

Patterns Of Enterprise Application Architecture Martin Fowler

A Timeless Tapestry of Enterprise Architecture: A Review of Martin Fowler's "Patterns of Enterprise Application Architecture"

Prepare yourselves, dear fellow travelers of the literary realm, for a journey into a world so meticulously crafted, so richly imagined, that it transcends the ordinary and lodges itself firmly within the chambers of intellectual delight. While some might initially associate the phrase "enterprise application architecture" with dry technical manuals, Martin Fowler's seminal work, **"Patterns of Enterprise Application Architecture"**, is anything but. It is, in fact, a vibrant tapestry, woven with threads of ingenuity and imbued with an imaginative setting that will captivate even the most seasoned of readers.

Fowler, with the masterful touch of a seasoned storyteller, transports us to a landscape where abstract concepts take on tangible form. Think of it not as a rigid blueprint, but as a magnificent cityscape, each pattern a unique and essential building, contributing to the grand, functional metropolis of robust and scalable applications. The "setting" here is the very essence of intelligent design, a world where efficiency, maintainability, and flexibility are not mere aspirations, but the very air we breathe. It's a world that, once explored, makes you wonder how you ever navigated without it. And fear not, for this is a "magical journey" that is both enlightening and, dare I say, surprisingly entertaining!

What truly elevates this work beyond a mere technical treatise is its unexpected emotional depth. While the language is precise and the logic impeccable, there's a profound sense of empathy for the challenges faced by those building complex systems. Fowler understands the frustrations, the triumphs, and the sheer dedication required. Each pattern presented feels like a hard-won solution, a moment of clarity in the often-turbulent seas of software development. This emotional resonance gives the book a universal appeal, resonating with students wrestling with their first architectural decisions, academic readers seeking foundational knowledge, and seasoned professionals who will no doubt rediscover familiar friends and perhaps even unearth new insights.

Let's delve into some of the exquisite strengths that make this book a true treasure:

Imaginative Setting: As mentioned, the "setting" is the architecture itself. Fowler paints a vivid picture of how different components interact, creating a sense of place and purpose for each pattern. You'll find yourself visualizing these structures, appreciating their elegance and effectiveness.

Emotional Depth: The book speaks to the human element of software development. It acknowledges the complexities and rewards, fostering a sense of shared experience and understanding. You'll feel a connection to the problem-solving spirit that permeates the pages.

Universal Appeal: Regardless of your background, the clarity and thoughtfulness of Fowler's explanations make these concepts accessible. It's a testament to his skill that a topic often perceived as daunting can feel so engaging and relevant to such a broad audience.

This is not a book to be read and forgotten. It is a guide, a mentor, and a source of perpetual learning. The patterns presented are not fleeting trends; they are the bedrock upon which enduring and successful enterprise applications are built. Fowler's optimistic yet pragmatic approach encourages us to embrace complexity with confidence, assuring us that elegant solutions are indeed within reach.

"Patterns of Enterprise Application Architecture" is, without hyperbole, a timeless classic. It's a book that continues to capture hearts worldwide because it empowers us. It equips us with the tools and the understanding to build not just software, but systems that stand the test of time. For book lovers seeking intellectual stimulation, students aiming for a solid foundation, and academic readers desiring a comprehensive resource, this book is an absolute must-have.

We offer a heartfelt recommendation for this exceptional work. It's a book that doesn't just educate; it inspires. It's a testament to the power of well-articulated ideas and the enduring impact of brilliant design. Experience this magical journey, and you will emerge with a profound appreciation for the art and science of enterprise application architecture. Don't miss the opportunity to witness the lasting impact of this truly remarkable book.

Patterns of Enterprise Application Architecture
Software Architecture Hour with Neal Ford
Die Kunst der agilen Entwicklung
Hierarchical User Interface Component
Architecture
Software-Architekturen dokumentieren und kommunizieren
Domain-Driven Transformation
Agile Softwareentwicklung
Beyond Software Architecture
Domain
Storytelling
Refactoring
Analysis Patterns
Refactoring
Documentation for Cognitive Approach to Pattern
Domain-Specific Languages
Refactoring to Patterns
Applying
Domain-driven Design and Patterns
Refactoring in der Ontologiegetriebenen Softwareentwicklung
Building Web Applications with UML
Neue digitale Services für
Kunden. Entwurf einer IoT-Referenzarchitektur für
SaaS-Anwendungen auf Basis von Microservices
IIOP Complete
Martin Fowler
Martin Fowler
James Shore
Ralf S. Engelschall
Stefan Zürn
Carola Lilienthal
Eos A.I. Saage
Luke Hohmann
Stefan Hofer
Martin Fowler
Martin Fowler
Martin Fowler
Atul Apte
Martin Fowler
Joshua Kerievsky
Jimmy Nilsson
Erik Tittel
Jim Conallen
Michael Bockheim
William A. Ruh

Patterns of Enterprise Application Architecture Software Architecture Hour with Neal Ford Die Kunst der agilen Entwicklung Hierarchical User Interface Component Architecture Software-Architekturen dokumentieren und kommunizieren Domain-Driven Transformation Agile Softwareentwicklung Beyond Software Architecture Domain Storytelling Refactoring Analysis Patterns Refactoring Documentation for Cognitive Approach to Pattern Domain-Specific Languages Refactoring to Patterns Applying Domain-driven Design and Patterns Refactoring in der Ontologiegetriebenen Softwareentwicklung Building Web Applications with UML Neue digitale Services für Kunden. Entwurf einer IoT-Referenzarchitektur für SaaS-Anwendungen auf Basis von Microservices IIOP Complete *Martin Fowler Martin Fowler James Shore Ralf S. Engelschall Stefan Zürner Carola Lilienthal Eos A.I. Saage Luke Hohmann Stefan Hofer Martin Fowler Martin Fowler Martin Fowler Atul Apte Martin Fowler Joshua Kerievsky Jimmy Nilsson Erik Tittel Jim Conallen Michael Bockheim William A. Ruh*

the practice of enterprise application development has benefited from the emergence of many new enabling technologies multi tiered object oriented platforms such as java and net have become commonplace these new tools and technologies are capable of building powerful applications but they are not easily implemented common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned patterns of enterprise application architecture is written in direct response to the stiff challenges that face enterprise application developers the author noted object oriented designer martin fowler noticed that despite changes in technology from smalltalk to corba to java to net the same basic design ideas can be adapted and applied to solve common problems with the help of an expert group of contributors martin distills over forty recurring solutions into patterns the result is an indispensable handbook of solutions that are applicable to any enterprise application platform this book is actually two books in one the first section is a short tutorial on developing enterprise applications which you can read from start to finish to understand the scope of the book s lessons the next section the bulk of the book is a detailed reference to the patterns themselves each pattern provides usage and implementation information as well as detailed code examples in java or c the entire book is also richly illustrated with uml diagrams to further explain the concepts armed with this book you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them the topics covered include dividing an enterprise application into layers the major approaches to organizing business logic an in depth treatment of mapping between objects and relational databases using model view controller to organize a presentation handling concurrency for data that spans multiple transactions designing distributed object interfaces

to meet the critical needs of modern business software must now be able to react quickly to changes allowing new features to be conceived developed and put into production rapidly this requirement to respond fluently to changes has an important impact upon the architecture of a software system software has to be built in such a way that it s able to adapt to unexpected changes in features and can be regularly revised and refactored to meet a product s goals join us for a special conversation with neal ford and software development thought leader and thoughtworks chief scientist martin fowler they ll explore the interplay between the shift toward agile thinking and the technical patterns and practices that make agile software development practical while the specifics of technology can change rapidly the fundamental best practices and patterns you ll learn are more stable and will allow you to respond more fluently to changes neal and martin spend a few

minutes covering the trends in software architecture that are driving the need for change then tell you what you need to know to stay ahead of the curve what you'll learn and how you can apply it learn how to make agile software development practical see what's coming next with software architecture this recording of a live event is for you because you want to better understand what you can do to improve your software architecture you want to discover ways to adapt to unexpected changes in features recommended follow up read refactoring improving the design of existing code book read patterns of enterprise application architecture book read software architecture the hard parts book read fundamentals of software architecture book take software architecture by example live online training course with mark richards and neal ford take comparing software architectures live online training course with mark richards and neal ford

us bestseller in 2. auflage ein muss für jeden der mit oder in einem softwareentwicklungsteam arbeitet leicht zu lesen pragmatisch und umfassend von den agilen grundstützen bis hin zu details bei der agilen softwareentwicklung hoher praxisbezug durch zahlreiche tipps und fallbeispiele geeignet für neu startende projekte und auch bestehende teams um agile entwicklung zu meistern müssen sie im team lernen unzählige möglichkeiten von moment zu moment zu bewerten und intuitiv die beste vorgehensweise auszuwählen dieses buch beschreibt umfassend und praxisorientiert die grundlagen methoden und praktiken agiler softwareentwicklung james shore gibt wertvolle ratschläge für den projektstart inkrementellen entwurf continuous integration iterative planung und testgetriebene entwicklung sowie die bereitstellung und refactoring von software die aus über zwei jahrzehnten erfahrung mit agilität stammen er bringt den state of the art aus extreme programming scrum lean devops und mehr in ein zusammenhängendes ganzes und vermittelt darüber hinaus dass agilität zu meistern auch bedeutet in abhängigkeit von projektgegebenheiten und der organisation in der software entwickelt wird praktiken anzupassen diese 2. auflage ist vollständig überarbeitet und von grund auf neu geschrieben worden und berücksichtigt dabei die weiterentwicklung auf dem gebiet der agilen entwicklung der letzten 14 jahre neu aufgenommen wurden themen wie agile skalierung devops die arbeit mit remote teams sowie das agile fluency model zur einföhrung und anpassung von agilität an die bedürfnisse des unternehmens

user interfaces ui of applications since about 2010 are usually implemented by dedicated frontend programs following a rich client architecture and are based on the technologies html css and javascript this approach provides great flexibility and power but comes with an inherent great overall complexity of uis running on a continuously changing technology stack this is because since over twenty years technologies still progress at an extremely high invention rate and unfortunately at the same time still regularly reinvent part of their self this situation is harmless for small uis consisting of just a handful dialogs and having to last for just about one or two years however it becomes a major hurdle for large uis consisting of a few hundred dialogs and having to last for five or more years this is especially the case for the complex uis of industrial business information systems the main scientific contribution of this dissertation is the hierarchical user interface component architecture huica a scalable software architecture for rich client based user interfaces it is primarily based on the important architecture principle separation of concerns so the derived idea of hierarchical composition the invented design pattern model view controller component tree mvc ct and the existing concepts presentation model and data binding

sie erfahren wie die dokumentation der architektur von einer lästigen pflicht zum integralen kommunikations und arbeitsmittel wird sie lernen architekturelevante einflussfaktoren und zentrale entscheidungen festzuhalten sie erleben am beispiel einer schach engine wie eine nachvollziehbare architektur entsteht auf der buchwebsite finden sie vorlagen und weitere informationen zum thema und zu den fallbeispielen ihr exklusiver vorteil e book inside beim kauf des gedruckten buches dokumentation wird oft als lästige pflicht angesehen und in vielen softwareprojekten stark vernachlässigt die architektur wird manchmal überhaupt nicht beschrieben damit das in ihren projekten nicht passiert schlägt dieses buch praxiserprobte und schlanke bestandteile für eine wirkungsvolle architekturendokumentation vor anhand eines durchgängigen beispiels erfahren sie wie sie architekturelevante einflussfaktoren erfassen und ihre softwarelösung angemessen und ohne ballast festhalten sie lernen nicht nur die vorgehensweise für das dokumentieren während des entwickelns kennen sondern auch wie sie bestehende systeme im nachhinein beschreiben neben der methodik diskutiert das buch auch typische formate und werkzeuge wie wikis uml werkzeuge u a mit denen sie architekturendokumentation erfassen verwalten und verbreiten können checklisten und Übungsaufgaben geben ihnen die nötige sicherheit um die architekturendokumentation zu einem integralen bestandteil in ihrem softwarevorhaben zu machen mein fazit es gibt viele bücher über softwarearchitektur und dieses gehört zu denen die man gelesen haben sollte wenn man softwareprojekte macht phillip ghadir zur ersten auflage

Über den umbau von it landschaften mit domain driven design kompakter tiefgehender einblick in domain driven design ddd und die verwendung der vielfältigen ddd techniken in der praxis fokussierung auf legacy systeme und migration in richtung gut strukturierter monolithen und microservices zusammenhang zwischen transformation der architektur und der teamorganisation in den letzten jahrzehnten ist sehr viel software entwickelt worden die wir heute modernisieren und zukunftsfitig machen wollen domain driven design ddd eignet sich hervorragend um große legacy systeme in microservices zu zerlegen oder zu wartbaren monolithen umzubauen in diesem transformationsprozess wird der fachliche kern des softwaresystems herausgearbeitet auf der makro architektur ebene wird das system in unabhängige ddd module aufgeteilt auf der mikro architektur ebene werden zusätzlich ddd muster eingesetzt um den code weiter zu strukturieren dieses buch kombiniert anleitungen erkenntnisse und beispiele aus der beraterpraxis des autorenteams es veranschaulicht wie techniken aus ddd und refactorings verwendet werden können um softwaresysteme zu transformieren die über jahre gewachsen und möglicherweise ohne architekturverständnis entwickelt wurden die leser innen lernen einen prozess der transformation kennen den sie als ganzes oder schrittweise in ihre alltagspraxis übernehmen können um die wartbarkeit ihrer legacy systeme effektiv und schnell zu verbessern sie erhalten einen detaillierten einblick in ddd und die verwendung der vielfältigen ddd techniken in der praxis eine anleitung wie ddd eingesetzt werden kann damit legacy systeme wartbar bleiben oder wartbarer werden eine anleitung wie vorzugehen ist falls eine zerlegung der monolithen und eine neustrukturierung der microservices geplant ist argumente an die hand wann eine zerlegung in microservices für einen monolithen sinnvoll ist und wann nicht

dieses buch bietet einen umfassenden einblick in die agile softwareentwicklung und dient als praxisorientierter leitfaden für das moderne software engineering es richtet sich an alle die ihre kenntnisse im bereich software projektmanagement und softwareentwicklung vertiefen und die prinzipien der agilen softwareentwicklung

erfolgreich in ihren projekten anwenden möchten der inhalt führt sie systematisch durch die grundlagen der modernen softwareentwicklung sie lernen wie eine agile kultur im team etabliert wird die auf zusammenarbeit eigenverantwortung und einem konstruktiven umgang mit fehlern basiert ein weiterer schwerpunkt liegt auf der formulierung einer klaren produktvision und der ableitung messbarer geschäftsziele um anforderungen nach ihrem tatsächlichen geschäftswert zu priorisieren das buch stellt zudem verschiedene vorgehensmodelle wie scrum und kanban vor und zeigt auf wie diese in der praxis angewendet oder zu hybriden ansätzen kombiniert werden können im bereich des agilen software projektmanagements werden die rollen und verantwortlichkeiten im team einschließlic des produktverantwortlichen und des entwicklungsteams detailliert beschrieben sie erhalten anleitungen zur effektiven durchführung agiler zeremonien wie der planung von entwicklungszyklen und der durchführung von rückblicken zur kontinuierlichen prozessverbesserung die handhabung von arbeitsartefakten wie dem produkt anforderungskatalog und der visualisierung des arbeitsflusses wird ebenfalls behandelt ein wesentlicher teil des buches widmet sich der technischen exzellenz im software engineering themen wie die gestaltung evolutionärer architekturen die anwendung von entwurfsmustern und das schreiben von sauberem quellcode werden praxisnah erläutert zudem werden strategien zur sicherstellung der softwarequalität vorgestellt darunter die implementierung automatisierter tests und der wissensaustausch durch paarprogrammierung abschließend werden konzepte zur kontinuierlichen verbesserung und auslieferung beleuchtet dies umfasst methoden zur integration von nutzerfeedback den aufbau von pipelines für kontinuierliche integration und bereitstellung sowie ansätze zur skalierung agiler methoden in wachsenden organisationen dieses werk unterstützt sie dabei die effizienz und qualität in ihren software development projekten nachhaltig zu steigern für dieses buch haben wir auf innovative technologien gesetzt darunter künstliche intelligenz und maßgeschneiderte softwarelösungen diese unterstützten uns in zahlreichen prozessschritten bei der ideenfindung und recherche dem schreiben und lektorieren der qualitätssicherung sowie bei der erstellung der dekorativen illustrationen wir möchten ihnen damit eine leseerfahrung ermöglichen die besonders harmonisch und zeitgemäß ist

successfully managing the relationship between business and technology is a daunting task faced by all companies in the twenty first century beyond software architecture is a practical guide to properly managing this mission critical relationship in our modern economy every software decision can have a significant impact on business conversely most business decisions will influence a software application s viability this book contains keen insights and useful lessons about creating winning software solutions in the context of a real world business software should be designed to deliver value to an organization but all too often it brings turmoil instead powerful applications are available in the marketplace but purchasing or licensing these technologies does not guarantee success winning solutions must be properly integrated into an organization s infrastructure software expert luke hohmann teaches you the business ramifications of software architecture decisions and further instructs you on how to understand and embrace the business issues that must be resolved to achieve software success using this book as a roadmap business managers and development teams can safely navigate the minefield of important decisions that they face on a regular basis the resulting synergy between business and technology will allow you to create winning technology solutions and ensure your organization s success now and in the future

fachliche anforderungen in der softwareentwicklung verstehen und verstanden werden fachliche motivierte grenzen in domänen finden um software und teams

danach zu organisieren anforderungen aus domain stories ableiten domain storytelling mit event storming user story mapping und anderen methoden der agilen softwareentwicklung kombinieren geschichtenerzählen ist tief in der menschlichen kommunikation verankert das gilt auch im zeitalter der software fachliche geschichten zu erzählen und zu visualisieren macht geschäftsprozesse und fachwissen greifbar dieses buch zeigt wie sie mit einfachen mitteln fachlich stimmige anwendungssoftware entwickeln können domain storytelling hilft das fachwissen aus den köpfen der anwender innen in die köpfe von entwickler innen product owners produktmanagement und business analysts zu transportieren es bringt die beteiligten in workshops zusammen um sich über aufgaben und prozesse im unternehmen abzustimmen das ergebnis wird in einer einfachen bildsprache dokumentiert die autoren erläutern an verständlichen beispielen wie domain stories entstehen und wie man domain storytelling für domain driven design die anforderungsermittlung und weitere zwecke einsetzen kann

umfassend überarbeitete und aktualisierte neuauflage des standardwerks in vollständig neuer übersetzung verbesserungsmöglichkeiten von bestehender software anhand von code smells erkennen und code effizient überarbeiten umfassender katalog von refactoring methoden mit code beispielen in javascript seit mehr als zwanzig jahren greifen erfahrene programmierer rund um den globus auf dieses buch zurück um bestehenden code zu verbessern und leichter lesbar zu machen sowie software besser warten und erweitern zu können in diesem umfassenden standardwerk zeigt ihnen martin fowler was die vorteile von refactoring sind wie sie verbesserungsbedürftigen code erkennen und wie sie ein refactoring unabhängig von der verwendeten programmiersprache erfolgreich durchführen in einem umfangreichen katalog gibt fowler ihnen verschiedene refactoring methoden mit ausführlicher erklärung motivation vorgehensweise und einfachen beispielen in javascript an die hand darüber hinaus behandelt er insbesondere folgende schwerpunkte allgemeine prinzipien und durchführung des refactorings refactoring anwenden um die lesbarkeit wartbarkeit und erweiterbarkeit von programmen zu verbessern code smells erkennen die auf verbesserungsmöglichkeiten durch refactoring hinweisen entwicklung zuverlässiger tests für das refactoring erkennen von fallstricken und notwendigen kompromissen bei der durchführung eines refactorings diese vollständig neu übersetzte ausgabe wurde von grund auf überarbeitet um den maßgeblichen veränderungen der modernen programmierung rechnung zu tragen sie enthält einen aktualisierten katalog von refactoring methoden sowie neue beispiele für einen funktionalen programmieransatz

martin fowler is a consultant specializing in object oriented analysis and design this book presents and discusses a number of object models derived from various problem domains all patterns and models presented have been derived from the author s own consulting work and are based on real business cases

as the application of object technology particularly the java programming language has become commonplace a new problem has emerged to confront the software development community significant numbers of poorly designed programs have been created by less experienced developers resulting in applications that are inefficient and hard to maintain and extend increasingly software system professionals are discovering just how difficult it is to work with these inherited non optimal applications for several years expert level object programmers have employed a growing collection of techniques to improve the structural integrity and performance of such existing software programs referred to as refactoring these practices have remained in the domain of experts because no attempt has been

made to transcribe the lore into a form that all developers could use until now in refactoring improving the design of existing code renowned object technology mentor martin fowler breaks new ground demystifying these master practices and demonstrating how software practitioners can realize the significant benefits of this new process with proper training a skilled system designer can take a bad design and rework it into well designed robust code in this book martin fowler shows you where opportunities for refactoring typically can be found and how to go about reworking a bad design into a good one each refactoring step is simple seemingly too simple to be worth doing refactoring may involve moving a field from one class to another or pulling some code out of a method to turn it into its own method or even pushing some code up or down a hierarchy while these individual steps may seem elementary the cumulative effect of such small changes can radically improve the design refactoring is a proven way to prevent software decay in addition to discussing the various techniques of refactoring the author provides a detailed catalog of more than seventy proven refactorings with helpful pointers that teach you when to apply them step by step instructions for applying each refactoring and an example illustrating how the refactoring works the illustrative examples are written in java but the ideas are applicable to any object oriented programming language

skript aus dem jahr 2013 im fachbereich psychologie sonstiges sprache deutsch abstract in october 1994 erich gamma richard helm ralph johnson and john vlissides published the groundbreaking book design patterns elements of reusable object oriented software as a result software engineering processes changed and adopted the power of reusable knowledge in the form of patterns more than 15 years later adoption of software design patterns in general and enterprise architecture patterns in particular are woefully short of most expectations the general notion of a pattern ingrained in human minds takes many different forms historically patterns have played a major role in helping humans overcome recurring problematic events activities and outcomes weather patterns traffic patterns behavior patterns and many other types of patterns have been successfully adopted by humans to understand i e comprehend and mitigate complex problems patterns provide early insights into potential problems or hazardous situations as well as create opportunities to find proven solutions the art and science of finding patterns and identifying subsequent opportunities for utilizing patterns is increasing in significance especially in technology intensive systems documenting patterns is a complex task involving appropriate capture of reusable and reapplicable human knowledge current pattern documentation templates capture detailed knowledge rather than promote rapid comprehension and adoption of a pattern as a result many documented patterns are under utilized causing a waste of valuable knowledge

when carefully selected and used domain specific languages dsls may simplify complex code promote effective communication with customers improve productivity and unclog development bottlenecks in domain specific languages noted software development expert martin fowler first provides the information software professionals need to decide if and when to utilize dsls then where dsls prove suitable fowler presents effective techniques for building them and guides software engineers in choosing the right approaches for their applications this book s techniques may be utilized with most modern object oriented languages the author provides numerous examples in java and c as well as selected examples in ruby wherever possible chapters are organized to be self standing and most reference

topics are presented in a familiar patterns format armed with this wide ranging book developers will have the knowledge they need to make important decisions about dsls and where appropriate gain the significant technical and business benefits they offer the topics covered include how dsls compare to frameworks and libraries and when those alternatives are sufficient using parsers and parser generators and parsing external dsls understanding comparing and choosing dsl language constructs determining whether to use code generation and comparing code generation strategies previewing new language workbench tools for creating dsls

kerievsky lays the foundation for maximizing the use of design patterns by helping the reader view them in the context of refactorings he ties together two of the most popular methods in software engineering today refactoring and design patterns as he helps the experienced developer create more robust software

this is a book about design in the net world driven in an agile manner and infused with the products of the enterprise patterns community it shows you how to begin applying such things as tdd object relational mapping and ddd to net projects techniques that many developers think are the key to future software development as the technology gets more capable and sophisticated it becomes more important to understand how to use it well this book is a valuable step toward advancing that understanding martin fowler author of refactoring and patterns of enterprise application architecture patterns domain driven design ddd and test driven development tdd enable architects and developers to create systems that are powerful robust and maintainable now there s a comprehensive practical guide to leveraging all these techniques primarily in microsoft net environments but the discussions are just as useful for java developers drawing on seminal work by martin fowler patterns of enterprise application architecture and eric evans domain driven design jimmy nilsson shows how to create real world architectures for any net application nilsson illuminates each principle with clear well annotated code examples based on c 1 1 and 2 0 his examples and discussions will be valuable both to c developers and those working with other net languages and any databases even with other platforms such as j2ee coverage includes quick primers on patterns tdd and refactoring using architectural techniques to improve software quality using domain models to support business rules and validation applying enterprise patterns to provide persistence support via nhibernate planning effectively for the presentation layer and ui testing designing for dependency injection aspect orientation and other new paradigms

diplomarbeit aus dem jahr 2011 im fachbereich informatik angewandte informatik note 1 0 technische universitt dresden institut fr software und multimediatechnik sprache deutsch abstract in der vorliegenden arbeit wird ein konzept zur entwicklung und evolution ontologiegetriebener softwaresysteme erarbeitet ontologiegetriebene softwaresysteme sind softwaresysteme bei denen ontologien als zentrale designdokumente zum einsatz kommen ontologien sind gleichzeitig zentrale bestandteile des ausfhrbaren systems und dienen zur strukturbeschreibung und datenhaltung dabei werden teile des softwaresystems automatisch aus den strukturbeschreibungen der ontologie abgeleitet diese arbeit konzentriert sich auf die weiterentwicklung solcher systeme und stellt dafr einen katalog von ontologie refactorings auf es werden mehrere werkzeuge gemeinsam als ontomore bezeichnet implementiert um die umsetzbarkeit des aufgestellten

konzepts zu zeigen ontomore kann ontologien in metamodelle und modelle des emf umwandeln und somit in softwaresysteme integrieren außerdem ist es in der lage refactorings auf beiden strukturen synchron auszuführen dieser prozess wird als co refactoring bezeichnet damit wird die konsistente evolution von ontologien und modellen sichergestellt die implementierung wird anhand einer beispiel ontologie zum freelancer management evaluiert

introduction and summary of web related technogies application basics dynamic clients beyond and html security the process defining the architecture requirements and use case analysis design implementation

masterarbeit aus dem jahr 2020 im fachbereich informatik wirtschaftsinformatik note 1 0 universität duisburg essen fakultät für wirtschaftswissenschaften sprache deutsch abstract im rahmen dieser arbeit wird eine neue konzeptionelle iot referenzarchitektur für saas anwendungen entworfen die für die entwicklung derartiger plattformen verwendet werden kann es werden dazu anforderungen aus iot referenzarchitekturen und dem thema saas in der literatur abgeleitet sowie relevante architekturansätze in bezug auf die anforderungen analysiert und aspekte abgeleitet die diese anforderungen unterstützen basierend auf den erkenntnissen wird eine neue referenzarchitektur entworfen die sowohl diese aspekte berücksichtigt und die anforderungen erfüllt da die ableitung der referenzarchitektur auf theoretischen erkenntnissen basiert wird diese für einen konkreten anwendungsfall ausgeprägt um die Übertragbarkeit in die praxis zu evaluieren unternehmen setzen zunehmend internet of things iot projekte um nach einer studie von idg hat sich die zahl der umgesetzten iot projekte von 2018 auf 2019 verdoppelt ein großer teil der unternehmen entwickelte die entsprechenden lösungen dabei selbst 44 die größten chancen beim einsatz von iot sehen die unternehmen in der senkung von kosten und der erschließung neuer kundenpotenziale zur erschließung neuer kundenpotenziale bieten unternehmen neue digitale services für ihre kunden an oder bauen neue geschäftsmodelle auf die durch den einsatz von iot getrieben ermöglicht werden die herausforderung besteht in der entwicklung digitaler plattformen die ein breites spektrum an technischem know how erfordern und es kosteneffizient ermöglichen den service für viele kunden bereitzustellen die umsetzung solcher anwendungen erfolgt zunehmend in microservice architekturen die vor allem flexibilität in der entwicklung die reduzierung von abhängigkeiten und damit eine hohe fehlertoleranz sowie eine gute skalierbarkeit ermöglichen im markt werden sowohl verschiedene iot plattformen angeboten die bausteine für die entwicklung bieten als auch teils umfangreichere referenzarchitekturen und best practices bereitgestellt einen technologieunabhängigen konzeptionellen bauplan für eine iot anwendung liefern diese allerdings in den meisten fällen nicht da sie sich auf konkrete technologien und produkte der anbieter fokussieren

the internet inter orb protocol iiop is a communications mechanism that allows object request brokers orbs to communicate with one another iiop is an integral part of the broader common object request broker architecture corba standard that has been developed and widely promoted throughout industry by the object management group iiop was designed to allow disparate software components to communicate with one another and it ensures interoperability on top of the most popular communications protocol in use today tcp ip while iiop is a specialized subset of the broader corba specification its popularity is increasing steadily in fact iiop support has become one of the standard checkbox items that software vendors are adding to their product descriptions this book provides a broad perspective

of iiop allowing any corba developer to gain an in depth understanding of this foundational standard in turn an increased knowledge of iiop allows systems developers to more easily build interoperable objects for the enterprise

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