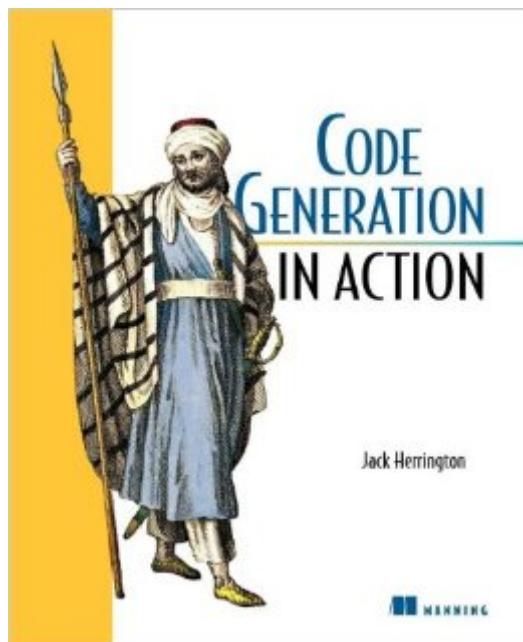


The book was found

Code Generation In Action



Synopsis

Covering technique and implementation for building code for complex applications frameworks, this book demonstrates how to build high-quality output that is consistent and maintainable. Lessons on abstracting the design of the code so that multiple outputs can be created from a single abstract model of the application functionality are provided. Techniques that range from using simple code processors to handle common coding problems to creating more elaborate and complex generators that maintain entire application tiers are covered. Topics such as building database access, user interface, remote procedure, test cases, and business logic code are also addressed, as is code for other system functions. Although code generation is an engineering technique, it also has an impact on engineering teams and management, an aspect of code generation that is covered in depth in this resource.

Book Information

Series: In Action

Paperback: 368 pages

Publisher: Manning Publications; Revised edition (July 1, 2003)

Language: English

ISBN-10: 1930110979

ISBN-13: 978-1930110977

Product Dimensions: 7.4 x 0.8 x 9.2 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.1 out of 5 stars See all reviews (21 customer reviews)

Best Sellers Rank: #2,081,108 in Books (See Top 100 in Books) #28 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Coding Theory #928 in Books > Computers & Technology > Computer Science > Systems Analysis & Design #5520 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Development

Customer Reviews

The writing is precise and clear with annotated examples everywhere. Positioning and justification of various techniques is very compelling. The author's classification of various forms of active code generation clearly elucidates the potential of Code Generation. Usage of templates for code generation is an excellent suggestion. Explanations on various code snippets and regex macros are simply second to none. Chapters 3, 4, 5 and 10 are a must read for every developer. Having

implemented a large-scale database conversion from IDMS to DB2 (schema, data dictionary, run time and programs) using home grown automated generators in the past, I really enjoyed reading Chapter 10. I completely agree with the assertions made there and I am impressed by the way the author addresses common concerns. This chapter documents a practical approach to ease the burden of writing repetitive code for code heavy frameworks. Schema Oriented Code Generation is a practical approach to code generation. I also find various references in this Chapter and others extremely valuable. The author has shown that with sufficient metadata about a system, a significant portion of the repetitive coding tasks relating to data access, user interface, test and documentation can be automated in a consistent manner using custom code generators. It is refreshing to see code snippets in Ruby. The author's selection of Ruby becomes self evident after reading the various code snippets. I find this to be a very compelling book and a must have for architects and seasoned developers!

I embraced code generators long time ago, so I was more than happy to finally found a dedicated book on the subject, since this is almost unexplored topic. The author clearly has a solid understanding of the topic, and manages to deliver a compelling book, with an excellent flow, where each chapter builds on previous concepts and ideas. All the code snippets and regular expression samples are explained in a very clean, detailed way. I was pleased to see that many examples were non-trivial, covering concrete, real world, implementations. Herrington uses Ruby as an implementation language; you may like it or not, but what really matters here are the concepts, not the syntax and even if you don't know Ruby (like me), you will find the code pretty easy to follow.

The introduction and motivation are quite compelling, though a bit more detail on the dismissal of passive code generators (i.e. wizards) and focus on active code generators would be nice. The examples are also quite practical and seem high quality, though the use of Ruby is going to be a barrier to some. There was one guest-written chapter that might as well have been elided, or should at least have been more edited to integrate cleanly. It repeated a lot of what had been said earlier, and could've just jumped straight to the point instead. Finally, the code samples were a little repetitive in places. I would've preferred the book were shorter, with more info at the level between high-level and code (i.e. what does it make sense to parameterize, and how should your generator work) rather than focusing either at the high level of 'architecture' or the low-level of 'how a single variable replacement works'. Still, an excellent book, and quite a good introduction for those who don't use code generators already.

I had already written a few code generators when I saw this book and was hoping to find some insights into improving and extending what I had already done. The introduction gives a really nice overview of the designs patterns you can use. But this book is not about programming and the author assume you have the skills to implement the program you want to meta-program already. The author illustrates his approach using a language I had never heard of before, Ruby, which is an OO scripting language that is quite compact and powerful and included is some basic tutorial info in the appendices to help you follow the examples. Overall a good book that I am glad I own and have read. I get the feeling I am going to go back to it many times.

[Download to continue reading...](#)

How to Draw Action Figures: Book 2: More than 70 Sketches of Action Figures and Action Poses (Drawing Action Figures, Draw Action Figures Book, How Draw Action Poses, Draw Comic Figures) Code Generation in Action 2012 International Plumbing Code (Includes International Private Sewage Disposal Code) (International Code Council Series) The Book of Tapping & Clapping: Wonderful Songs and Rhymes Passed Down from Generation to Generation for Infants & Toddlers (First Steps in Music series) The Book of Lullabies: Wonderful Songs and Rhymes Passed Down from Generation to Generation for Infants & Toddlers (First Steps in Music series) The Book of Wiggles & Tickles: Wonderful Songs and Rhymes Passed Down from Generation to Generation for Infants & Toddlers (First Steps in Music series) The Book of Bounces: Wonderful Songs and Rhymes Passed Down from Generation to Generation for Infants & Toddlers (First Steps in Music series) Generation Dead (A Generation Dead Novel) Engineering a Compiler: Vax-11 Code Generation and Optimization The Compiler Design Handbook: Optimizations and Machine Code Generation, Second Edition The Action Bible Collector's Edition: God's Redemptive Story (Action Bible Series) BMX Freestyle (Torque Books: Action Sports) (Torque: Action Sports) Tennis in Action (Sports in Action) Lacrosse in Action (Sports in Action (Paperback)) Lacrosse in Action (Sports in Action) Badminton in Action (Sports in Action (Paperback)) The Action Bible Devotional: 52 Weeks of God-Inspired Adventure (Action Bible Series) Price Action Breakdown: Exclusive Price Action Trading Approach to Financial Markets A Kids' Guide to Protecting & Caring for Animals: How to Take Action! (How to Take Action! Series) The Kid's Guide to Social Action: How to Solve the Social Problems You Choose-And Turn Creative Thinking into Positive Action

[Dmca](#)