

PHP Design Pattern Essentials

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Core PHP Programming - Leon Atkinson 2004

Demonstrates the construction and deployment of robust Web applications, covering syntax, scripts, functions, sorting, searching, parsing, program design, and debugging.

Laravel Design Patterns and Best Practices - Arda Kilicdagi 2014

This book is a practical guide packed with clear examples that will help you get to grips with the best practices in Laravel design patterns to create advanced web applications. This book is intended for web application developers working with Laravel who want to increase the efficiency of their web applications. It assumes that you have some experience with the Laravel PHP framework and are familiar with coding OOP methods.

FBML Essentials - Jesse Stay 2008-07-22

Do you have an idea for a Facebook application? With FBML Essentials, you'll learn how to build it quickly using the Facebook Markup Language (FBML) and other easy-to-use tools in the site's framework. If you can develop a website with HTML, writing a Facebook application with the help of this book will be a breeze. Of course, Facebook is not just another website. Any applications you write for it will have a potential audience of 16 million dedicated users. It's not just another social networking site, either. Under the surface, Facebook is pretty sophisticated, with a development toolkit that includes its own modified version of HTML -- FBML -- to customize the look and feel of your Facebook applications. With FBML Essentials, you not only learn how to get started with this toolkit, you also get a complete reference on every FBML tag Facebook has ever written, with examples of how each tag works and advice on the best ways to use these tags in your code. This book includes: A walkthrough of a sample Facebook application Design rules for using images, CSS, JavaScript, and forms Specific chapters on tags -- authorization tags, logic tags, user/group tags, profile-specific tags, and more Messaging and alerts using FBML Creating forms with FBML Facebook navigation Notifications and requests Dynamic FBML attributes, including MockAJAX How to test your FBML code A chapter on FBJS, Facebook's version of JavaScript If you want to try your hand at writing a Facebook application, you have a willing audience, an easy-to-use toolkit, and the perfect guide to get you started. FBML Essentials will help you take your idea from conception to working application in no time.

PHP Development Tool Essentials - Chad Russell 2016-07-15

Learn PHP development best practices, such as version control, development environment virtualization, and coding standards. You'll also discover the most useful PHP web frameworks, including the new Laravel, symfony2, and micro-frameworks. As you do so, you'll learn how to use them to write the most productive PHP code possible. PHP Development Tool Essentials complements Jason Gilmore's best-selling Beginning PHP and MySQL. This book will further expose you to the many different methodologies, tools, and concepts that professional web developers are using more and more each day. What You'll Learn Use version control with PHP Set up virtualized development environments Maintain PHP coding standards Manage dependencies Leverage the best PHP frameworks Who This Book Is For Intermediate to advanced PHP developers looking to advance their skills with new tools, concepts, and approaches.

PHP 5 Power Programming - Andi Gutmans 2005

Written by the authors of the actual PHP code! The authoritative developer's guide to mastering advanced PHP 5 techniques.

Head First Design Patterns - Eric Freeman 2004-10-25

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

PHP Objects, Patterns and Practice - Matt Zandstra 2010-12-28

This book takes you beyond the PHP basics to the enterprise development practices used by professional programmers. Updated for PHP 5.3 with new sections on closures, namespaces, and continuous integration, this edition will teach you about object features such as abstract classes, reflection, interfaces, and error handling. You'll also discover object tools to help you learn more about your classes, objects, and methods. Then you'll move into design patterns and the principles that make patterns powerful. You'll learn both classic design patterns and enterprise and database patterns with easy-to-follow examples. Finally, you'll discover how to put it all into practice to help turn great code into successful projects. You'll learn how to manage multiple developers with Subversion, and how to build and install using Phing and PEAR. You'll also learn strategies for automated testing and building, including continuous integration. Taken together, these three elements—object fundamentals, design principles, and best practices—will help you develop elegant and rock-solid systems.

PHP 8 Objects, Patterns, and Practice - Matt Zandstra 2021-05-29

Learn how to develop elegant and rock-solid systems using PHP, aided by three key elements: object fundamentals, design principles, and best practices. The 6th edition of this popular book has been fully updated for PHP 8, including attributes, constructor property promotion, new argument and return pseudo-types, and more. It also covers many features new since the last edition including typed properties, the null coalescing operator, and void return types. This book provides a solid grounding in PHP's support for objects, it builds on this foundation to instill core principles of software design and then covers the tools and practices needed to develop, test, and deploy robust code. PHP 8 Objects, Patterns, and Practice begins by covering PHP's object-oriented features. It introduces key topics including class declarations, inheritance, and reflection. The next section is devoted to design patterns. It explains the principles that make patterns powerful. You'll cover many of the classic design patterns including enterprise and database patterns. The last segment of the book covers the tools and practices that can help turn great code into a successful project. The section shows how to manage multiple developers and releases with git, and how to manage builds and dependencies with Composer. It also explores strategies for automated testing and continuous integration. After reading and using this book, you will have mastered object-oriented enhancements, design patterns, and the essential development tools available for PHP 8. What You Will Learn Work with object fundamentals: write classes and methods, instantiate objects, and create powerful class hierarchies using inheritance Master advanced object-oriented features, including static methods and properties, managing error conditions with exceptions, and creating abstract classes and interfaces Understand and use design principles to deploy objects and classes effectively in your projects Discover a set of powerful patterns that you can implement in your own projects Guarantee a successful project including unit testing; version control and build, installation, and package management; and continuous integration Who This Book Is For Anyone with at least a basic knowledge of PHP who wants to use its object-oriented features in their projects. It is also for PHP coders who want to learn about the practices and tools (version control, testing, continuous integration, etc) that can make projects safe, elegant and stable.

Head First PHP & MySQL - Lynn Beighley 2009

With this book, Web designers who usually turn out static Websites with HTML and CSS can make the leap to the next level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL.

Beginning SOLID Principles and Design Patterns for ASP.NET

Developers - Bipin Joshi 2016-04-08

This book teaches you all the essential knowledge required to learn and apply time-proven SOLID principles of object-oriented design and important design patterns in ASP.NET Core 1.0 (formerly ASP.NET 5) applications. You will learn to write server-side as well as client-side

code that makes use of proven practices and patterns. SOLID is an acronym popularized by Robert Martin used to describe five basic principles of good object-oriented design--Single Responsibility, Open/Closed, Liskov Substitution, Interface Segregation and Dependency Inversion. This book covers all five principles and illustrates how they can be used in ASP.NET Core 1.0 applications. Design Patterns are time proven solutions to commonly occurring software design problems. The most well-known catalog of design patterns comes from Erich Gamma, Richard Helm, Ralph Johnson and John Vlissides, the so-called as GoF patterns (Gang of Four patterns). This book contains detailed descriptions of how to apply Creational, Structural and Behavioral GoF design patterns along with some Patterns of Enterprise Application Architecture. Popular JavaScript patterns are covered, along with working examples of all these patterns in ASP.NET Core 1.0 and C# are included. What You Will Learn: How to apply SOLID principles to ASP.NET applications How to use Gang of Four (GoF) design patterns in ASP.NET applications Techniques for applying Patterns of Enterprise Application Architecture cataloged by Martin Fowler in ASP.NET applications How to organize code and apply design patterns in JavaScript Who This Book Is For: This book is for ASP.NET developers familiar with ASP.NET Core 1.0, C# and Visual Studio.

PHPUnit Essentials - Zdenek Machek 2014-05-27

This book is a practical guide featuring a step-by-step approach that aims to help PHP developers who want to learn or improve their software testing skills. It also takes you through many real-life examples encountered by PHP developers to help you avoid common pitfalls. This book is a practical guide featuring a step-by-step approach that aims to help PHP developers who want to learn or improve their software testing skills. It also takes you through many real-life examples encountered by PHP developers to help you avoid common pitfalls.

Pro PHP - Kevin McArthur 2008-05-29

Pro PHP presents experienced developers with a thorough guide to the language's key advanced features, focusing on both recent and emerging features and development trends. Advanced object-oriented features, documentation, debugging, software patterns, and the Standard PHP Library are just a few of the topics covered in extensive detail. Author and noted PHP expert Kevin McArthur also examines emerging practices and trends such as the MVC architecture as applied to PHP, with special emphasis placed upon the increasingly popular Zend Framework. The book also covers JSON, the SOAP extension, and advanced web services topics.

PHP Design Pattern Essentials - Tony Bevis 2013-09

Once you've learned the fundamentals of PHP, understanding Design Patterns is essential for writing clear, concise and effective code. This book gives you a step-by-step guide to object-oriented development, using tried and trusted techniques. The examples have been kept simple, enabling you to concentrate on understanding the concepts and application of each pattern. The book assumes a basic knowledge of PHP. Coverage includes all 23 of the patterns from the "Gang of Four" work, additional patterns including Model-View-Controller, and simple UML diagrams.

Advanced PHP Programming - George Schlossnagle 2004

PHP has exploded in popularity, and is now starting to make inroads into large-scale business-critical Web systems. Schlossnagle provides a definitive guide to developing PHP applications for performance, stability and extensibility.

Beginning PHP 5.3 - Matt Doyle 2011-01-06

This book is intended for anyone starting out with PHP programming. If you've previously worked in another programming language such as Java, C#, or Perl, you'll probably pick up the concepts in the earlier chapters quickly; however, the book assumes no prior experience of programming or of building Web applications. That said, because PHP is primarily a Web technology, it will help if you have at least some knowledge of other Web technologies, particularly HTML and CSS. Many Web applications make use of a database to store data, and this book contains three chapters on working with MySQL databases. Once again, if you're already familiar with databases in general — and MySQL in particular — you'll be able to fly through these chapters. However, even if you've never touched a database before in your life, you should still be able to pick up a working knowledge by reading through these chapters.

Design Patterns Explained - Alan Shalloway 2004-10-12

"One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples--this has been very inspiring for a product I'm working on: an audio-only introduction to OOP and software development." -Bruce Eckel

"...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts such as UML Distilled and the more advanced patterns books." -James Noble Leverage the quality and productivity benefits of patterns--without the complexity! Design Patterns Explained, Second Edition is the field's simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and deliver software far more effectively. You'll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today's most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns, and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and revamped coverage in this edition includes Better ways to start "thinking in patterns" How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns-driven development process How to use factories to instantiate and manage objects more effectively The Object-Pool Pattern--a new pattern not identified by the "Gang of Four" New study/practice questions at the end of every chapter Gentle yet thorough, this book assumes no patterns experience whatsoever. It's the ideal "first book" on patterns, and a perfect complement to Gamma's classic Design Patterns. If you're a programmer or architect who wants the clearest possible understanding of design patterns--or if you've struggled to make them work for you--read this book.

Learning JavaScript Design Patterns - Addy Osmani 2012-07-08

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

Learning PHP Design Patterns - William B. Sanders 2013

Provides information on building applications using object-oriented design patterns in PHP code.

Expert PHP and MySQL - Andrew Curioso 2010-04-09

Best practices and expert techniques for even the most demanding MySQL-driven PHP applications PHP is the world's most popular, general-purpose, open-source scripting language and MySQL is the world's most popular open-source database. This expert-level book begins with a brief overview of the two technologies and quickly moves on to coverage of advanced programming techniques, as well as the exciting new features of the PHP 5.3 release. Written by three of PHP and MySQL experts and veteran authors, this resource focuses on best practices and expert techniques that can be applied to the most difficult MySQL-driven PHP applications. The authors share design patterns and tools that they themselves have tested in order to save you valuable time usually spent on figuring things out via trial and error. Reveals best practices and advanced techniques for handling challenges you may face

with MySQL-driven PHP apps Reviews practical data reporting techniques for separating business logic from presentation Explains how to obtain improved performance and flexibility through caching, multi-tasking, PHP extensions, and MySQL user defined functions Discusses security, optimization, and debugging Shares author-tested design patterns and tools to save you time and effort Packed with helpful examples and indispensable advice, this book shares tips and tricks that you can immediately apply to your projects.

Pro PHP MVC - Chris Pitt 2012-12-09

Model View Controller (MVC) is becoming the definitive architecture of website development frameworks due to the stability, extensibility and predictability it lends to development. It is not just the primary separation of database, business logic and interface components, but includes a wide range of considerations for building high-performing, scalable and secure applications. Deciding which MVC framework best suits the project you are about to begin is one of the biggest challenges you'll face as a developer. If you are part of a team, this decision has probably already been made for you; but in any event, you'll need to know how (and why) the framework authors made it work the way it does. *Pro PHP MVC* looks at the building blocks that make any good MVC framework, and how they apply to PHP. It exposes all considerations that many developers take for granted when using a popular framework, and teaches you how to make the framework your own. Over the course of reading this book, you will learn the theoretical implications of the choices you would make when writing your own MVC framework, and how to put the pieces together in a cohesive package. We take a look at the highly modular Zend Framework—how to use its collection of loosely coupled classes to build a unified system. We also look at CakePHP, learning from its automated build system (Bakery) and highly intuitive approach to rapid development. This book will lay bare all the secret parts of MVC for you.

Fundamentals of Computer Programming with C# - Svetlin Nakov 2013-09-01

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console,

conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Java Design Pattern Essentials - Tony Bevis 2012-10

Once you've learned the fundamentals of Java, understanding Design Patterns is essential for writing clear, concise and effective code. This fully revised and updated book gives you a step-by-step guide to object-oriented development, using tried and trusted techniques. The examples have been kept simple, enabling you to concentrate on understanding the concepts and application of each pattern. All examples have been designed around a common theme, making it easier to see how they relate to each other and how you can adapt them to your applications. While the book assumes a basic knowledge of Java you don't need to be a guru. This book is perfect for the programmer wishing to take their skills to the next level, and feel confident about using Java in real applications. Coverage includes all 23 of the patterns from the "Gang of Four" work, additional patterns including Model-View-Controller, and simple UML diagrams.

Object Design Style Guide - Matthias Noback 2019-12-23

"Demystifies object-oriented programming, and lays out how to use it to design truly secure and performant applications." —Charles Soetan, Plum.io Key Features Dozens of techniques for writing object-oriented code that's easy to read, reuse, and maintain Write code that other programmers will instantly understand Design rules for constructing objects, changing and exposing state, and more Examples written in an instantly familiar pseudocode that's easy to apply to Java, Python, C#, and any object-oriented language Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Well-written object-oriented code is easy to read, modify, and debug. Elevate your coding style by mastering the universal best practices for object design presented in this book. These clearly presented rules, which apply to any OO language, maximize the clarity and durability of your codebase and increase productivity for you and your team. In *Object Design Style Guide*, veteran developer Matthias Noback lays out design rules for constructing objects, defining methods, and much more. All examples use instantly familiar pseudocode, so you can follow along in the language you prefer. You'll go case by case through important scenarios and challenges for object design and then walk through a simple web application that demonstrates how different types of objects can work together effectively. What You Will Learn Universal design rules for a wide range of objects Best practices for testing objects A catalog of common object types Changing and exposing state Test your object design skills with exercises This Book Is Written For For readers familiar with an object-oriented language and basic application architecture. About the Author Matthias Noback is a professional web developer with nearly two decades of experience. He runs his own web development, training, and consultancy company called "Noback's Office." Table of Contents: 1 | Programming with objects: A primer 2 | Creating services 3 | Creating other objects 4 | Manipulating objects 5 | Using objects 6 | Retrieving information 7 | Performing tasks 8 | Dividing responsibilities 9 | Changing the behavior of services 10 | A field guide to objects 11 | Epilogue

Pro PHP and MySQL - Chad Russell 2015-12-09

Pro PHP and MySQL aims to pick up where Jason Gilmore's best-selling *Beginning PHP and MySQL* leaves off. Although there are some similar topics touched on with each book, this in-depth "dive-in"-like book aims to further expose the reader into the many different methodologies, tools, and concepts that professional web developers are using more and more each day. In this book, author Chad Russell teaches you PHP development best practices, such as version control, development environment virtualization, and coding standards. You'll also learn how to employ PHP design patterns to your web application development techniques and applications, giving you all the skills you need to write

high-performing, elegant applications. You'll discover the most useful PHP web frameworks, including the new Laravel, symfony2, and micro-frameworks. As you do so, you'll learn how to use them to write the most productive PHP code possible. In the MySQL sections of the book, you'll see how to work with MySQL, using object-relational mapping (ORM), Propel and Doctrine, advanced queries, normalization, keys and indexes, and optimization. The final chapter covers the future of PHP and MySQL including HHVM, the Hack Language, PHPNG and more.

PHP in Action - Marcus Baker 2007-06-30

To keep programming productive and enjoyable, state-of-the-art practices and principles are essential. Object-oriented programming and design help manage complexity by keeping components cleanly separated. Unit testing helps prevent endless, exhausting debugging sessions. Refactoring keeps code simple and readable. PHP offers all this and more. PHP in Action shows you how to apply PHP techniques and principles to all the most common challenges of web programming, including: Web presentation and templates User interaction including the Model-View-Controller architecture Input validation and form handling Database connection and querying and abstraction Object persistence Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Laravel 5 Essentials - Martin Bean 2015-04-28

This book is intended for PHP web developers who have an interest in Laravel and who know the basics of the framework in theory, but don't really know how to use it in practice. No experience of using frameworks is required, but it is assumed you are at least familiar with building dynamic websites in PHP already.

Magento 2 Development Essentials - Fernando J. Miguel 2016-02-25

Get up and running with Magento 2 to create custom solutions, themes, and extensions effectively About This Book Create unique solutions for Magento 2 by developing and implementing solutions, themes, and extensions Be proficient in the main functionalities, resources, and system structure of Magento 2 Get to grips with this practical and hands-on guide to raise your web development skills to the next level Who This Book Is For If you are a PHP developer who wants to improve your skills in e-commerce development by creating themes and extensions for Magento 2, then this book is for you. What You Will Learn Install and set up the Magento Ecosystem Choose the best options for Magento's Sell System features Work with Search Engine Optimization in Magento Create and customize themes for Magento Develop extensions for new Magento functionalities Package extensions to publish in the Magento Connect network Create Magento solutions for mobile devices Carry out performance adjustments to speed up your Magento system In Detail Magento is the e-commerce software and platform trusted by the world's leading brands. Used by thousands of merchants for their transactions worth billions, it provides the flexibility to customize the content and functionality of your website. By strengthening your fundamentals in Magento development, you can develop the best solutions and take advantage of the growing market. This fast-paced tutorial will provide you with skills you need to successfully create themes, extensions, and solutions to Magento 2 projects. This book begins by setting up Magento 2 before gradually moving onto setting the basic options of the Sell System. You will take advantage of Search Engine Optimization aspects, create design and customize theme layout, develop new extensions, and adjust the Magento System to achieve great performance. By sequentially working through the steps in each chapter, you will quickly explore all the features of Magento 2 to create a great solution. With ample examples and a practical approach, this book will ensure your success with this astonishing e-commerce management system. Style and approach This book would be a fast-paced tutorial guide that uses hands-on examples to developing new solutions for Magento e-commerce system. Each topic is explained sequentially in the process of creating a Magento solution, along with detailed explanations of the basic and advanced features of Magento 2.

Professional PHP Design Patterns - Aaron Saray 2009-08-04

This guide helps PHP developers take advantage of the stability and features of design patterns Design patterns are the cornerstones of building solid, stable, flexible, and feature-rich Web applications. This guide enables PHP developers to take advantage of everything they offer. If you are unfamiliar with design patterns, this book explains what you need to know. Both novice and veteran PHP developers will benefit from the alphabetical list of design patterns and code examples showing how to implement each pattern in PHP. Step-by-step instructions for a sample contact management system will help you understand real-world

applications for the information. Gets PHP developers who have not used design patterns up to speed on the technology Shows programmers who are familiar with design patterns in other languages how to apply the techniques to PHP Includes examples of ordinary code used in everyday development and how to modify it for one of the design patterns discussed Provides an alphabetical list of common design patterns, with code examples showing how each can be implemented in PHP Uses a case study of a contact management system to analyze and demonstrate the step-by-step process of applying design patterns With its single focus on applying design patterns to PHP development, PHP Design Patterns helps both new and veteran PHP programmers improve their applications and their career prospects.

Mastering PHP 7 - Branko Ajzele 2017-06-27

Effective, readable, and robust codes in PHP About This Book Leverage the newest tools available in PHP 7 to build scalable applications Embrace serverless architecture and the reactive programming paradigm, which are the latest additions to the PHP ecosystem Explore dependency injection and implement design patterns to write elegant code Who This Book Is For This book is for intermediate level developers who want to become a master of PHP. Basic knowledge of PHP is required across areas such as basic syntax, types, variables, constants, expressions, operators, control structures, and functions. What You Will Learn Grasp the current state of PHP language and the PHP standards Effectively implement logging and error handling during development Build services through SOAP and REST and Apache Trift Get to know the benefits of serverless architecture Understand the basic principles of reactive programming to write asynchronous code Practically implement several important design patterns Write efficient code by executing dependency injection See the working of all magic methods Handle the command-line area tools and processes Control the development process with proper debugging and profiling In Detail PHP is a server-side scripting language that is widely used for web development. With this book, you will get a deep understanding of the advanced programming concepts in PHP and how to apply it practically The book starts by unveiling the new features of PHP 7 and walks you through several important standards set by PHP Framework Interop Group (PHP-FIG). You'll see, in detail, the working of all magic methods, and the importance of effective PHP OOP concepts, which will enable you to write effective PHP code. You will find out how to implement design patterns and resolve dependencies to make your code base more elegant and readable. You will also build web services alongside microservices architecture, interact with databases, and work around third-party packages to enrich applications. This book delves into the details of PHP performance optimization. You will learn about serverless architecture and the reactive programming paradigm that found its way in the PHP ecosystem. The book also explores the best ways of testing your code, debugging, tracing, profiling, and deploying your PHP application. By the end of the book, you will be able to create readable, reliable, and robust applications in PHP to meet modern day requirements in the software industry. Style and approach This is a comprehensive, step-by-step practical guide to developing scalable applications using PHP 7.1

Java Design Patterns - Vaskaran Sarcar 2018-12-06

Get hands-on experience implementing 26 of the most common design patterns using Java and Eclipse. In addition to Gang of Four (GoF) design patterns, you will also learn about alternative design patterns, and understand the criticisms of design patterns with an overview of anti-patterns. For each pattern you will see at least one real-world scenario, a computer-world example, and a complete implementation including output. This book has three parts. The first part covers 23 Gang of Four (GoF) design patterns. The second part includes three alternative design patterns. The third part presents criticisms of design patterns with an overview of anti-patterns. You will work through easy-to-follow examples to understand the concepts in depth and you will have a collection of programs to port over to your own projects. A Q&A session is included in each chapter and covers the pros and cons of each pattern. The last chapter presents FAQs about the design patterns. The step-by-step approach of the book helps you apply your skills to learn other patterns on your own, and to be familiar with the latest version of Java and Eclipse. What You'll Learn Work with each of the design patterns Implement design patterns in real-world applications Choose from alternative design patterns by comparing their pros and cons Use the Eclipse IDE to write code and generate output Read the in-depth Q&A session in each chapter with pros and cons for each design pattern Who This Book Is For Software developers, architects, and programmers

Learning PHP 7 - Antonio Lopez 2016-03-29

Learn the art of PHP programming through this example-rich book filled to the brim with tutorials every PHP developer needs to know About This Book Set up the PHP environment and get started with web programming Leverage the potential of PHP for server-side programming, memory management, and object-oriented programming (OOP) This book is packed with real-life examples to help you implement the concepts as you learn Who This Book Is For If you are a web developer or programmer who wants to create real-life web applications using PHP 7, or a beginner who wants to get started with PHP 7 programming, this book is for you. Prior knowledge of PHP, PHP 7, or programming is not mandatory. What You Will Learn Set up a server on your machine with PHP Use PHP syntax with the built-in server to create apps Apply the OOP paradigm to PHP to write richer code Use MySQL to manage data in your web applications Create a web application from scratch using MVC Add tests to your web application and write testable code Use an existing PHP framework to build and manage your applications Build REST APIs for your PHP applications Test the behavior of web applications with Behat In Detail PHP is a great language for building web applications. It is essentially a server-side scripting language that is also used for general purpose programming. PHP 7 is the latest version with a host of new features, and it provides major backwards-compatibility breaks. This book begins with the fundamentals of PHP programming by covering the basic concepts such as variables, functions, class, and objects. You will set up PHP server on your machine and learn to read and write procedural PHP code. After getting an understanding of OOP as a paradigm, you will execute MySQL queries on your database. Moving on, you will find out how to use MVC to create applications from scratch and add tests. Then, you will build REST APIs and perform behavioral tests on your applications. By the end of the book, you will have the skills required to read and write files, debug, test, and work with MySQL. Style and approach This book begins with the basics that all PHP developers use every day and then dives deep into detailed concepts and tricks to help you speed through development. You will be able to learn the concepts by performing practical tasks and implementing them in your daily activities, all at your own pace.

Pro JavaScript Design Patterns - Dustin Diaz 2008-03-11

With Pro JavaScript Design Patterns, you'll start with the basics of object-oriented programming in JavaScript applicable to design patterns, including making JavaScript more expressive, inheritance, encapsulation, information hiding, and more. The book then details how to implement and take advantage of several design patterns in JavaScript. Each chapter is packed with real-world examples of how the design patterns are best used and expert advice on writing better code, as well as what to watch out for. Along the way you'll discover how to create your own libraries and APIs for even more efficient coding.

Mastering PHP Design Patterns - Junade Ali 2016-09-28

Develop robust and reusable code using a multitude of design patterns for PHP 7 About This Book Learn about advanced design patterns in PHP 7 Understand enhanced architectural patterns Learn to implement reusable design patterns to address common recurring problems Who This Book Is For This book is for PHP developers who wish to have better organization structure over their code through learning common methodologies to solve architectural problems against a backdrop of learning new functionality in PHP 7. What You Will Learn Recognize recurring problems in your code with Anti-Patterns Uncover object creation mechanisms using Creational Patterns Use Structural design patterns to easily access your code Address common issues encountered when linking objects using the splObserver classes in PHP 7 Achieve a common style of coding with Architectural Patterns Write reusable code for common MVC frameworks such as Zend, Laravel, and Symfony Get to know the best practices associated with design patterns when used with PHP 7 In Detail Design patterns are a clever way to solve common architectural issues that arise during software development. With an increase in demand for enhanced programming techniques and the versatile nature of PHP, a deep understanding of PHP design patterns is critical to achieve efficiency while coding. This comprehensive guide will show you how to achieve better organization structure over your code through learning common methodologies to solve architectural problems. You'll also learn about the new functionalities that PHP 7 has to offer. Starting with a brief introduction to design patterns, you quickly dive deep into the three main architectural patterns: Creational, Behavioral, and Structural popularly known as the Gang of Four patterns. Over the course of the book, you will get a deep understanding of object creation mechanisms, advanced techniques that address issues concerned with linking objects together, and improved methods to access your code. You

will also learn about Anti-Patterns and the best methodologies to adopt when building a PHP 7 application. With a concluding chapter on best practices, this book is a complete guide that will equip you to utilize design patterns in PHP 7 to achieve maximum productivity, ensuring an enhanced software development experience. Style and approach The book covers advanced design patterns in detail in PHP 7 with the help of rich code-based examples.

Microservices Patterns - Chris Richardson 2018-10-27

"A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these problems." - Tim Moore, Lightbend 44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Microservices Patterns teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's POJOs in Action, and creator of the original CloudFoundry.com. Table of Contents Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1 Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices

PHP Architect's Guide to PHP Design Patterns - Jason E. Sweat 2005

Design patterns are comprehensive, well-tested solutions to common problems that developers everywhere encounter each day. Although designed for solving general programming issues, some of them have been successfully adapted to the specific needs of Web development.php architect's Guide to PHP Design Patterns is the first comprehensive guide to the application of design patterns to the PHP development language. Designed to satisfy the need of enterprise-strength development, you will find this book an excellent way to learn about design patterns and an irreplaceable reference for your day-to-day programming. With coverage of more than 16 different types of patterns, including Model-View-Controller, Iterator, MockObject, Register, Proxy, ActiveRecord, DataMapper and many, many others, this book is the ideal resource for your enterprise development with PHP 4 and PHP 5.* Includes over 16 design patterns* Each pattern is discussed in detail with practical code applications* Covers both PHP 4 and PHP 5* Provides a thorough test-driven approach to design patterns* Code is available online

Learning PHP 7 High Performance - Altaf Hussain 2016-04-25

Improve the performance of your PHP application to ensure the application users aren't left waiting About This Book Make the optimum use of PHP coding to improve your programming productivity Leverage the potential of PHP for server-side programming, memory management, and object-oriented programming Packed with real-life examples to help the readers implement concepts as they learn Who This Book Is For This book is for those who have basic experience in PHP programming. If you are developing performance-critical applications, then this book is for you. What You Will Learn Setup high performance development and production environment for PHP 7 Discover new OOP features in PHP 7 to achieve high performance Improve your PHP applications' performance Attain improved database performance Benchmark PHP applications to optimize them Write quality code by learning to improve code reusability, simplicity, and expressiveness Get rid of the bottlenecks

in your PHP 7 applications by writing PHP code optimally Tackle issues related to web applications, such as high user dependency and large datasets In Detail PHP is a great language for building web applications. It is essentially a server-side scripting language that is also used for general-purpose programming. PHP 7 is the latest version, providing major backward-compatibility breaks and focusing on high performance and speed. This fast-paced introduction to PHP 7 will improve your productivity and coding skills. The concepts covered will allow you, as a PHP programmer, to improve the performance standards of your applications. We will introduce you to the new features in PHP 7 and then will run through the concepts of object-oriented programming (OOP) in PHP 7. Next, we will shed some light on how to improve your PHP 7 applications' performance and database performance. Through this book, you will be able to improve the performance of your programs using the various benchmarking tools discussed. At the end, the book discusses some best practices in PHP programming to help you improve the quality of your code. Style and approach The book is a step-by-step guide to improve the quality of your code in PHP through real-time examples. The book takes a practical approach to improving the quality of your code.

Programming PHP - Rasmus Lerdorf 2002-03-26

Explains how to use the open source scripting language to process and validate forms, track sessions, generate dynamic images, create PDF files, parse XML files, create secure scripts, and write C language extensions.

Learning PHP Design Patterns - William Sanders 2013-02-11

Build server-side applications more efficiently—and improve your PHP programming skills in the process—by learning how to use design patterns in your code. This book shows you how to apply several object-oriented patterns through simple examples, and demonstrates many of them in full-fledged working applications. Learn how these reusable patterns help you solve complex problems, organize object-oriented code, and revise a big project by only changing small parts. With Learning PHP Design Patterns, you'll learn how to adopt a more sophisticated

programming style and dramatically reduce development time. Learn design pattern concepts, including how to select patterns to handle specific problems Get an overview of object-oriented programming concepts such as composition, encapsulation, polymorphism, and inheritance Apply creational design patterns to create pages dynamically, using a factory method instead of direct instantiation Make changes to existing objects or structure without having to change the original code, using structural design patterns Use behavioral patterns to help objects work together to perform tasks Interact with MySQL, using behavioral patterns such as Proxy and Chain of Responsibility Explore ways to use PHP's built-in design pattern interfaces

Design Patterns in PHP and Laravel - Kelt Dockins 2016-12-27

Learn each of the original gang of four design patterns, and how they are relevant to modern PHP and Laravel development. Written by a working developer who uses these patterns every day, you will easily be able to implement each pattern into your workflow and improve your development. Each pattern is covered with full examples of how it can be used. Too often design patterns are explained using tricky concepts, when in fact they are easy to use and can enrich your everyday development. Design Patterns in PHP and Laravel aims to break down tricky concepts into humorous and easy-to-recall details, so that you can begin using design patterns easily in your everyday work with PHP and Laravel. This book teaches you design patterns in PHP and Laravel using real-world examples and plenty of humor. What You Will Learn Use the original gang of four design patterns in your PHP and Laravel development How each pattern should be used Solve problems when using the patterns Remember each pattern using mnemonics Who This Book Is For People using Laravel and PHP to do their job and want to improve their understanding of design patterns.

Object-oriented Programming with PHP5 - Hasin Hayder 2007

This book explains how to take full advantage of PHP a™'s OOP features in simple language. It contains plentiful examples to help you to understand OOP. From Beginners to Intermediate Users of PHP5