

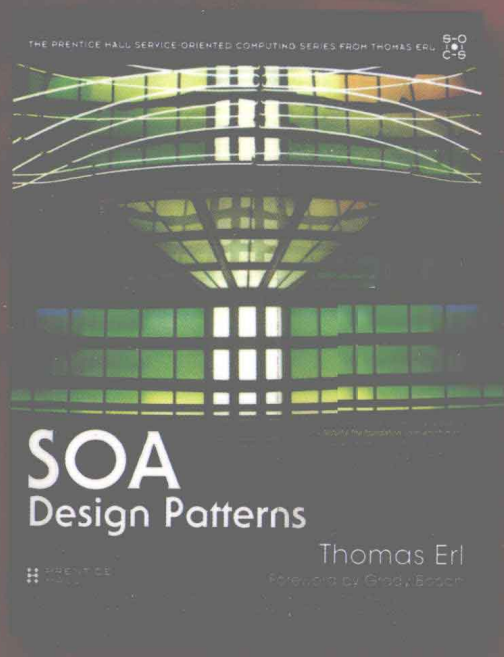
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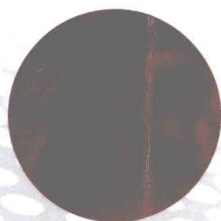
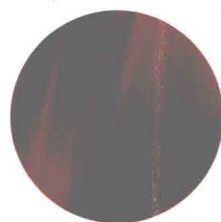
SOA设计模式

(英文版)

〔美〕 Thomas Erl 著



SOA Design Patterns



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内 容 简 介

本书首先介绍了面向服务架构(SOA)的85种设计模式,包括业务清单的设计、实现和治理模式,与设计领域有关的业务级架构模式,业务组合模式,以及混合模式等;然后在最后一章讨论了源于服务计算的架构作用。书中配有大量的设计实例、关于重点内容的小提示,以及400多幅插图。全书章节之间以模式目录的形式提供了SOA设计模式、服务计算的战略目标、不同SOA类型和业务设计范例之间的清晰链接。

本书可供SOA领域的软件架构师、高级软件工程师、分析师、应用科研人员等参考学习。

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Foreword

The entire history of software engineering can be characterized as one of rising levels of abstraction. We see this in our languages, our tools, our platforms, and our methods. Indeed, abstraction is the primary way that we as humans attend to complexity—and software-intensive systems are among the most complex artifacts ever created.

I would also observe that one of the most important advances in software engineering over the past two decades has been the practice of patterns. Patterns are yet another example of this rise in abstraction: A pattern specifies a common solution to a common problem in the form of a society of components that collaborate with one another. Influenced by the writings of Christopher Alexander, Kent Beck and Ward Cunningham began to codify various design patterns from their experience with Smalltalk. Growing slowly but steadily, these concepts began to gain traction among other developers. The publication of the seminal book *Design Patterns* by Erich Gamma, John Vlissides, Ralph Johnson, and Richard Helm marked the introduction of these ideas to the mainstream. The subsequent activities of the Hillside Group provided a forum for this growing community, yielding a very vibrant literature and practice. Now the practice of patterns is very much mainstream: Every well-structured software-intensive system tends to be full of patterns (whether their architects name them intentionally or not).

The emerging dominant architectural style for many enterprise systems is that of a service-oriented architecture, a style that at its core is essentially a message passing architecture. However, therein are many patterns that work (and anti-patterns that should be avoided).

Thomas' work is therefore the right book at the right time. He really groks the nature of SOA systems: There are many hard design decisions to be made, ranging from data-orientation to the problems of legacy integration and even security. Thomas offers wise counsel on each of these issues and many more, all in the language of design patterns. There are many things I like about this work. It's comprehensive. It's written in a very accessible

pattern language. It offers patterns that play well with one another. Finally, Thomas covers not just the technical details, but also sets these patterns in the context of economic and other considerations.

SOA Design Patterns is an important contribution to the literature and practice of building and delivering quality software-intensive systems.

—*Grady Booch, IBM Fellow*
September, 2008

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