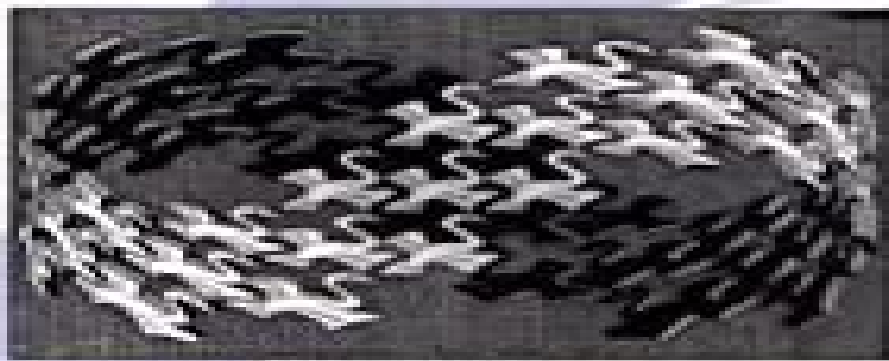


Design Patterns

Elements of Reusable Object-Oriented Software

Erich Gamma
Richard Helm
Ralph Johnson
John Vlissides



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Foreword by Grady Booch



ADDISON-WESLEY PROFESSIONAL COMPUTING SERIES

Design Patterns By Erich Gamma Pearson Education

Brendan G. Carr



Design Patterns By Erich Gamma Pearson Education :

Design Patterns Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides, 1994-10-31 The Gang of Four's seminal catalog of 23 patterns to solve commonly occurring design problems. Patterns allow designers to create more flexible, elegant, and ultimately reusable designs without having to rediscover the design solutions themselves. Highly influential. Design Patterns is a modern classic that introduces what patterns are and how they can help you design object-oriented software and provides a catalog of simple solutions for those already programming in at least one object-oriented programming language. Each pattern describes the circumstances in which it is applicable, when it can be applied in view of other design constraints, and the consequences and trade-offs of using the pattern within a larger design. Is compiled from real systems and based on real-world examples. Includes downloadable C source code that demonstrates how patterns can be implemented and Python. From the preface: Once you see the design patterns and have had an Aha and not just a Huh experience with them, you won't ever think about object-oriented design in the same way. You'll have insights that can make your own designs more flexible, modular, reusable, and understandable, which is why you're interested in object-oriented technology in the first place, right.

Design Patterns For Dummies Steve Holzner, 2006-07-28 There's a pattern here and here's how to use it. Find out how the 23 leading design patterns can save you time and trouble. Ever feel as if you've solved this programming problem before? You or someone probably did, and that's why there's a design pattern to help this time around. This book shows you how and when to use the famous patterns developed by the Gang of Four, plus some new ones, all designed to make your programming life easier. Discover how to simplify the programming process with design patterns. Make the most of the Decorator, Factory, and Adapter patterns. Identify which pattern applies. Reduce the amount of code needed for a task. Create your own patterns.

Baukunst für Softwarearchitekten Jan Peuker, 2014-06-03 Technologiearchitektur hat nicht viel mit Realweltarchitektur gemein, auch wenn Softwarearchitekten das gerne so hätten. Aber die IT-Welt ist genauso wenig Sandkasten wie der Rest der Bauwelt. Dies ist ein Lesebuch durch Geschichte und Konzepte der Gebäudearchitektur und Stadtplanung ohne Anspruch auf Vollständigkeit oder Wunderleistungen. In einer IT-Welt von agiler und evolutionärer Softwareentwicklung, Servicedesign, Fehlertoleranz, Resilienz, Informationsflüssen, adaptiver und reaktiver Software lohnt sich der Blick über den Tellerrand. Dieses Buch erzählt zehn Geschichten aus der Architektur mit dem Ziel, diese alte Freundschaft wieder aufleben zu lassen. Die Themen: Bausteinprinzip, Enterprise-Architekturen, Agile Softwareentwicklung, Software Craftsmanship, Einheit von Form und Funktion, Systems Engineering, Software Engineering, Softwarearchitektur, Projektmanagement, Netzwerkorganisationen.

Die Kunst der agilen Entwicklung James Shore, 2023-01-04 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 Grundsätzen 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 und tägliche 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 bearbeitet 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 Einführung und Anpassung von Agilität an die Bedürfnisse des Unternehmens.

Node.js Design Patterns Mario Casciaro, Luciano Mammino, 2016-07-18. Get the best out of Node.js by mastering its most powerful components and patterns to create modular and scalable applications with ease. About This Book: Create reusable patterns and modules by leveraging the new features of Node.js. Understand the asynchronous, single-threaded design of Node.js and grasp all its features and patterns to take advantage of various functions. This unique guide will help you get the most out of Node.js and its ecosystem. Who This Book Is For: The book is meant for developers and software architects with a basic working knowledge of JavaScript who are interested in acquiring a deeper understanding of how to design and develop enterprise-level Node.js applications. Basic knowledge of Node.js is also helpful to get the most out of this book. What You Will Learn: Design and implement a series of server-side JavaScript patterns so you understand why and when to apply them in different use-case scenarios. Become comfortable with writing asynchronous code by leveraging constructs such as callbacks, promises, generators, and the async/await syntax. Identify the most important concerns and apply unique tricks to achieve higher scalability and modularity in your Node.js application. Untangle your modules by organizing and connecting them coherently. Reuse well-known techniques to solve common design and coding issues. Explore the latest trends in Universal JavaScript; learn how to write code that runs on both Node.js and the browser and leverage React and its ecosystem to implement universal applications. In Detail: Node.js is a massively popular software platform that lets you use JavaScript to easily create scalable server-side applications. It allows you to create efficient code, enabling a more sustainable way of writing software made of only one language across the full stack, along with extreme levels of reusability, pragmatism, simplicity, and collaboration. Node.js is revolutionizing the web and the way people and companies create their software. In this book, we will take you on a journey across various ideas and components and the challenges you would commonly encounter while designing and developing software using the Node.js platform. You will also discover the Node.js way of dealing with design and coding decisions. The book kicks off by exploring

the basics of Node.js describing its asynchronous single threaded architecture and the main design patterns. It then shows you how to master the asynchronous control flow patterns and the stream component and it culminates into a detailed list of Node.js implementations of the most common design patterns as well as some specific design patterns that are exclusive to the Node.js world. Lastly, it dives into more advanced concepts such as Universal Javascript and scalability and it's meant to conclude the journey by giving the reader all the necessary concepts to be able to build an enterprise grade application using Node.js. Style and approach: This book takes its intended readers through a comprehensive explanation to create a scalable and efficient real time server side apps.

Critical Fabulations Daniela K Rosner, 2020-12-29 A proposal to redefine design in a way that not only challenges the field's dominant paradigms but also changes the practice of design itself. In *Critical Fabulations* Daniela Rosner proposes redefining design as investigative and activist, personal and culturally situated, responsive and responsible. Challenging the field's dominant paradigms and reinterpreting its history, Rosner wants to change the way we historicize the practice, reworking it from the inside. Focusing on the development of computational systems, she takes on powerful narratives of innovation and technology shaped by the professional expertise that has become integral to the field's mounting status within the new industrial economy. To do so, she intervenes in legacies of design, expanding what is considered design to include long silenced narratives of practice and enhancing existing design methodologies based on these rediscovered inheritances. Drawing on discourses of feminist technoscience, she examines craftwork's contributions to computing innovation, how craftwork becomes hardware manufacturing, and how hardware manufacturing becomes craftwork.

Statistical Shape and Deformation Analysis Guoyan Zheng, Shuo Li, Gabor Szekely, 2017-03-23 *Statistical Shape and Deformation Analysis: Methods, Implementation, and Applications* contributes enormously to solving different problems in patient care and physical anthropology, ranging from improved automatic registration and segmentation in medical image computing to the study of genetics, evolution, and comparative form in physical anthropology and biology. This book gives a clear description of the concepts, methods, algorithms, and techniques developed over the last three decades, that is followed by examples of their implementation using open source software. Applications of statistical shape and deformation analysis are given for a wide variety of fields, including biometry, anthropology, medical image analysis, and clinical practice. Presents an accessible introduction to the basic concepts, methods, algorithms, and techniques in statistical shape and deformation analysis. Includes implementation examples using open source software. Covers real life applications of statistical shape and deformation analysis methods.

Legal Design Corrales Compagnucci, Marcelo, Haapio, Helena, Hagan, Margaret, Doherty, Michael, 2021-10-21 This innovative book proposes new theories on how the legal system can be made more comprehensible, usable, and empowering for people through the use of design principles. Utilising key case studies and providing real world examples of legal innovation, the book moves beyond discussion to action. It offers a rich set of examples demonstrating how various design methods, including information service, product and policy design, can be leveraged within research and

practice *Research Handbook on Contract Design* Corrales Compagnucci, Marcelo, Haapio, Helena, Fenwick, Mark, 2022-05-03 Weaving together theoretical historical and legal approaches this book offers a fresh perspective on the modern revival of the concept of allegiance identifying and contextualising its evolving association with theories of citizenship

Pattern Language for Game Design Christopher Barney, 2020-12-08 Chris Barney's *Pattern Language for Game Design* builds on the revolutionary work of architect Christopher Alexander to show students teachers and game development professionals how to derive best practices in all aspects of game design Using a series of practical rigorous exercises designers can observe and analyze the failures and successes of the games they know and love to find the deep patterns that underlie good design From an in depth look at Alexander's work to a critique of pattern theory in various fields to a new approach that will challenge your knowledge and put it to work this book seeks to transform how we look at building the interactive experiences that shape us Key Features Background on the architectural concepts of patterns and a Pattern Language as defined in the work of Christopher Alexander including his later work on the Fifteen Properties of Wholeness and Generative Codes Analysis of other uses of Alexander's work in computer science and game design and the limitations of those efforts A comprehensive set of example exercises to help the reader develop their own patterns that can be used in practical day to day game design tasks Exercises that are useful to designers at all levels of experience and can be completed in any order allowing students to select exercises that match their coursework and allowing professionals to select exercises that address their real world challenges Discussion of common pitfalls and difficulties with the pattern derivation process A guide for game design teachers studio leaders and university departments for curating and maintaining institutional Pattern Languages An Interactive Pattern Language website where you can share patterns with developers throughout the world patternlanguageforgamedesign.com Comprehensive games reference for all games discussed in this book Author Chris Barney is an industry veteran with more than a decade of experience designing and engineering games such as *Poptropica* and teaching at Northeastern University He has spoken at conferences including GDC DevCom and PAX on topics from core game design to social justice Seeking degrees in game design before formal game design programs existed Barney built his own undergraduate and graduate curricula out of offerings in sociology computer science and independent study In pursuit of a broad understanding of games he has worked on projects spanning interactive theater live action role playing game LARP design board games and tabletop role playing games RPGs An extensive collection of his essays of game design topics can be found on his development blog at perspectivesingamedesign.com

Practical Design Patterns for Java Developers Miroslav Wengner, Bruno Souza, 2023-02-03 Unravel the power of Java design patterns by learning where to apply them effectively to solve specific software design and development problems Key Features Decouple logic across objects with dependency injection by creating various vehicles with features Finalize vehicle construction by chaining handlers using the Chain of Responsibility Pattern Plan and execute an advanced vehicle sensor initiation with the

Scheduler PatternBook Description Design patterns are proven solutions to standard problems in software design and development allowing you to create reusable flexible and maintainable code This book enables you to upskill by understanding popular patterns to evolve into a proficient software developer You ll start by exploring the Java platform to understand and implement design patterns Then using various examples you ll create different types of vehicles or their parts to enable clarity in design pattern thinking along with developing new vehicle instances using dedicated design patterns to make the process consistent As you progress you ll find out how to extend vehicle functionalities and keep the code base structure and behavior clean and shiny Concurrency plays an important role in application design and you ll learn how to employ a such design patterns with the visualization of thread interaction The concluding chapters will help you identify and understand anti pattern utilization in the early stages of development to address refactoring smoothly The book covers the use of Java 17 features such as pattern matching switch cases and instances of enhancements to enable productivity By the end of this book you ll have gained practical knowledge of design patterns in Java and be able to apply them to address common design problems What you will learnUnderstand the most common problems that can be solved using Java design patternsUncover Java building elements their usages and concurrency possibilitiesOptimize a vehicle memory footprint with the Flyweight PatternExplore one to many relations between instances with the observer patternDiscover how to route vehicle messages by using the visitor patternUtilize and control vehicle resources with the thread pool patternUnderstand the penalties caused by anti patterns in software designWho this book is for If you are an intermediate level Java developer or software architect looking to learn the practical implementation of software design patterns in Java then this book is for you No prior knowledge of design patterns is required but an understanding of Java programming is necessary

Schaufenster des Lernens Reinhard Bauer, Peter Baumgartner, 2012 E Portfolios werden immer mehr zu einem unverzichtbaren Lernbegleiter Sie pr sentieren nicht nur den aktuellen Grad der erworbenen Kompetenzen sondern dokumentieren auch die eigene Lerngeschichte und zeigen pers nliche Entwicklungspotentiale auf Sie sind aber nicht nur eine Art digitale Leistungsmappe sondern k nnen innovativ eingesetzt zu einem Katalysator f r eine neue Lernkultur werden Das vorliegende Buch ist eine neue Art von Handreichung f r den erfolgreichen Einsatz von E Portfolios Es richtet sich sowohl an alle Lehrenden die in ihrem Unterricht E Portfolios einsetzen wollen als auch an die Lernenden selbst die E Portfolios zur Unterst tzung ihres Lernprozesses nutzen wollen Ausgehend von einer Taxonomie f r E Portfolios die im Rahmen eines Forschungsprojekts f r das sterreichische Bundesministerium f r Wissenschaft und Forschung bmwf als theoretische Grundlage erarbeitet wurde werden 38 Handlungsmuster die im Umgang mit E Portfolios wichtig bzw unverzichtbar sind vorgestellt Im Buch werden sowohl die allgemeinen Grundlagen des Musteransatzes als auch das hinter der Mustersammlung stehende p dagogische Konzept erl utert Alle E Portfolio Muster der didaktisch aufbereiteten Sammlung weisen eine einheitliche Struktur auf was ihre praktische Handhabung erleichtert **Forschung mit**

modernem C++ Peter Gottschling, 2019-07-08 Das Programmieren von C ist der schnellste Weg um das gesamte Spektrum der auf heutiger Hardware verfügbaren Rechenleistung zu nutzen. Dieses Buch behandelt Techniken für das Programmieren von close to the bare metal sowie abstraktere High Level Programmierkonstrukte. Es ist speziell für die C Programmierung von wissenschaftlichen und technischen Anwendungen konzipiert und führt den Leser zu den anspruchsvolleren Stilen und erweiterten Funktionen, die hierfür nützlich sind. Es bietet C Wissen auf dem neuesten Stand von C 11 14 17 Entwicklung geeigneter Abstraktionen um schnell C Programme für eine Vielzahl von Problembereichen schreiben zu können. Viele Beispiele unter Verwendung technischer Algorithmen z.B. Matrix Template Library MTL 4. Das Material des Buches hat sich drei Jahre lang als Vorlesung und noch deutlich länger als Training professioneller Programmierer bewährt. Es deckt inhaltlich ein breites Spektrum ab von der Tool Chain und dem Build Prozess bis hin zu Templates Lambdas und wissenschaftlichen Bibliotheken.

Facilitating Software Architecture Andrew Harmel-Law, 2024-11-08 The software architect role is evolving. As systems and their interactions with the teams that build, run, and evolve them become more complex, it's often impossible for those playing the traditional architect roles to be everywhere they need to be. There's simply too much architecture to be done, and the situation has reached a breaking point. There's a better way. Author Andrew Harmel Law shows you how architects and development teams can collaborate to create and evolve more efficient architectures for their systems. Techniques in this book will help you learn how to create a mindset that allows everyone to practice architecture and build the best systems they've ever experienced. With this book, you will understand the new dynamics that affect modern software delivery. Learn a methodology that brings software architecture and development together. Nurture the fundamental interplay of decisions, advice, architecture, and feedback from running systems. Initiate practices that maximize benefits and mitigate risks. Create an approach tuned to architecture everyone's skills and your organization's culture.

Software Architecture with C# 12 and .NET 8 Gabriel Baptista, Francesco Abbruzzese, 2024-02-28 A book for the aspiring .NET software architect design scalable and high performance enterprise solutions using the latest features of C# 12 and .NET 8. Purchase of the print or Kindle book includes a free PDF eBook. Key Features: Get introduced to software architecture fundamentals and begin applying them in .NET. Explore the main technologies used by software architects and choose the best ones for your needs. Master new developments in .NET with the help of a practical case study that looks at software architecture for a travel agency. Book Description: Software Architecture with C# 12 and .NET 8 puts high level design theory to work in a .NET context, teaching you the key skills, technologies, and best practices required to become an effective .NET software architect. This fourth edition puts emphasis on a case study that will bring your skills to life. You'll learn how to choose between different architectures and technologies at each level of the stack. You'll take an even closer look at Blazor and explore OpenTelemetry for observability, as well as a more practical dive into preparing .NET microservices for Kubernetes integration. Divided into three parts, this book starts with the fundamentals of software architecture, covering C# best practices, software domains,

design patterns DevOps principles for CI CD and more The second part focuses on the technologies from choosing data storage in the cloud to implementing frontend microservices and working with Serverless You ll learn about the main communication technologies used in microservices such as REST API gRPC Azure Service Bus and RabbitMQ The final part takes you through a real world case study where you ll create software architecture for a travel agency By the end of this book you will be able to transform user requirements into technical needs and deliver highly scalable enterprise software architectures What you will learn Program and maintain Azure DevOps and explore GitHub Projects Manage software requirements to design functional and non functional needs Apply architectural approaches such as layered architecture and domain driven design Make effective choices between cloud based and data storage solutions Implement resilient frontend microservices worker microservices and distributed transactions Understand when to use test driven development TDD and alternative approaches Choose the best option for cloud development from IaaS to Serverless Who this book is for This book is for engineers and senior software developers aspiring to become architects or looking to build enterprise applications with the NET stack Basic familiarity with C and NET is required to get the most out of this software architecture book

Software Architecture: A Case Based Approach Varma, Vasudeva, 2009 Software Architecture A Case Based Approach discusses the discipline using real world case studies and posing pertinent questions that arouse objective thinking It encourages the reader to think about the subject in the context of problems that s A Distributed Architecture for the Monitoring and Analysis of Time Series Data Ruairi O'Reilly, Abstract It is estimated that the quantity of digital data being transferred processed or stored at any one time currently stands at 4 4 zettabytes 4 4 270 bytes and this gure is expected to have grown by a factor of 10 to 44 zettabytes by 2020 1 Exploiting this data is and will remain a signi cant challenge At present there is the capacity to store 33% of digital data in existence at any one time by 2020 this capacity is expected to fall to 15% These statistics suggest that in the era of Big Data the identi cation of important exploitable data will need to be done in a timely manner Systems for the monitoring and analysis of data e g stock markets smart grids and sensor networks can be made up of massive numbers of individual components These components can be geographically distributed yet may interact with one another via continuous data streams which in turn may a ect the state of the sender or receiver This introduces a dynamic causality which further complicates the overall system by introducing a temporal constraint that is di cult to accommodate Practical approaches to realising the system described above have led to a multiplicity of analysis techniques each of which concentrates on speci c characteristics of the system being analysed and treats these characteristics as the dominant component a ecting the results being sought The multiplicity of analysis techniques introduces another layer of heterogeneity that is heterogeneity of approach partitioning the eld to the extent that results from one domain are di cult to exploit in another The question is asked can a generic solution for the monitoring and analysis of data that accommodates temporal constraints bridges the gap between expert knowledge and raw data and enables data

to be effectively interpreted and exploited in a transparent manner be identified The approach proposed in this dissertation acquires analyses and processes data in a manner that is free of the constraints of any particular analysis technique while at the same time facilitating these techniques where appropriate Constraints are applied by defining a workflow based on the production interpretation and consumption of data This supports the application of different analysis techniques on the same raw data without the danger of incorporating hidden bias that may exist To illustrate and to realise this approach a software platform has been created that allows for the transparent analysis of data combining analysis techniques with a maintainable record of provenance so that independent third party analysis can be applied to verify any derived conclusions In order to demonstrate these concepts a complex real world example involving the near real time capturing and analysis of neurophysiological data from a neonatal intensive care unit NICU was chosen A system was engineered to gather raw data analyse that data using different analysis techniques uncover information incorporate that information into the system and curate the evolution of the discovered knowledge The application domain was chosen for three reasons firstly because it is complex and no comprehensive solution exists secondly it requires tight interaction with domain experts thus requiring the handling of subjective knowledge and inference and thirdly given the dearth of neurophysiologists there is a real world need to provide a solution for this domain

Refactoring to Patterns Joshua Kerievsky, 2004-08-05 In 1994 Design Patterns changed the landscape of object oriented development by introducing classic solutions to recurring design problems In 1999 Refactoring revolutionized design by introducing an effective process for improving code With the highly anticipated Refactoring to Patterns Joshua Kerievsky has changed our approach to design by forever uniting patterns with the evolutionary process of refactoring This book introduces the theory and practice of pattern directed refactorings sequences of low level refactorings that allow designers to safely move designs towards or away from pattern implementations Using code from real world projects Kerievsky documents the thinking and steps underlying over two dozen pattern based design transformations Along the way he offers insights into pattern differences and how to implement patterns in the simplest possible ways Coverage includes A catalog of twenty seven pattern directed refactorings featuring real world code examples Descriptions of twelve design smells that indicate the need for this book's refactorings General information and new insights about patterns and refactoring Detailed implementation mechanics how low level refactorings are combined to implement high level patterns Multiple ways to implement the same pattern and when to use each Practical ways to get started even if you have little experience with patterns or refactoring Refactoring to Patterns reflects three years of refinement and the insights of more than sixty software engineering thought leaders in the global patterns refactoring and agile development communities Whether you're focused on legacy or greenfield development this book will make you a better software designer by helping you learn how to make important design changes safely and effectively

Pro WPF and Silverlight MVVM Gary Hall, 2011-08-07 WPF and Silverlight are unlike any other user interface UI technologies They have been built to a new

paradigm that if harnessed correctly can yield unprecedented power and performance This book shows you how to control that power to produce clean testable maintainable code It is now recognized that any non trivial WPF or Silverlight application needs be designed around the Model View ViewModel MVVM design pattern in order to unlock the technology s full data binding potential However the knowledge of how to do this is missing from a large part of the development community even amongst those who work with WPF and Silverlight on a daily basis Too often there is a reliance on programmatic interaction between controls and not enough trust in the technologies data binding capabilities This leads to a clouding of design values and an inevitable loss of performance scalability and maintainability throughout the application Pro WPF and Silverlight MVVM will show you how to arrange your application so that it can grow as much as required in any direction without danger of collapse

IT-Unternehmensarchitektur Wolfgang Keller, 2017-05-24 Gegenstand von IT Unternehmensarchitektur ist es ein Portfolio an Software und IT Infrastruktur so auszurichten dass daraus ein optimaler Nutzen f r das anwendende Unternehmen entsteht Durch den musterbasierten Ansatz den dieses Buch verfolgt ist es m glich die IT Unternehmensarchitektur f r die Einsatzziele des Unternehmens zielgenau zu konfigurieren Der Leser erf hrt welche Zielmuster durch welche Managementprozessmuster unterst tzt werden und wie er daraus die erforderliche Datenbasis ableiten kann um Architekturaktivit ten zu nterst tzen Die Kernprozesse der IT Unternehmensarchitektur wie das Erarbeiten der IT Strategie das IT Portfoliomanagement die strategische IT Planung das Monitoring des Projektportfolios sowie die Projektbegleitung k nnen so an den Bedarf des Unternehmens angepasst werden Dar ber hinaus vermittelt das Buch notwendige Grundlagen zu den im Unternehmensumfeld wichtigen Themen Compliance IT Sicherheit und IT Risikomanagement Dabei werden Frameworks f r das IT Management wie TOGAF oder COBIT vorgestellt Im Anhang finden sich u a Checklisten f r Richtlinien und Architekturdokumente sowie ein Glossar Das Buch bietet somit viele in der Praxis anwendbare Hinweise und zeigt IT Verantwortlichen wie sie IT Unternehmensarchitektur f r die Erreichung ihrer Ziele einsetzen k nnen Die 3 Auflage wurde komplett bearbeitet und um Themen wie Lean EAM und Agile EAM sowie EAM f r den Mittelstand erweitert Auch neue technologische Trends wie Cloud Computing und Microservice Architektur wurden aufgenommen

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