

### A Philosophy Of Software Design

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A Philosophy of Software Design John Ousterhout How to decompose complex software systems into modules (such as classes and methods) that can be implemented relatively independently

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Causes of complexity Complexity is caused by tow things: dependencies and obscurity. One of the goals of software design is to reduce the number of dependencies and to make the dependencies and to...

A Philosophy of Software Design (??)  
Standards and Bodies of Knowledge. Glossaries. This is a list of approaches, styles, and philosophies in software development not included in the category tree of software development philosophies. It contains also software development processes, software development methodologies and single practices, principles and laws.

Notes on A Philosophy of Software Design.  
At 170 pages, "A Philosophy of Software Design" (henceforth: PoSD) is a humble book. John's background is in systems rather than in software engineering or programming languages, and he never claims special expertise. But his practitioner cred is immense.

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A Philosophy of Software Design: My Take (and a Book Review)  
A Philosophy of Software Design Preface - The most fundamental problem in computer science is problem decomposition: how to take a complex problem and divide it up into pieces that can be solved independently. 1 Introduction ## 1.1 How to use this book - The best way to use this book is in conjunction with code reviews.-

Popular Software Design Philosophy Books - Goodreads  
Welcome back, this post is a continuation from last week post summarizing Chapter 1 to Chapter 9 of A Philosophy of Software Design Chapter 10 - Define Errors Out of Existence "Exception handling is one of the worst sources of complexity in software systems". Dealing with special conditions is inherently harder to write than code...

A Philosophy Of Software Design  
A Philosophy of Software Design is a good book, but not a great one. But it's one of the only books of its kind out there. Hence, I am proud to recommend it to all junior-level software engineers.

List of software development philosophies - Wikipedia  
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And that is part of what makes this book great - common software design failures are drawn from examples in his classroom, so he is able to explain the reasoning behind a design choice, and then explain how to do it better.

?? 02 - A Philosophy of Software Design - ??  
A Philosophy of Software Design is a good book, but not a great one. But it's one of the only books of its kind out there. Hence, I am proud to recommend it to all junior-level software engineers.

Can Great Programmers Be Taught?  
(shelved 1 time as software-design-philosophy) avg rating 3.94 - 3,803 ratings - published 2009

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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.

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A Philosophy of Software Design by John Ousterhout  
A Philosophy takes a look at complexity in software, and wants you "to use complexity to guide the design of software through its lifetime." The author ran an undergraduate course on software design, modeled after the approach to teaching writing essays (draft, write, critique, rewrite, critique, rewrite again), and used that experience, combined with a long career of developing many lage systems, to develop categories of complexity and mitigations.

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The audience for Philosophy of Software Design. The author is a teacher at Stanford, so parts of this book are understandably written with a student audience in mind (CS undergrads or grad students).

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