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Architecture With

With this software architecture book, you'll follow a hands-on approach to learning various architectural methods that will help you develop and deliver high-quality products. You'll begin by understanding how to transform user requirements into architectural needs and exploring the differences between functional and non-functional requirements.

Hands-On Software

Architecture with C# 8 and .NET Core 3

Book Description Software architecture is the practice of implementing structures

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and systems that streamlines the software development process and improves the quality of the application. This book provides a hands-on approach to learning various architectural approaches that will help you develop and deliver high-quality products.

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on to look at code-level aspects such as modularity, class design, and constructs specific to Golang and implementation of design patterns.

Hands-On Software Architecture with Golang
With Hands-On Software Architecture with Golang, gain knowledge of architectural approaches on SOA and microservices for architectural decisions. Explore different architectural patterns for building distributed applications.

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Hands-On Software Architecture with Golang starts with a brief introduction to architectural elements, Go, and a case study to demonstrate architectural principles. You'll then move on to look at code-level aspects such as modularity, class design, and constructs specific to Golang and implementation of design patterns.

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Architect Highly Scalable
And Robust Applications
Hands-On Software

Architecture with Golang is for software developers, architects, and CTOs looking to use Go in their software architecture to build enterprise-grade applications. Programming knowledge of Golang is assumed. Table of Contents. Building Big with Go; Packaging Code; Design Patterns; Scaling Applications; Going Distributed; Messaging; Building APIs

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Golang . . . Design And

As a hands-on software architect, you have:

Comprehensive and broad knowledge in building digital software products and their associated architectures A curious mind that is open to change – we want to continue learning all the time, and you should know your stuff and understand what you don't know

*Hands-on Software Architect
- Reaktor*

Hands-On Software Architecture with Golang starts with a brief introduction to architectural elements, Go,

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and a case study to demonstrate architectural principles. You'll then move on to look at code-level aspects such as modularity, class design, and constructs specific to Golang and implementation of design patterns.

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Understand the principles of software architecture with coverage on SOA, distributed and messaging systems, and database modeling
Key Features
Gain knowledge of architectural approaches on SOA and microservices for architectural decisions
Explore different architectural patterns for building distributed applications
Migrate applications written in Java or Python to the Go language
Book Description Building

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software requires careful planning and architectural considerations; Golang was developed with a fresh perspective on building next-generation applications on the cloud with distributed and concurrent computing concerns. Hands-On Software Architecture with Golang starts with a brief introduction to architectural elements, Go, and a case study to demonstrate architectural principles. You'll then move on to look at code-level aspects such as modularity, class design, and constructs specific to Golang and implementation of design patterns. As you make your

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way through the chapters, you'll explore the core objectives of architecture such as effectively managing complexity, scalability, and reliability of software systems. You'll also work through creating distributed systems and their communication before moving on to modeling and scaling of data. In the concluding chapters, you'll learn to deploy architectures and plan the migration of applications from other languages. By the end of this book, you will have gained insight into various design and architectural patterns, which will enable you to create robust,

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scalable architecture using
Golang. What you will learn
Understand architectural
paradigms and deep dive into
Microservices Design
parallelism/concurrency
patterns and learn object-
oriented design patterns in
Go Explore API-driven
systems architecture with
introduction to REST and
GraphQL standards Build
event-driven architectures
and make your architectures
anti-fragile Engineer
scalability and learn how to
migrate to Go from other
languages Get to grips with
deployment considerations
with CI/CD pipeline, cloud
deployments, and so on Build
an end-to-end e-commerce

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(travel) application backend in Go Who this book is for Hands-On Software Architecture with Golang is for software developers, architects, and CTOs looking to use Go in their software architecture to build enterprise-grade applications. Programming knowledge of Golang is assumed.

Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's

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many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book

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examines: Architecture And
patterns: The technical
basis for many architectural
decisions Components:
Identification, coupling,
cohesion, partitioning, and
granularity Soft skills:
Effective team management,
meetings, negotiation,
presentations, and more
Modernity: Engineering
practices and operational
approaches that have changed
radically in the past few
years Architecture as an
engineering discipline:
Repeatable results, metrics,
and concrete valuations that
add rigor to software
architecture

Design scalable and high-

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performance enterprise applications using the latest features of C# 8 and .NET Core 3 Key Features

Become a software architect capable of creating modular apps for specific business needs Design high-performance software systems using the latest features of C# 8 and .NET Core 3 Solve scalability problems in web apps using enterprise architectural patterns Book Description Software architecture is the practice of implementing structures and systems that streamline the software development process and improve the quality of an app. With this software architecture book,

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You'll follow a hands-on approach to learning various architectural methods that will help you develop and deliver high-quality products. You'll begin by understanding how to transform user requirements into architectural needs and exploring the differences between functional and non-functional requirements. Next, you'll explore how to carefully choose a cloud solution for your infrastructure, along with covering dos and don'ts that will help you manage your app in a cloud-based environment. Later chapters will cover techniques and processes such as DevOps,

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With Cloud, Design And continuous integration, along with providing insights into implementing them using Microsoft technologies such as ASP.NET Core, the Entity Framework, Cosmos DB, and Azure DevOps. You will also learn about testing frameworks and automation tools that will help you through the development process. Finally, you'll discover design patterns and various software approaches that will allow you to solve common problems faced during development. By the end of this book, you'll be able to develop and deliver highly scalable enterprise-ready

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apps that meet customers' business needs. What you will learn Overcome real-world architectural challenges and solve design consideration issues Apply architectural approaches like Layered Architecture, service-oriented architecture (SOA), and microservices Learn to use tools like containers, Docker, and Kubernetes to manage microservices Get up to speed with Azure Cosmos DB for delivering multi-continental solutions Learn how to program and maintain Azure Functions using C# Understand when to use test-driven development (TDD) as an approach for software

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development Write automated functional test cases for your projects Who this book is for This book is for engineers and senior developers aspiring to become architects or looking to build enterprise applications with the .NET Stack. Experience with C# and .NET is required to understand this book.

The book covers the best practices and approaches for software architects to follow when developing .NET and C# solutions, along with the most up to date cloud environments and tools to enable effective app development, delivery, and

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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 Features

Design scalable large-scale applications with the C++ programming language Architect 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 tools

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With Design Software Architecture refers to the high-level design of complex applications. It is evolving just like the languages we use. Modern C++ allows developers 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. The book will then explain

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What software architecture is and help you explore 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,

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With 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 learn Understand how to apply the principles of software architecture Apply design patterns and best practices to meet your architectural goals Write elegant, safe, and performant code using the latest C++ features Build applications that are easy to maintain and deploy Explore the different

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With Colored Diagrams And Architecturally Scalable And Robust Applications

architectural approaches and learn to apply them as per your requirement Simplify development and operations using application containers Discover various techniques to solve common problems in software design and development Who this book is for This software architecture C++ programming book is for experienced C++ developers who are looking to become software architects or are interested in developing enterprise-grade applications.

This is a practical guide for software developers, and different than other software architecture books.

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Here's why: It teaches risk-driven architecting. There is no need for meticulous designs when risks are small, nor any excuse for sloppy designs when risks threaten your success. This book describes a way to do just enough architecture. It avoids the one-size-fits-all process tar pit with advice on how to tune your design effort based on the risks you face. It democratizes architecture. This book seeks to make architecture relevant to all software developers. Developers need to understand how to use constraints as guiderails that ensure desired outcomes, and how seemingly

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small changes can affect a system's properties. It cultivates declarative knowledge. There is a difference between being able to hit a ball and knowing why you are able to hit it, what psychologists refer to as procedural knowledge versus declarative knowledge. This book will make you more aware of what you have been doing and provide names for the concepts. It emphasizes the engineering. This book focuses on the technical parts of software development and what developers do to ensure the system works not job titles or processes. It shows you

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How to build models and analyze architectures so that you can make principled design tradeoffs. It describes the techniques software designers use to reason about medium to large sized problems and points out where you can learn specialized techniques in more detail. It provides practical advice. Software design decisions influence the architecture and vice versa. The approach in this book embraces drill-down/pop-up behavior by describing models that have various levels of abstraction, from architecture to data structure design.

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Design scalable and high-performance enterprise applications using the latest features of C# 8 and .NET Core 3 Key Features Become a software architect capable of creating modular apps for specific business needs Design high-performance software systems using the latest features of C# 8 and .NET Core 3 Solve scalability problems in web apps using enterprise architectural patterns Book Description Software architecture is the practice of implementing structures and systems that streamline the software development process and improve the quality of an app. With this

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software architecture book, you'll follow a hands-on approach to learning various architectural methods that will help you develop and deliver high-quality products. You'll begin by understanding how to transform user requirements into architectural needs and exploring the differences between functional and non-functional requirements. Next, you'll explore how to carefully choose a cloud solution for your infrastructure, along with covering dos and don'ts that will help you manage your app in a cloud-based environment. Later chapters will cover techniques and

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processes such as DevOps, microservices, and continuous integration, along with providing insights into implementing them using Microsoft technologies such as ASP.NET Core, the Entity Framework, Cosmos DB, and Azure DevOps. You will also learn about testing frameworks and automation tools that will help you through the development process. Finally, you'll discover design patterns and various software approaches that will allow you to solve common problems faced during development. By the end of this book, you'll be able to develop and deliver highly

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scalable enterprise-ready apps that meet customers' business needs. What you will learn Overcome real-world architectural challenges and solve design consideration issues Apply architectural approaches like Layered Architecture, service-oriented architecture (SOA), and microservices Learn to use tools like containers, Docker, and Kubernetes to manage microservices Get up to speed with Azure Cosmos DB for delivering multi-continental solutions Learn how to program and maintain Azure Functions using C# Understand when to use test-driven development (TDD) as

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an approach for software development Write automated functional test cases for your projects Who this book is for This book is for engineers and senior developers aspiring to become architects or looking to build enterprise applicat...

Software architecture is foundational to the development of large, practical software-intensive applications. This brand-new text covers all facets of software architecture and how it serves as the intellectual centerpiece of

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software development and evolution. Critically, this text focuses on supporting creation of real implemented systems. Hence the text details not only modeling techniques, but design, implementation, deployment, and system adaptation -- as well as a host of other topics -- putting the elements in context and comparing and contrasting them with one another. Rather than focusing on one method, notation, tool, or process, this new text/reference widely surveys software architecture techniques, enabling the instructor and practitioner to choose the

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right tool for the job at hand. Software Architecture is intended for upper-division undergraduate and graduate courses in software architecture, software design, component-based software engineering, and distributed systems; the text may also be used in introductory as well as advanced software engineering courses.

Gain insight into how hexagonal architecture can help to keep the cost of development low over the complete lifetime of an application Key Features Explore ways to make your software flexible,

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building maintainable
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We would all like to build
software architecture that
yields adaptable and
flexible software with low
development costs. But,
unreasonable deadlines and
shortcuts make it very hard
to create such an
architecture. Get Your Hands
Dirty on Clean Architecture
starts with a discussion
about the conventional
layered architecture style
and its disadvantages. It

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also talks about the advantages of the domain-centric architecture styles of Robert C. Martin's Clean Architecture and Alistair Cockburn's Hexagonal Architecture. Then, the book dives into hands-on chapters that show you how to manifest a hexagonal architecture in actual code. You'll learn in detail about different mapping strategies between the layers of a hexagonal architecture and see how to assemble the architecture elements into an application. The later chapters demonstrate how to enforce architecture boundaries. You'll also learn what shortcuts produce

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What types of technical debt and how, sometimes, it is a good idea to willingly take on those debts. After reading this book, you'll have all the knowledge you need to create applications using the hexagonal architecture style of web development. What you will learn

- Identify potential shortcomings of using a layered architecture
- Apply methods to enforce architecture boundaries
- Find out how potential shortcuts can affect the software architecture
- Produce arguments for when to use which style of architecture
- Structure your code according to the

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architecture Apply various
types of tests that will
cover each element of the
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if you care about the
architecture of the software
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must have some experience
with web development. The
code examples in this book
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read object-oriented code in
other languages, you will be
fine. In the few places
where Java or framework
specifics are needed, they
are thoroughly explained.

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