

<<重构>>

图书基本信息

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作者：Martin Fowler Kent Beck John Brant William Opdyke Don Roberts

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## <<重构>>

### 内容概要

重构，一言以蔽之，就是在不改变外部行为的前提下，有条不紊地改善代码。多年前，正是本书原版的出版，使重构终于从编程高手们的小圈子走出，成为众多普通程序员日常开发工作中不可或缺的一部分。本书也因此成为与《设计模式》齐名的经典著作，被译为中、德、俄、日等众多语言，在世界范围内畅销不衰。

本书凝聚了软件开发社区专家多年摸索而获得的宝贵经验，拥有不因时光流逝而磨灭的价值。今天，无论是重构本身，业界对重构的理解，还是开发工具对重构的支持力度，都与本书最初出版时不可同日而语，但书中所蕴涵的意味和精华，依然值得反复咀嚼，而且往往能够常读常新。

本评注版力邀国内资深专家执笔，在英文原著基础上增加中文点评与注释，旨在以先行者的学研心得与实践感悟，对读者阅读与学习加以点拨、指明捷径。

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### 作者简介

Martin

Fowler世界级软件开发大师，在面向对象分析设计、UML、模式、XP和重构等领域都有卓越贡献，曾任著名软件开发咨询公司ThoughtWorks的首席科学家。

他的多部著作《分析模式》、《UML精粹》和《企业应用架构模式》等都已经成为脍炙人口的经典。

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### 编辑推荐

Martin Fowler和本书另几位作者清楚揭示了重构过程，他们为面向对象软件开发所做的贡献难以衡量。

《重构——改善既有代码的设计(评注版)》解释了重构的原理和最佳实践，并指出何时何地你应该开始挖掘你的代码以求改善。

本书的核心是一系列完整的重构方法，其中每一项都介绍一种经过实践检验的代码变换手法的动机和技术。

某些项目如Extract Method和Move Field看起来可能很浅显，但不要掉以轻心，因为理解这类技术正是有条不紊地进行重构的关键。

本书所提的这些重构手法将帮助你一次一小步地修改你的代码，这就减少了过程中的风险。

很快你就会把这些重构手法和其名称加入自己的开发词典中，并且朗朗上口。



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