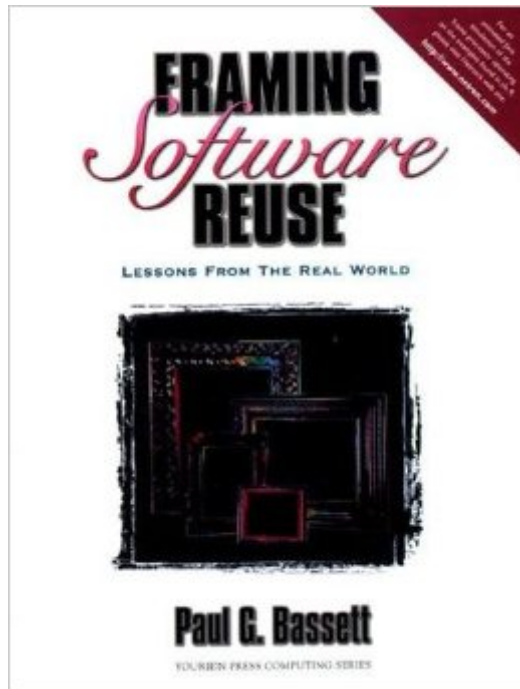# Framing Software Reuse: Lessons From The Real World

Synopsis

Written by the inventor of the Bassett Frame Technology, this authoritative volume explains how cost-effectiveness of large I.S. departments can be improved 50-fold by implementing highly effective software engineering techniques. It identifies those techniques that work well together, and explains why they do.

Book Information

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Average Customer Review: 5.0 out of 5 starsÂ Â See all reviewsÂ (5 customer reviews)

Best Sellers Rank: #2,652,690 in Books (See Top 100 in Books)   #18 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Reuse   #1397 inÂ Books > Computers & Technology > Business Technology > Management Information Systems #2694 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design

Customer Reviews

I thought I was becoming comfortable with OO until I ran into a group of Smalltalkers. What a mind bender! I learned things about OO that I didn't know. I also became concerned as, ostensibly for reuse purposes, the design stage decoupled logically unrelated functionality and fragmented real-world objects far beyond their natural granularity, to the point that I found myself mired in bitty components and methods with so little responsibility that I could no longer see the big picture. Worse, those myriad components now had complex interrelationships, most of which I could no longer see. I fully agreed that reuse was a worthy goal - but at the expense of readability and maintainability? Paul G. Bassett not only identifies and describes all of these issues (and much more), he has concrete solutions to these problems, with bottom line statistics to back up some pretty wild claims. His book is small - initially a concern for me. Don't worry. Paul G. Bassett is clear, concise, correct, complete. This, I strongly believe, is where we're headed.

I have pretty much experience with object oriented and procedural programming in several languages, now getting into AOP and byte code engineering. The first 30 minutes with this book were dissapointing - i couldn't figure out what the heck this guy is talking about. So i started at the front, not back cover. And this is my hint - read it from the beginning, page by page. I knew, there is something wrong with software development in general, now i know what it is exactly, and why. I knew it! More - i know how i can break this vicious circle and burn the tires. We've been going the wrong way folks! This definitely is the most valuable book in my monster library (some 100 titles). This is the top secret knowledge, worth thousands and thousands of bucks. I really am not related to the author or publisher. Great stuff!

Found my first copy in the university book store in Ames, Iowa, and have been looking at it constantly, until I lost it in one of my numerous moves. Bassett has the right idea. Software should be **engineered**, not hand crafted, and Netron seems to have found at least one way to do it.Another thing. To my knowledge, no one else in the field has advocated the notion of **balance** between source level changes and the re-use of executeable objects. This is probably the most important idea expressed here.

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The philosophy behind frames and framing techniques astonishes me. It is revolutionary and practical. I like it very much.Chancellor C.[...]

Framing Software Reuse: Lessons From the Real World Software Reuse for Dynamic Systems in the Cloud and Beyond: 14th International Conference on Software Reuse, ICSR 2015, Miami, FL,

USA, January 4-6, ... (Lecture Notes in Computer Science) Safe and Secure Software Reuse: 13th International Conference on Software Reuse, ICSR 2013,Pisa, Italy, June 18-20, 2013, Proceedings (Lecture Notes in Computer Science) Needlework Framing (Library of Professional Picture Framing, Vol. 3) Software Reuse Techniques: Adding Reuse to the System Development Process Reuse of Off-the-Shelf Components: 9th International Conference on Software Reuse, ICSR 2006, Torino, Italy, June 12-15, 2006, Proceedings (Lecture Notes in Computer Science) Experiences in Software Evolution and Reuse: Twelve Real World Projects (Research Reports Esprit) Reengineering Software: How to Reuse Programming to Build New State-of-the-art Software Practical Software Reuse (Wiley Series in Software Engineering Practice) Object-oriented software development: Engineering software for reuse Software Reuse: Advances in Software Reusability: 6th International Conference, ICSR-6 Vienna, Austria, June 27-29, 2000 Proceedings (Lecture Notes in Computer Science) Software Reuse: A Holistic Approach (Wiley Series in Software-Based Systems) Software Reuse: Guidelines and Methods (Software Science and Engineering) IntAR, Interventions Adaptive Reuse, Volume 03; Adaptive Reuse in Emerging Economies The Real Book of Real Estate: Real Experts. Real Stories. Real Life Software Engineering Classics: Software Project Survival Guide/ Debugging the Development Process/ Dynamics of Software Development (Programming/General) Surreptitious Software: Obfuscation, Watermarking, and Tamperproofing for Software Protection: Obfuscation, Watermarking, and Tamperproofing for Software Protection Real Estate: 25 Best Strategies for Real Estate Investing, Home Buying and Flipping Houses (Real Estate, Real Estate Investing, home buying, flipping houses, ... income, investing, entrepreneurship) Real Estate: 30 Best Strategies to Prosper in Real Estate - Real Estate Investing, Financing & Cash Flow (Real Estate Investing, Flipping Houses, Brokers, Foreclosure) The Mystery at Jamestown (Real Kids, Real Places) (Real Kids! Real Places! (Paperback))