

General Notes

Summary

This is a collection of personal notes on various design/architectural patterns, application/feature design and much more. Feel free to use as you like but remember Buddy is watching you.



Sources and References

- [Software design patterns](#)
- [Design Patterns: Elements of Reusable Object-Oriented Software](#)
- [SOA Patterns](#)
- [UML: A Beginner's Guide](#)
- [Service Design Patterns: Fundamental Design Solutions for SOAP/WSDL and RESTful Web Services](#)
- [Applying Use Cases: A Practical Guide](#)
- [Code Craft: The Practice of Writing Excellent Code](#)
- [CQRS, The example](#)
- [The Pragmatic Programmer: From Journeyman to Master](#)
- [Dependency Injection in .NET](#)
- [Event Processing in Action](#)
- [Building Microservices: Designing Fine-Grained Systems](#)

Suggested Topics

- [Actor Model](#)
- [Software development philosophies](#)

Suggested Design Topics

- Scheduling / Calendaring
- Notifications / Messaging
- Complex Business Events
- Search, Filter, Sort and Page
- Modular Components
- Reuseable Design
- Dependency Injection
- Software Testing
 - Unit
 - Module
 - Integration
 - System
 - Automation