

Practical Software Development Techniques: Tools and Techniques for Building Enterprise Software

Edward Crookshanks



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This book provides an overview of tools and techniques used in enterprise software development, many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team.

This book aggregates many of these "on the job" tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques, but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts.

For example, in the chapter on Design Patterns and Architecture, the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc.

The architecture discussion revolves has a similar emphasis – different teams may manage different aspects of the application's components with little or no access to the developer.

This aspect of restricted access is also mentioned in the section on logging.

Theory of logging and discussions of what to log are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it's very important in an enterprise environment.

What you'll learn

- Version control in a team environment
- Debugging, logging, and refactoring
- Unit testing, build tools, continuous integration
- An overview of business and functional requirements
- Enterprise design patterns and architecture

Who this book is for

Student and software developers who are new to enterprise environments and recent graduates who want to convert their academic experience into real-world skills. It is assumed that the reader is familiar with Java, .NET, C++ or another high-level programming language. The reader should also be familiar with the differences between console applications, GUI applications and service/daemon applications.

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