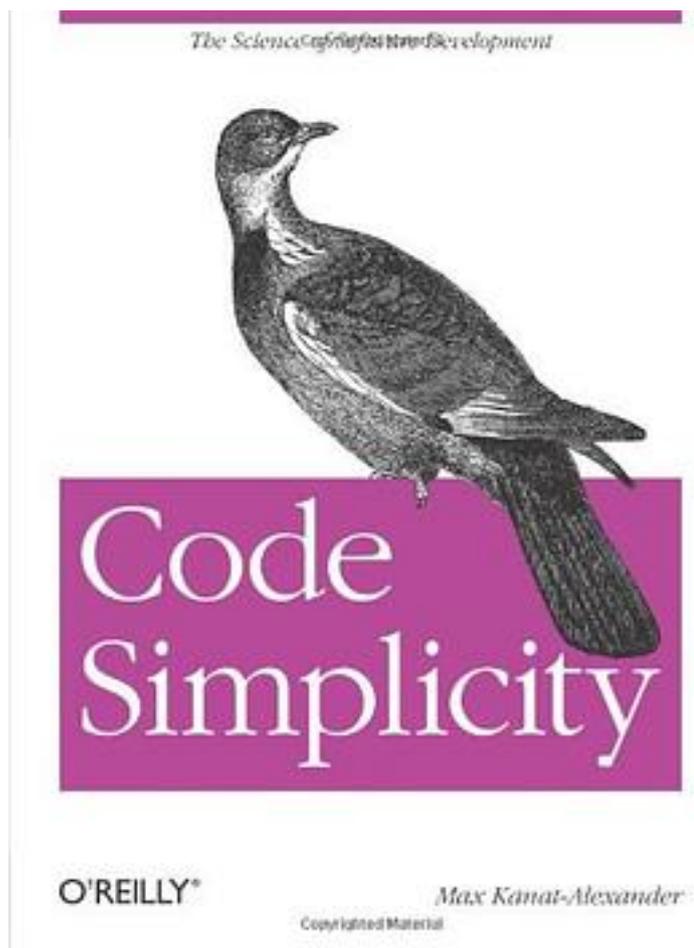


Code Simplicity



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Every complexity of software design, simplified and codified at last, for use by every programmer, from the novice to the architects of major applications. This book contains the fundamental laws of software development, the primary pieces of

understanding that make the difference between a mid-level/junior programmer and the high-level senior software engineer. The book exists to help all programmers understand the process of writing software, on a very fundamental level that can be applied to any programming language or project, from here into eternity. Code Simplicity is also written in such a way that even non-technical managers of software teams can gain an understanding of what the "right way" and the "wrong way" is (and why they are right and wrong) when it comes to software design. The focus of the book is primarily on "software design," the process of creating a plan for a software project and making technical decisions about the pattern and structure of a system.

作者介绍:

Max
Kanat-Alexander: 开源项目Bugzilla总架构师, Google软件工程师, 作家, 8岁开始修电脑, 14岁开始编程。codesimplicity.com和fedorafaq.org网站维护者, 现居北加州。

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标签

Programming

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计算机科学

评论

还能再烂么？玄学,长篇累牍讲述路人皆知。。。。。。除了OReilly的名声这本书还有什么？

迷你书，主要内容是谈代码设计的重要性，但没多少实用的建议

对于专业码农来说，可能是老生常谈缺乏干货没啥大用，但对于没有科班训练但还需要写码的搬砖工来说还是挺有用的。大部分科研用code写的都惨不忍睹，并且文章发出来之后就扔。如果记住书里给出的几条原则加以应用（需要看别的书如design方面的），写码水平就已超过不少人了

Recommended by code health team. Just like if you are a qualified kindergarden graduate, keeping curious, honest, friendly and sincere, you are better than most of the adults in the society. Everybody thinks it is easy to do, almost nobody can do it.

书很瘦，但提出的观点很有意义：复杂的代码容易出问题，解决的办法就是简化。

废话好多 不推荐

虽然啰嗦，但也不错。

Poor Efforts...

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书评

其实整本书说白了就是几句话：代码一定要保持整洁，不要过度设计，也不要不设计，更重要的是考虑后续的维护成本。但是在实际情况下要贯彻落实书中观点是一件很不容易的事情，除了不断实践，不断试错之外，别无他法。只有自己知道痛了才会长记性，光读一两本这种程序员“心灵鸡...

* 每个写代码的人都是设计师 * 全部软件都有一个相同的目标：帮助其他人 *
任一点改变，其合意程度与其价值成正比，与所付出的成本成反比 *
程序员犯的最常见也是最严重的错误，就是在其实不知道未来的时候去预测未来 *
DRY--Don't Repeat Yourself * 软...

在啃枯燥的，尤其是大部头，或虽然不是大部头，但内容比较深刻的 technical books 的时候，如果偶遇令人莞尔之处，不禁欣然，为作者举手加额。
这本薄薄的小册子《Code Simplicity》，开篇第一段就不同凡响：The difference between a bad programmer and a good progra...

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