Software Developer's Knowledge Base

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ABSTRACT:

This is a series of lectures related to mainly JVM Backend Software Development. It starts from basics like Git and UML and dives into Advanced Backend System Design and DevOps. The lectures provide basics and includes best practices for each topic.

What is the goal?

To unify knowledge and best practices for Java/JVM Software Developers in one place.

Knowledge Base Structure

- Software Design: Engineering Requirements
- Source control: Git
- Software Design: Textual documentation: Markdown, Wiki, LaTeX
- OOP
- FP
- · Design Patterns
- UML
- Java
- Groovy
- Kotlin
- JVM Frameworks: Spring, Project Reactor, Ktor
- RDBMS: PostgreSQL, ORM
- NoSQL: MongoDB, DynamoDB, Cassandra
- Messaging: Apache Kafka RabbitMQ
- Software Testing: <u>TDD</u>, <u>BDD</u>, <u>ATDD</u>, <u>JUnit</u>, <u>Testcontainers</u>, <u>JMeter</u>, <u>Mockito</u>, <u>PowerMock</u>, <u>JaCoCo</u>, <u>Codecov</u>, <u>Mutation coverage</u>
- Dependencies, Build automation, CI/CD: Make, Maven, Gradle, GitHub Actions
- DevOps: Docker, K8s, Heroku, AWS, Terraform
- Advanced System Design
- Integration Development
- · Big Data
- IoT

Learning Material

The following books are highly recommended to read (in no particular order):

Robert Martin, Clean Architecture: A Craftsman's Guide to Software Structure and Design

Robert C. Martin, Clean Code: A Handbook of Agile Software Craftsmanship
David Thomas et al., The Pragmatic

Programmer: Your Journey To Mastery

Michael Feathers, Working Effectively with Legacy Code

Jez Humble et al., Continuous Delivery: Reliable Software Releases through Build, Test, and Deployment Automation

Michael T. Nygard, Release It!: Design and Deploy Production-Ready Software

Saurabh Shrivastava, Solutions Architect's Handbook

Martin Fowler, UML Distilled

Martin Kleppmann, Designing Data-Intensive Applications

Neha Narkhede, Kafka: The Definitive Guide: Real-Time Data and Stream Processing at Scale

Yegor Bugayenko, Code Ahead

Project Management Institute, A Guide to the Project Management Body of Knowledge

Martin Fowler, Refactoring: Improving the Design of Existing Code

Yegor Bugayenko, Elegant Objects, Volume 1 Yegor Bugayenko, Elegant Objects, Volume 2 Mark Richards, Neal Ford, Fundamentals of Software Architecture: An Engineering Approach

Kent Beck, Test-Driven Development: By Example

Steve Freeman, Nat Pryce, Growing
Object-Oriented Software, Guided by Tests
Eric Evans, Domain-Driven Design: Tackling
Complexity in the Heart of Software
Martin Fowler, Patterns of Enterprise