

<<设计原本>>

图书基本信息

书名：<<设计原本>>

13位ISBN编号：9787121178276

10位ISBN编号：7121178273

出版时间：2012-9

出版时间：电子工业出版社

作者：弗雷德里克·布鲁克斯

页数：420

字数：500000

译者：郭耀 注解

版权说明：本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问：<http://www.tushu007.com>

<<设计原本>>

内容概要

本书从原理的角度阐述了面向对象程序设计的6大原则；讲解和剖析了23种常见的设计模式，并进行了扩展，通俗易懂、趣味性极强而又紧扣设计模式的核心；对各种相关联的设计模式进行了深入分析和比较，旨在阐明各种设计模式比较理想的应用场景和它们之间的区别；探讨了设计模式的混编，讲解了如何在实际开发中将各种设计模式混合起来使用，以发挥设计模式的最大效用。全书结合设计实例，从面向对象设计案例中精心选择了一些设计模式，总结了面向对象设计中最有价值的经验，并将其用简洁、可复用的形式表达出来。

本书是The

Design of

Design一书的评注版，力邀国内资深专家执笔，在英文原著的基础上增加了中文点评和注释，旨在融合二者之长，既保留经典的原创文字与味道，又以先行者的学研心得与实践感悟，对读者的阅读和学习加以点拨，指明捷径。

<<设计原本>>

作者简介

作者:(美)Brooks

<<设计原本>>

书籍目录

- I Models of Designing
Chapter 1 The Design Question (新增评注19条)
Chapter 2 How Engineers Think of Design—The Rational Model (新增评注10条)
Chapter 3 What 's Wrong with This Model? (新增评注29条)
Chapter 4 Requirements, Sin, and Contracts (新增评注12条)
Chapter 5 What Are Better Design Process Models? (新增评注13条)
- II Collaboration and Telecollaboration (新增评注1条)
Chapter 6 Collaboration in Design (新增评注42条)
Chapter 7 Telecollaboration (新增评注16条)
- III Design Perspectives
Chapter 8 Rationalism versus Empiricism in Design (新增评注11条)
Chapter 9 User Models—Better Wrong than Vague (新增评注8条)
Chapter 10 Inches, Ounces, Bits, Dollars—The Budgeted Resource (新增评注10条)
Chapter 11 Constraints Are Friends (新增评注16条)
Chapter 12 Esthetics and Style in Technical Design (新增评注26条)
Chapter 13 Exemplars in Design (新增评注26条)
Chapter 14 How Expert Designers Go Wrong (新增评注18条)
Chapter 15 The Divorce of Design (新增评注13条)
Chapter 16 Representing Designs ' Trajectories and Rationales (新增评注28条)
- IV A Computer Scientist 's Dream System for Designing Houses
Chapter 17 A Computer Scientist 's Dream System for Designing Houses—Mind to Machine (新增评注35条)
Chapter 18 A Computer Scientist 's Dream System for Designing Houses—Machine to Mind (新增评注17条)
- V Great Designers
Chapter 19 Great Designs Come from Great Designers (新增评注27条)
Chapter 20 Where Do Great Designers Come From? (新增评注28条)
- VI Trips through Design Spaces: Case Studies (新增评注1条)
Chapter 21 Case Study: Beach House “ View/360 ” (新增评注19条)
Chapter 22 Case Study: House Wing Addition (新增评注14条)
Chapter 23 Case Study: Kitchen

<<设计原本>>

Remodeling (新增评注10条)
Chapter 24 Case Study: System/360
Architecture (新增评注18条)
Chapter 25 Case Study: IBM Operating
System/360 (新增评注14条)
Chapter 26 Case Study: Book Design of Computer Architecture:
Concepts and Evolution (新增评注7条)
Chapter 27 Case Study: A Joint Computer Center Organization:
Triangle Universities Computation Center (新增评注11条)
Chapter 28 Recommended Reading (新增评注8条)
Acknowledgments
Bibliography
People Index
Subject Index

章节摘录

版权页：插图： For some of these, you would prefer email or telephone over walking (and time synchronizing); for others, you would gladly walk quite a distance. The most successful telecollaborations I have known have been built on extensive face-time histories, and even these have required some face time during the ongoing telecollaboration. Absent such histories, travel is worth what it costs in money and time. Some of the most fruitful dollars I spent at IBM paid forabus to take the S/360 project's administrative staff and secretaries 60 miles from Poughkeepsie to White Plains, New York. They spent the midday lunching and talking with their counterparts at division headquarters, familiar voices hitherto faceless. This lubrication was much more effective than just more pressure on cooperation. I am told that Boeing brought its scores of distributed design teams for the 777 airplane to Everett, Washington, for weeks of together time, as the design was starting. People instinctively know the value of face time. So, in spite of potent videoconferencing technology, airplanes still carry lots of business travelers. Clean Interfaces Defining clean interfaces among remotely designed components is a hard job. The job doesn't end with definition-continual question-and-answer interpretation of the definitions' semantics proves necessary. Changes must be made, controlled, and widely communicated. Another important part of system architecture is not merely the definition of interfaces, but management's designing a prede-termined mechanism for resolving differences of opinion or taste. There is no substitute for authority.

<<设计原本>>

编辑推荐

《设计原本:计算机科学巨匠Frederick P.Brooks的思考(评注版)》适合大学计算机专业的学生、研究生及相关人员参考。

<<设计原本>>

版权说明

本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问:<http://www.tushu007.com>