

Get Your Hands Dirty on Clean Architecture

Clean Architecture is a software design approach that helps you build maintainable, scalable, and testable codebases. It is based on the principles of separation of concerns, dependency inversion, and encapsulation.

Separation of concerns means that different parts of your code should be responsible for different things. For example, your business logic should not be mixed with your user interface code.

Dependency inversion means that your code should not depend on concrete classes. Instead, it should depend on interfaces or abstract classes. This makes your code more flexible and easier to test.



Get Your Hands Dirty on Clean Architecture: A hands-on guide to creating clean web applications with code examples in Java by Tom Hombergs

★★★★☆ 4.5 out of 5

Language : English
File size : 6108 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 158 pages



Encapsulation means that your code should be organized into modules that hide their internal details from other modules. This makes your code easier

to understand and maintain.

There are many benefits to using Clean Architecture, including:

- **Improved maintainability:** Clean Architecture code is easier to understand and maintain because it is organized into well-defined modules.
- **Increased scalability:** Clean Architecture code is more scalable because it is designed to be flexible and easy to change.
- **Enhanced testability:** Clean Architecture code is easier to test because it is based on the principles of separation of concerns and dependency inversion.

This book is for software developers who want to learn how to build maintainable, scalable, and testable codebases. It is also for architects who want to learn how to design software systems that are easy to understand and maintain.

In this book, you will learn:

- The principles of Clean Architecture
- How to apply Clean Architecture to your own projects
- How to test Clean Architecture code
- How to refactor legacy code into Clean Architecture

Robert C. Martin is a software engineer, author, and speaker. He is the author of several books on software design, including Clean Code and Agile Principles, Patterns, and Practices.

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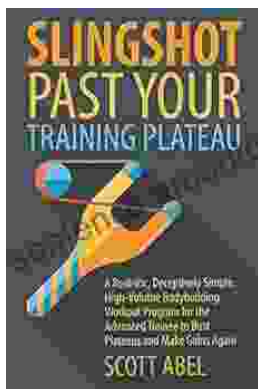
- **Image 1:** A diagram of the Clean Architecture layers
- **Image 2:** A photo of Robert C. Martin, the author of the book
- **Image 3:** A screenshot of the book's cover



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