

QUESTIONS?

ANKYO



THANKYOU!



REFERENCES: SOFTWARE DESIGN

- <u>Agile Software Development: The Cooperative Game</u>, Alistair Cockburn (Addison-Wesley Professional, 2006)
- <u>Design Patterns</u>, Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides (Addision-Wesley Professional, 1994)
- The Pragmatic Programmer, Andrew Hunt, David Thomas (Addison-Wesley Professional, 1999)
- Refactoring, Martin Fowler, Kent Beck, et al. (Addision-Wesley Professional, 2012)
- Working Effectively with Legacy Code, Michael Feathers (Prentice Hall, 2004)