

Project Architecture and Writing Reusable Code

Code Reuse

Code Reuse is the practice of using existing code for a new function or project. It can happen at all levels of abstraction and is generally something to keep on the forefront of your mind.

Try it out

Can you find any opportunities for code reuse in your project?

Project Architecture

The best way to learn about project architecture is to observe and work with a lot of different projects. It takes time, but once you start looking, you will see patterns appear.

Generally speaking, project architecture and best practices can vary widely from language to language.

Try it out

If you look at the Explore —> Topics tab on Github (<https://github.com/topics>), and pick your language of choice, what are some similarities you see between some of the top projects?

Resources

- <https://makeareadme.com>
- <https://refactoring.guru>
- <https://github.com/collections/choosing-projects>
- <https://github.com/collections/front-end-javascript-frameworks>
- Refactoring: Improving the Design of Existing Code by Martin Fowler
- The Pragmatic Programmer by Andy Hunt and Dave Thomas
- Effective Java by Joshua Bloch
- Design Patterns Explained: A New Perspective on Object-Oriented Design by Alan Shalloway and James Trott
- Software Architecture in Practice by Len Bass, Paul Clements and Rick Kazman