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been writing software tools of general applicability the  
term atelier logiciel software work shop has been used  
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have"principles of package design leanpub  
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***maintainable***"*six principles of package design rep the reuse release*

*May 21st, 2020 - software must be partitioned so that humans find it convenient & reusable package must contain reusable classes either all the classes in a package are reusable or none of them are reusable by the same audience & the moncrp the mon reuse principle reuse principle the classes in a package are reused together if you reuse one of the'*

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June 4th, 2020 - principles of package design chien tsun chen authors must analyze their software into reusable packages and then track those packages with release numbers creating a new package and moving the class that the stable depend on into the new package i 0 25 i 0 i

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and software architecture software architecture like  
mvc 3 tier mvp tells us how overall projects are going  
to be structured design pattern allows us to reuse the  
experience or rather provides reusable solutions to  
monly occurring problems'**

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deposition of the design into individual functional or  
logical ponents that represent well defined munication  
interfaces containing methods events and properties it  
provides a higher level of abstraction and divides the  
problem into sub problems each associated with ponent  
partitions'*

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martin s agile software development book i am this  
time looking at the principles of package design as  
covered in chapter 20 introduction the classes in an  
application are partitioned according to some criteria  
and the classes in those partitions are then allocated to  
packages'**

**'how to get started with product packaging design**

June 8th, 2020 - in this article we ve covered the  
fundamentals of the whole packaging design process  
from a to z let s briefly recap the main stages of the  
process for future reference choose the best software for  
creating a 2d template and rendering 3d mockups create a  
dieline using vector software know your box types know  
your closure types"**principles of package design  
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May 31st, 2019 - agile software development is really an incredible book after reading it a lot had been talked about the object oriented principles on this blog here and here today i ll be talking about another section of the book which introduces principles used to maintain high package cohesion and a desirable package dependency known as principles of package design"**the principles of service design thinking building**

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include tips tricks and patterns for creating react ponents  
atomic design principles techniques for generating  
custom documentation reusable ponent styling and testing  
and we ll wrap up by packaging and publishing the  
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to your classes preparing them for reuse you will use  
package design principles to create packages that are just  
right in terms of cohesion and coupling and are user and  
maintainer friendly at the same time'

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## **'object oriented design**

June 7th, 2020 - object oriented design is the discipline of defining the objects and their interactions to solve a problem that was identified and documented during object oriented analysis what follows is a description of the class based subset of object oriented design which does not include object prototype based approaches where objects are not typically obtained by instantiating classes but by cloning"

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**May 23rd, 2020 - this is the fourth article in a series of articles on important software design principles 1 introduction to four principles of simple design 2 software design separation of concerns with examples 3 object oriented software design solid principles with examples 4 software design single responsibility principle with examples'**

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