## 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)

## REFERENCES: SOFTWARE ARCHITECTURE

- Clean Architecture, Robert C. Martin (Prentice Hall, 2017)
- <u>Domain-Driven Design</u>, Eric Evans (Addision-Wesley Professional, 2003)
- <u>Domain-Driven Design Distilled</u>, Vernon Vaughn (Addison-Wesley Professional, 2016)