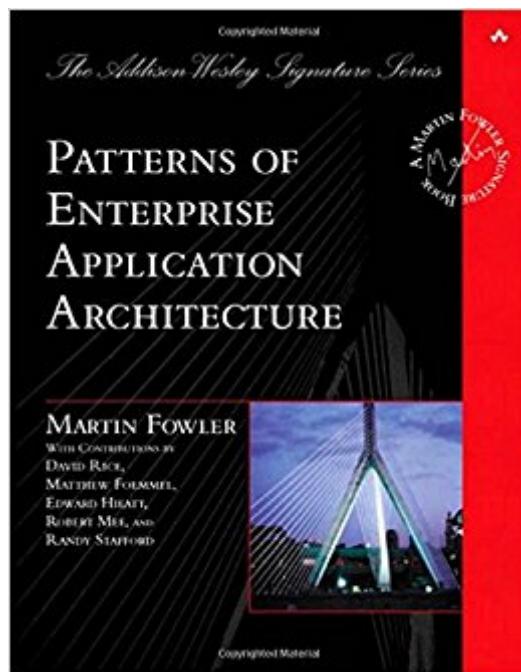


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# Patterns Of Enterprise Application Architecture



## Synopsis

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. *Patterns of Enterprise Application Architecture* is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include Dividing an enterprise application into layers The major approaches to organizing business logic An in-depth treatment of mapping between objects and relational databases Using Model-View-Controller to organize a Web presentation Handling concurrency for data that spans multiple transactions Designing distributed object interfaces

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The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. *Patterns of Enterprise Application Architecture* is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include: Dividing an enterprise application into layers The major approaches to organizing business logic An in-depth treatment of mapping between objects and relational databases Using Model-View-Controller to organize a Web presentation Handling concurrency for data that spans multiple transactions Designing distributed object interfaces 0321127420B10152002

Martin Fowler is an independent consultant who has applied objects to pressing business problems for more than a decade. He has consulted on systems in fields such as health care, financial

trading, and corporate finance. His clients include Chrysler, Citibank, UK National Health Service, Andersen Consulting, and Netscape Communications. In addition, Fowler is a regular speaker on objects, the Unified Modeling Language, and patterns. 0321127420AB07242003

Well written book. Very helpful as a reference book for using patterns for creating enterprise applications. I would give it 5 stars but the introduction talks topics that are a bit outdated.

Awesome book to read to understand the underpinning patterns of frameworks- that definitely improves ones understanding of why and how to use pattern.

I found this book really complete about the issues an enterprise application may encounter. It describes problems and solutions very clearly. The only thing I regret is not to find creation-oriented patterns that may also be usefull in enterprise architecture management. (such as Singleton, Abstract Factory and so on). You'll need some development-oriented vocabulary if you're not used to reading such books, but it's quite well written for people that doesn't read and understand english fluently.

I found this book to be a great resource for understanding many of the prominent frameworks like ORM, ESB and MVC work. I don't see myself ever needing to implement these concepts from scratch, instead I will use existing frameworks that have already solved these problems. The benefit of reading this book is understanding what the problem is, why it's a problem and how to solve the problem. With this knowledge it's much easier to utilize frameworks associated with the patterns and concepts.

A great book of well written information. Clear and opinionated with great reasoning behind it. It is showing its age what's called a rich client vs a web gui/presentation.

Classic Book. Most software professionals must read this book.

Highly recommended!!

As a software developer, the problem space for an application is quite different in the Enterprise than it is for a small domain. This being stated (and is in the book), Mr. Fowler quickly points us to

effective patterns to be used for developing enterprise applications. Like the Gang of Four book, this book is a catalog and a good description of the patterns to be used in this space. Mr. Fowler has long been a guru in software engineering and this book clearly shows why. The text is very well written, easy to follow, and indicative of someone who knows what they are talking about, not only from a clear thought process, but from experience as well. This should clearly be a book that sits along with the Gang of Four book on your shelf (Design Patterns) for the Enterprise developer or someone interested in enterprise development.

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