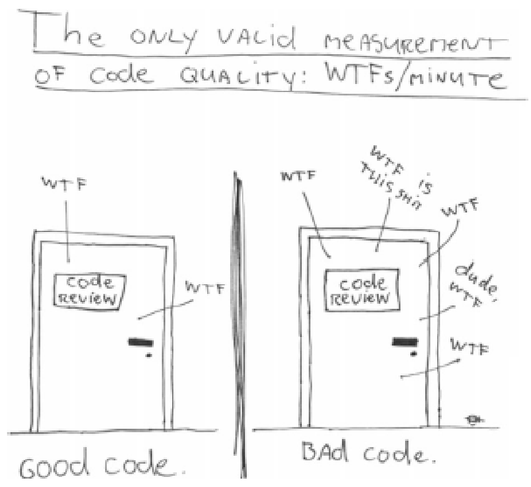
Codigo Limpio Anaya Pdf



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A Clean Architecture is a design pattern to create and refactor software architectures. A Clean Architecture is the result of the application of the Clean Development. Architecture is the pattern that will allow us to: simplify the code, make it easier to understand and modify, test, debug and maintain, as well as make easier the updates of the software in a new project, to reuse in a different new projects and keep it consistent. Our software patterns, in order to make this happen, is: Create, Read, Update, Delete. Robert C. Martin explains the Clean Architecture through a series of clean design patterns. Martin makes two main recommendations: 2. How to create clean design patterns 3. How to achieve a clean architecture 4. Clean architecture for Java application We have written with Martin several posts about the Clean Architecture. Create The Create pattern is the first pattern to be applied in the process of designing a clean architecture. The design of the Create pattern results from the creation of an object. Each component has responsibility for their creation, so that when a certain component fails, the other components that depend on it have not broken. With the Create pattern, we can create an object, which depends on other objects. In the creation of this object, the creation of these other objects is performed. So each object has a responsibility to create others, and if one of these objects fails, the object that depends on it will not fail. It is easy to create these objects when they depend on another object. The Create pattern includes: Create new object. Create new reference. In the Create pattern, the main responsibility of the object is to create itself. It must be responsible for the creation of all the objects that this object depends on. If we have: With the above, we can create an object that has two references, and the object depends on them to create itself. We can create it in the following way: 5. Create new objects that depend on other objects With the Create pattern, we can create an object that depends on another object. This object must be responsible for the creation of that object. It does this by creating an object and dependent on it, when it is created: In the above example, if the Employee class fails, the other objects, which it depends on, are not going to fail, because the Employee class depends on these objects. With the Create pattern, we can 82157476af