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A Philosophy Of Software Design

A German translation of APOSD was published by O'Reilly in October of 2021: Prinzipien des Softwaredesigns.

A Chinese translation of APOSD was published by Posts and Telecommunications Press in November of 2024; it's available through the JingDong Bookstore.

In July of 2021 I released the Second Edition of *A Philosophy of Software Design*. This edition is available on Amazon in both paperback and electronic form. There are only a few significant changes from the First Edition:

- There is a new chapter "Decide What Matters" that talks about how good software design is about separating what's important from what's not important and focusing on what's important.
- Since the First Edition was published, the importance of choosing general-purpose approaches has become even more clear to me. I have reworked and expanded Chapter 6 ("General-Purpose Modules are Deeper") to reflect this, and I've moved some material from other chapters to Chapter 6.
- I have added subsections in two chapters to compare the book's design philosophy with that of Robert Martin's *Clean Code* (we have significant differences of opinion on topics such as the length of methods and the role of comments).

For the benefit of people who already purchased the First Edition, I have made the two new chapters and the comparisons with *Clean Code* available in a book extract. It may not be worth buying the Second Edition if you already own the First Edition.

Other Documents on Software Design

Here are a few other books and documents on software design that I recommend:

- A discussion between myself and Robert Martin about software design and, in particular, disagreements between APOSD and his book *Clean Code*.
- *The Art of Readable Code* by Dustin Boswell and Trevor Foucher. This book is written at a lower level than APOSD (more about coding than design), but it is compatible with APOSD in philosophy has a bunch of good ideas.
- The Grug Brained Developer. This essay by Carson Gross will make you laugh so hard you will fall out of your chair; it also contains some big grains of truth.
- Writing system software: code comments, by Salvatore Sanfilippo ("antirez"), author of Redis.

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