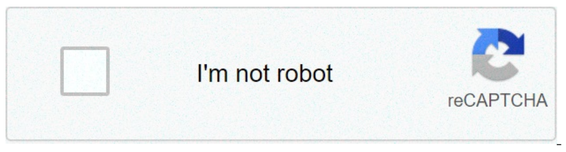

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Clean architecture by robert martin pdf

ITkonekt 2019, which took place on April 13-14, hosted some of the world’s most famous IT speakers. More than 800 developers attended ITkonekt conference. One of the speakers was Robert C. Martin (Uncle Bob), Author of Clean Code and many influential books, Co-author of the Agile Manifesto. Uncle Bob has been a programmer since 1970. He served as the Master Craftsman at 8th Light inc, is co-founder of the online video training company: cleancoders.com, and founder of Uncle Bob Consulting LLC. He is an acclaimed speaker at conferences worldwide, and the author of many books including: „The Clean Coder“, „Clean Code“, „Agile Software Development: Principles, Patterns, and Practices“, and „UML for Java Programmers“. A leader in the industry of software development, Martin served for three years as editor-in-chief of the C++ Report, and he served as the first chairman of the Agile Alliance. Uncle Bob talk was about Clean Architecture and Design. So we’ve heard the message about Clean Code. And we’ve been practicing TDD for some time now. But what about architecture and design? Don’t we have to worry about that? Or is it enough that we keep our functions small, and write lots of tests? In this talk, Uncle Bob talks about the next level up. What is the goal of architecture and design? What makes a design clean? How can we evolve our systems towards clean architectures and designs in an incremental Agile way. Watch full video of Uncle Bob’s talk at ITkonekt 2019: Tags: #programming #clean_code #the_clean_coder #clean_architecture #backend Robert C. Martin ("Uncle Bob") has been a programmer since 1970. He is founder of Uncle Bob Consulting, LLC, and cofounder with his son Micah Martin of The Clean Coders LLC. Martin has published dozens of articles in various trade journals and is a regular speaker at international conferences and trade shows. He has authored and edited many books, including: Designing Object Oriented C++ Applications Using the Booch Method, Patterns Languages of Program Design 3, More C++ Gems, Extreme Programming in Practice, Agile Software Development: Principles, Patterns, and Practices, UML for Java Programmers, Clean Code, and The Clean Coder. A leader in the industry of software development, Martin served for three years as editor-in-chief of the C++ Report, and he served as the first chairman of the Agile Alliance. Là 1 fan của ông, tác giả của SOLID, Clean Code, Agile Software Development, Principles, Patterns, and Practices và gần đây nhất là cuốn Clean Architecture: A Craftsman’s Guide to Software Structure and Design. Nghe tựa rất kêu vì cuốn Clean Code ảnh hưởng rất lớn đến mình và bản thân đã không cưỡng lại được ham muốn sở hữu em nó 😀 Đọc mất 1 tháng (vì lười, với lại cũng khó nuốt). Và phải mất khá lâu mới thẩm thấu được. Thẩm thấu không có nghĩa là đọc xong rồi, vứt đó, bữa sau nhận ra ah.. mình đã ngộ ra được chân lý, mà là trong đầu luôn phải suy nghĩ về các vấn đề viết trong đó, lục tìm một số tài liệu để đọc, củng cố lại. Đầu tiên phải nói là nó không hay như cuốn Clean Code với khá nhiều practice làm nền tảng cho các bạn developer trẻ. Cuốn này ổng viết dông viết dài mà sau khi đọc xong đúc kết lại chỉ thấy được 2 3 chapter là đáng đồng tiền bát gạo, những cái khác chỉ dùng để in ra giấy cân tính tiền. Tuy vậy, cũ người, mới ta, trong hoàn cảnh của mình thấy là như vậy. Chương đầu tiên đề cập đến các khái niệm về design, pattern, architecture… Cái này chỉ là cách định nghĩa của tác giả, trên mạng còn nhiều nguồn với cách định nghĩa khác nữa. Chương sau nói về SOLID trong Architecture. Thật ra thì SOLID áp dụng cho tất cả các thể loại design từ thấp tới cao, từ chi tiết tới tổng thể. Các chương sau nữa, tác giả có đề cập đến vấn đề đo lường kết cấu của kiến trúc. Liệu kiến trúc có đáp ứng đủ độ trừu tượng hóa để dễ dàng mở rộng và thay đổi hay không, độ phức tạp về dependency giữa các module như thế nào. Để cập đến tính low coupling và high cohension trong thiết kế. Chương này đáng giá. Chương quan trọng nhất với cái tên trùng với tiêu đề của cuốn sách. Clean Architecture. Tác giả mô tả, vẽ ra 1 mô hình kiến trúc mới và lý giải vì sao gọi nó là Clean Architecture. Thật ra nói mới cũng không phải là hoàn toàn mới, mà lại base trên Hexagonal Architecture để tạo ra Onion Architecture (kiến trúc củ hành – vãi cả tên), tất cả đều base trên Domain Driven Design concept lấy Domain làm trung tâm để dựng nên. Sau đó vẽ thêm chiều dependency giữa các layer đi từ ngoài vào trong, từ layer bậc thấp đến cao (Source code dependencies must point only inward, toward higher-level polices). Ông cũng giải thích thêm là kiến trúc của hệ thống phải có thể tự mô tả về hệ thống đó khi nhìn vào (Screaming architecture), không phải theo chức năng kỹ thuật như: đây là hệ thống MVC, SOA, … Mà phải theo nghiệp vụ của nó như: đây là một hệ thống HealthCare, Accounting, … Điều đặc biệt là ông nhắc lại về sự độc lập về cơ chế đầu vào/ra (delivery mechanism) đối với hệ thống. Hệ thống không cần biết input nhận vào là từ đâu, một WebPage, CLI hay REST API, mà cũng không cần care đến đầu ra, lưu trữ dữ liệu xuống CDSL nào, File system hay DB,… Tất cả cái này đều đã được nói đến trong Hexagonal Architecture hay còn gọi là Kiến trúc lục giác. Cho những ai chưa biết thì cũng đáng để biết. Kết luận Trong khi công nghệ ngày càng phát triển, SOA, Micro-service đang thịnh hành, thì tất cả cũng đang base trên những nguyên lý và định luật về thiết kế. Bên cạnh việc chạy đua với các mẫu thiết kế ngày càng nhiều và đa dạng, thì việc nắm bắt các kiến thức nền tảng sẽ giúp ích cho chúng ta rất nhiều trong việc lý luận và hiểu biết khi nào nên áp dụng cái nào trong ngữ cảnh nào. Đọc thêm về Tổng quan về sự phát triển của kiến trúc phần mềm By edwardthienhoang Solution Architect at Hitachi Vantara Vietnam View all posts by hoangedward Clean Agile: Back to BasicsAgile Values and Principles for a New Generation “In the journey to all things Agile, Uncle Bob has been there, done that, and has the both the t-shirt and the scars to show for it. This delightful book is part history, part personal stories, and all wisdom. If you want to understand what Agile is and how it came to be, this is the book for you.” –Grady Booch “Bob’s frustration colors every sentence of Clean Agile, but it’s a justified frustration. What is in the world of Agile development is nothing compared to what could be. This book is Bob’s perspective on what to focus on to get to that ‘what could be.’ And he’s been there, so it’s worth listening.” –Kent Beck “It’s good to read Uncle Bob’s take on Agile. Whether just beginning, or a seasoned Agilista, you would do well to read this book. I agree with almost all of it. It’s just some of the parts make me realize my own shortcomings, dammit. It made me double-check our code coverage (85.09%).” –Jon Kern Nearly twenty years after the Agile Manifesto was first presented, the legendary Robert C. Martin (“Uncle Bob”) reintroduces Agile values and principles for a new generation–programmers and nonprogrammers alike. Martin, author of Clean Code and other highly influential software development guides, was there at Agile’s founding. Now, in Clean Agile: Back to Basics, he strips away misunderstandings and distractions that over the years have made it harder to use Agile than was originally intended. Martin describes what Agile is in no uncertain terms: a small discipline that helps small teams manage small projects . . . with huge implications because every big project is comprised of many small projects. Drawing on his fifty years’ experience with projects of every conceivable type, he shows how Agile can help you bring true professionalism to software development. Get back to the basics–what Agile is, was, and should always be Understand the origins, and proper practice, of SCRUM Master essential business-facing Agile practices, from small releases and acceptance tests to whole-team communication Explore Agile team members’ relationships with each other, and with their product Rediscover indispensable Agile technical practices: TDD, refactoring, simple design, and pair programming Understand the central roles values and craftsmanship play in your Agile team’s success If you want Agile’s true benefits, there are no shortcuts: You need to do Agile right. Clean Agile: Back to Basics will show you how, whether you’re a developer, tester, manager, project manager, or customer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.Clean Code: A Handbook of Agile Software CraftsmanshipEven bad code can function. But if code isn’t clean, it can bring a development organization to its knees. Every year, countless hours and significant resources are lost because of poorly written code. But it doesn’t have to be that way. Noted software expert Robert C. Martin presents a revolutionary paradigm with Clean Code: A Handbook of Agile Software Craftsmanship . Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code “on the fly” into a book that will instill within you the values of a software craftsman and make you a better programmer–but only if you work at it. What kind of work will you be doing? You’ll be reading code–lots of code. And you will be challenged to think about what’s right about that code, and what’s wrong with it. More importantly, you will be challenged to reassess your professional values and your commitment to your craft. Clean Code is divided into three parts. The first describes the principles, patterns, and practices of writing clean code. The second part consists of several case studies of increasing complexity. Each case study is an exercise in cleaning up code–of transforming a code base that has some problems into one that is sound and efficient. The third part is the payoff: a single chapter containing a list of heuristics and “smells” gathered while creating the case studies. The result is a knowledge base that describes the way we think when we write, read, and clean code. Readers will come away from this book understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development This book is a must for any developer, software engineer, project manager, team lead, or systems analyst with an interest in producing better code.Domain-Driven Design: Tackling Complexity in the Heart of Software Domain-Driven Design fills that need. This is not a book about specific technologies. It offers readers a systematic approach to domain-driven design, presenting an extensive set of design best practices, experience-based techniques, and fundamental principles that facilitate the development of software projects facing complex domains. Intertwining design and development practice, this book incorporates numerous examples based on actual projects to illustrate the application of domain-driven design to real-world software development. Readers learn how to use a domain model to make a complex development effort more focused and dynamic. A core of best practices and standard patterns provides a common language for the development team. A shift in emphasis–refactoring not just the code but the model underlying the code–in combination with the frequent iterations of Agile development leads to deeper insight into domains and enhanced communication between domain expert and programmer. Domain-Driven Design then builds on this foundation, and addresses modeling and design for complex systems and larger organizations.Specific topics covered include: With this book in hand, object-oriented developers, system analysts, and designers will have the guidance they need to organize and focus their work, create rich and useful domain models, and leverage those models into quality, long-lasting software implementations.Working Effectively with Legacy Code: WORK EFFECT LEG CODE _p1Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

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