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inheritance, design patterns, unit testing, and many more. A major emphasis is placed on coding and experimentation as a necessary complement to reading the text. To support this aspect of the learning process, a companion website with practice problems is provided, and three sample applications that capture numerous design decisions are included. Guidance on these sample applications is provided in a section called “Code Exploration” at the end of each chapter. Although the Java language is used as a means of conveying design-related ideas, the book’s main goal is to address concepts and techniques that are applicable in a host of technologies. This book is intended for readers who have a minimum of programming experience and want to move from

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writing small programs and scripts to tackling the development of larger systems. This audience naturally includes students in university-level computer science and software engineering programs. As the prerequisites to specific computing concepts are kept to a minimum, the content is also accessible to programmers without a primary training in computing. In a similar vein, understanding the code fragments requires only a minimal grasp of the language, such as would be taught in an introductory programming course.

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explanations, with advice for turning the guidelines into practice. Examples for this edition are written in Java, while our companion C# book provides workable examples in that language.

Write short units of code: limit the length of methods and constructors

Write simple units of code: limit the number of branch points per method

Write code once, rather than risk copying buggy code

Keep unit interfaces small by extracting parameters into objects

Separate concerns to avoid building large classes

Couple architecture components loosely

Balance the number and size of top-level components in your code

Keep your codebase as small as possible

Automate tests for your codebase

Write clean code, avoiding "code smells" that indicate deeper problems

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