Scala Design Patterns - Second Edition

By Ivan Nikolov

April 2018

Learn how to write efficient, clean, and reusable code with Scala

Description



Key Features

- Unleash the power of Scala and apply it in the real world to build scalable and robust applications.
- Learn about using and implementing Creational, Structural, Behavioral, and Functional design patterns in Scala
- Learn how to build scalable and extendable applications efficiently

What You Will Learn

- Immerse yourself in industry-standard design patterns—structural, creational, and behavioral—to create extraordinary applications
- See the power of traits and their application in Scala
- Implement abstract and self types and build clean design patterns
- Build complex entity relationships using structural design patterns
- Create applications faster by applying functional design patterns

About

Design patterns make developers' lives easier by helping them write great software that is easy to maintain, runs efficiently, and is valuable to the company or people concerned. You'll learn about the various features of Scala and will be able to apply well-known, industry-proven design patterns in your work.

The book starts off by focusing on some of the most interesting and latest features of Scala while using practical real-world examples. We will be learning about IDE's and Aspect Oriented Programming. We will be looking into different components in Scala. We will also cover the popular "Gang of Four" design patterns and show you how to incorporate functional patterns effectively. The book ends with a practical example that demonstrates how the presented material can be combined in real-life applications. You'll learn the necessary concepts to build enterprise-grade applications.

By the end of this book, you'll have enough knowledge and understanding to quickly assess problems and come up with elegant solutions.

About the Author(s)

^

Ivan Nikolov

Ivan Nikolov is a technical architect based in London. He works in the ad tech industry and uses Scala in combination with libraries and technologies such as Spark, Hadoop, RabbitMQ, Kafka, SQL and NoSQL stores, and Akka. He also uses other JVM and scripting languages. Some of the projects Ivan has worked on include a large-scale real-time machine learning platform, batch processing solutions, and high load APIs. Ivan also likes getting involved with open source projects, whether it be to contribute or get inspiration and good ideas.

Table of Contents



1 The Design Patterns Out There and Setting Up Your Environment



The Design Patterns Out There and Setting Up Your Environment (/book/application_development/9781788471305/1)



Design patterns

(/book/application_development/9781788471305/1/ch01lvl1sec10/design-patterns)



Design pattern categories

(/book/application_development/9781788471305/1/ch01lvl1sec11/design-pattern-categories)



Choosing a design pattern

 $(/book/application_development/9781788471305/1/ch01lvl1sec12/choosing-a-design-pattern)\\$



Setting up the development environment

 $(/book/application_development/9781788471305/1/ch01lvl1sec13/setting-up-the-development-environment)$



Summary

(/book/application_development/9781788471305/1/ch01lvl1sec14/summary)



2	Traits and Mixin Compositions	~
3	Unification	~
4	Abstract and Self Types	~
5	Aspect-Oriented Programming and Components	~
6	Creational Design Patterns	~
7	Structural Design Patterns	~
8	Behavioral Design Patterns – Part One	~
9	Behavioral Design Patterns – Part Two	~
10	Functional Design Patterns – the Deep Theory	~
11	Applying What We Have Learned	~
12	Real-Life Applications	~
А	Other Books You May Enjoy	~
Α	Index	~

Related titles

Modern

Hands-On

Data Analysis with Scala

Perform data collection, processing, manipulation, and visualization with Scala

