

97 Things Every Software Architect Should Know

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97 Things Every Software Architect

To be successful as a software architect, you need to master both business and technology. This book tells you what top software architects think is important and how they approach a project. If you want to enhance your career, 97 Things Every Software Architect Should Know is essential reading.

97 Things Every Software Architect Should Know: Collective ...

97 Things Every Software Architect Should Know: Collective Wisdom from the Experts. In this truly unique technical book, today's leading software architects present valuable principles on key development issues that go way beyond technology. More than four dozen architects -- including Neal Ford, Michael Nygard, and Bill de hOra -- offer advice for communicating with stakeholders, eliminating complexity, empowering developers, and many more practical less.

97 Things Every Software Architect Should Know: Collective ...

Other articles probably aren't just things an Architect should know but really things anyone working in Software Engineering could benefit from knowing and thinking about. I even include Project Managers in that!

97 Things Every Software Architect Should Know: Collective ...

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97 Things Every Software Architect Should Know [Book]

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The following are the original, unedited contributions for the book 97 Things Every Software Architect Should Know, which is available at O'Reilly Media , Amazon.com and your local book stores. This work is licensed under a Creative Commons Attribution 3 . Revision History

97 Things Every Software Architect Should Know - The Book

97 Things Every X Should Know. 97 Things has 4 repositories available. Follow their code on GitHub. ... 97-things-every-software-architect-should-know Forked from juvenal/97-things-extended-book Book with 97 things and something more TeX 18 46 0 0 Updated Dec 25, 2009.

97 Things · GitHub

Richard Monson-Haefel, editor of the book "97 Things Every Software Architect Should Know," shares ten axioms of his own that any software architect can bene...

O'Reilly Webcast: 10 Things Every Software Architect ...

97 Things Every Software Architect Should Know. September 18, 2009. This is the original, unedited contributions for the book "97 Things Every Software Architect Should Know" published by O'Reilly Media. To be successful as a software architect, you need to master both business and technology. This book tells you what top software architects think is important and how they approach a project.

Free PDF Download - 97 Things Every Software Architect ...

Synopsis. "97 Things" represents a new kind of technical book. It's not about code; it's not about UML diagrams; and, it's about what really matters: the principles that the best software architects have pulled out of their experience. Benefit from their experience; find out what's really important.

97 Things Every Software Architect Should Know: Amazon.co ...

Summary of "97 things every software architect should know". May 26, 2017. July 14, 2017. Guy Moshkovich Leave a comment. The essay "97 things every software architect should know" discuss what it means to be a software architecture. It is a good source for ideas on how to improve your skills as an architect or what skills you need to develop to become one.

Summary of "97 things every software architect should know ...

97 Things Every Programmer Should Know Collective Wisdom from the Experts Edited by Kevlin Henney Beijing · Cambridge · Farnham · Köln · Sebastopol · Taipei · Tokyo

97 Things Every Programmer Should Know

Last week after many months of effort and at least 2 wikis later O'Reilly published "97 Things Every Software Architect Should Know". The book is the collective contribution of technical architects from all over the world working across the full range of domains.

97 Things Every Software Architect Should Know

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