promote the development of fast software, usually shortening cycles and sending frequently. However, some inductions still depend on the waterfall to offer software as it is still the best approach for your goal. Take aerospace, for example. If you start a Saté Lite with some board code, you can not deploy an update for it if the UPDATE ONBOARD software is broken. This was also one of the reasons why the waterfall was so popular. Shipping software was more expensive compared to how it is done today, as it usually involves the magnetization of a cassette, floppy or burning a CD before sending the software around the world to be installed on computers that would never get a connection during your life. I participated in many projects and we help more team sending software than I would like to remember. I was fortunate to work with companies to send a tech software, and others struggling to keep the pace in quality, schedule and budget. I noticed that the key to sending great predictable software is not in the methodology you use, as some did well in agile while others were dominating in waterfall. The key to success was in its development processes, and some had no writing. Your product team was just following a set of tasks to provide new things repeatedly, allowing them to control where things were working and improving those who were not. These processes were different from the team to the team, and the number of steps to get a resource was usually the same. But all these processes had common traces on how their teams approached the development cycle. This is what they did not do. Do not jump straight to the code, it's easy to get excited about a new idea and everyone wants an immediate piece of the action. Resist this temptation is difficult and often key to make things more fast. This is sometimes difficult to understand, especially if you are at the beginning of the years of your software development career. If you think carefully, a feature that took half a day to set and a couple of days for design can easily take a week to implement. This follows the natural order of which things are more convenient to do. Great teams spend time analyzing a problem and defining an approach to reaching a solution. There is a balance as you should spend on the thought phase, and this may depend on product and cost criticism to send a new version. But great teams always spend time projecting a solution before to implement a new feature or repair a bug. Do not leave deadly or commented everybody we were there. The product's owner says a resource is not more relevant, you pass through the code to remove it, and a few weeks later someone asks to add the back feature. We never know when the code that is useless now will be necessary again, and commenting commenting Leaving it there seems to be a good idea. Dead Code or commented can not hurt, right? In addition, if you leave the code there, we save time, eliminating the need to understand if there are other dependence from it. Unfortunately ancient or commented code create what is often called a daylight. In the future, other developers will stumble in the dead code and will delay them. Files get bigger, the code will be harder to read and install chaos. There is a better alternative to avoid eliminating a resource working without storing somewhere. With modern version control software (or git) is very easy to identify when and which changes were made, and recover the old code, if necessary. There is a good reason for which tools as highlight git how many code lines were excluded in each commit. Removing the code is so important as the addition again. Not deploying Fridays, no one talks about this in college or university, and no one talks about it in many software development courses outside. But people who implement production regularly learn this as soon as they start working on their first project, and that we often hear it in the most difficult way ... when sour things on the phone Production Someone will ring. And I bet it's harder for that person to set up the project team and solve everything during the weekend than on a day of the week. Some people still like to stay off the grill on weekends, and good luck reach them. It is easier to explain to the owner of a product because there is no implant on Fridays or before the holidays, than to correct a problem without a functional dev team when this happens. And believe me, it does not matter how many tests you do before sending the codigo. If you deploy many times, questions will hit the fan once the codk is live. Do not implement without automated testing I see a lot of teams overlooking the test automation. Sometimes because there is manual, others because simply there is no schedule to develop tests. Automated tests ensure things work OK when they are deployed, and also ensure that new features will not break the ancient cord. You can escape without automated tests when the base code is small. However, the code does not grow old well, and Uncle Bob wrote an entire book to reinforce this sentence. If you are not developing automated tests that you see, the changes will be more difficult to do, people will have problems join their project as it grows, new features will be more difficult and more Difficult to implement and, in the end, there will be so many bugs in production that your bug report will grow faster than you can deploy patches. Always make automated certainty tests are being made from the initial stages of development effort. And if you ask 'how much enough', feel free to check my article on the theme. Do not manually implement much has happened from the initial approaches to continuing integration in the late 1990s (see the book of Kent Beck famous Extreme Programming, among other publications of the Poca). But there are still a lot of teams that do not adopt this approach from the first day and end up having manual deployment processes. The path to a feature or patch to go from a production code repo must be a well-defined and automated process. In addition, obviously avoiding human errors, it is confident for the team to deploy many times, allowing product owners to have regular feedback on the direction in which the product is going , also improving your chances of success. Do not forget Quality Assurance Part of this has been covered when we passed by automated tests are important, but that was A small part of the QA process. Automated tests by itself just ensuring that the code is tested to a certain coverage and nothing more. A good QA process ensures that the code was verified and is vary. These are often called as the verification and the validation stages of the guarantors QA procedure.Vification that the code is well written; Validation ensures that those satisfying the goal for which it is designed for. For this to be The right way, we have to ensure that the person who writes the code is not the only check or validate it. By doing this, it avoids the effect of tunnel vision, which prevents people from spotting their own mistakes. Ideally, verification (eg code revision) must be done by another developer and validation (for example resource demonstration) by the product's owner. Conclusion: Do not neglect a process of software development One of the great advances of Agile Manifesto was to put "people with more processes." This is, in fact key to ensure that we have the potential of each member of the development team. But putting people about processes does not mean that there should be no processes at all. Some people say they do not have processes, but after spending some time working together, they sure have a way to do things. This is defined by the combination of personal experiences and evolves to each iteration to stabilize. It is the natural process of a group to compile a lot of knowledge about what works and what does not work for them. When you take a process of another team, you are in the fact of taking a understanding about what they have learned. There are processes because people identify which steps or tasks work best and in what order. For this reason, the processes are of knowledge. In addition, all good processes evolve and change as change neeveloping one of these digital products, we are happy to help you! Let's drop a line here! Found this item? You may like these dear ones too! Previously published at noon hacker Create your free account to unlock your personalized reading experience. Experience.

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