

# Essential Software Architecture



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Job titles like "Technical Architect" and "Chief Architect" nowadays abound in the software industry, yet many people suspect that "architecture" is one of the most overused and least understood terms in professional software development. Gorton's book helps resolve this predicament. It concisely describes the essential elements of knowledge and key skills required to be a software architect. The explanations encompass the essentials of architecture thinking, practices, and supporting technologies. They range from a general understanding of software structure and quality attributes, through technical issues like middleware components and documentation techniques, to emerging technologies like model-driven architecture, software product lines, aspect-oriented design, service-oriented architectures, and the Semantic Web, all of which will influence future software system architectures. All approaches are illustrated by an ongoing real-world example. So if you work as an architect or senior designer (or want to someday), or if you are a student in software engineering, here is a valuable and yet approachable source of knowledge. "Ian's book helps us to head in the right direction through the various techniques and approaches... An essential guide to computer science students as well as developers and IT professionals who aspire to become an IT architect." (Anna Liu, Architect Advisor, Microsoft Australia)

作者介绍:

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## 标签

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thinking

评论

很不错的软件架构入门书

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书评

讲述了架构的关键主题和常用的技术领域。  
虽然内容没有什么新意，而且每一个主题都没有深入，但讲述得很清晰，可以对架构有一个整体的概念，可以作为技术架构师的入门读物。  
对于感兴趣的主题，可以参考书中提供的资料链接深入学习。

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