

<<设计原本>>

图书基本信息

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内容概要

本书从原理的角度阐述了面向对象程序设计的6大原则；讲解和剖析了23种常见的设计模式，并进行了扩展，通俗易懂、趣味性极强而又紧扣设计模式的核心；对各种相关联的设计模式进行了深入分析和比较，旨在阐明各种设计模式比较理想的应用场景和它们之间的区别；探讨了设计模式的混编，讲解了如何在实际开发中将各种设计模式混合起来使用，以发挥设计模式的最大效用。全书结合设计实例，从面向对象设计案例中精心选择了一些设计模式，总结了面向对象设计中最有价值的经验，并将其用简洁、可复用的形式表达出来。

本书是The

Design of

Design一书的评注版，力邀国内资深专家执笔，在英文原著的基础上增加了中文点评和注释，旨在融合二者之长，既保留经典的原创文字与味道，又以先行者的学研心得与实践感悟，对读者的阅读和学习加以点拨，指明捷径。

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作者简介

作者:(美)Brooks

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版权页：插图： For some of these, you would prefer email or telephone over walking (and time synchronizing); for others, you would gladly walk quite a distance. The most successful telecollaborations I have known have been built on extensive face-time histories, and even these have required some face time during the ongoing telecollaboration. Absent such histories, travel is worth what it costs in money and time. Some of the most fruitful dollars I spent at IBM paid for abuse to take the S/360 project's administrative staff and secretaries 60 miles from Poughkeepsie to White Plains, New York. They spent the midday lunching and talking with their counterparts at division headquarters, familiar voices hitherto faceless. This lubrication was much more effective than just more pressure on cooperation. I am told that Boeing brought its scores of distributed design teams for the 777 airplane to Everett, Washington, for weeks of together time, as the design was starting. People instinctively know the value of face time. So, in spite of potent videoconferencing technology, airplanes still carry lots of business travelers. Clean Interfaces Defining clean interfaces among remotely designed components is a hard job. The job doesn't end with definition-continual question-and-answer interpretation of the definitions' semantics proves necessary. Changes must be made, controlled, and widely communicated. Another important part of system architecture is not merely the definition of interfaces, but management's designing a pre-terminated mechanism for resolving differences of opinion or taste. There is no substitute for authority.

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编辑推荐

《设计原本:计算机科学巨匠Frederick P.Brooks的思考(评注版)》适合大学计算机专业的学生、研究生及相关人员参考。

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