

<<设计原本 (英文版)>>

图书基本信息

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## 前言

I write to prod designers and design project managers into thinking hard about the process of designing things, especially complex systems. The viewpoint is that of an engineer, focused on utility and effectiveness but also on efficiency and elegance. Who Should Read This Book? In *The Mythical Man-Month* I aimed at "professional programmers, professional managers, and especially professional managers of programmers." I argued the necessity, difficulty, and methods of achieving conceptual integrity when software is built by teams. This book widens the scope considerably and adds lessons from 35 more years. Design experiences convince me that there are constants across design processes in a diverse range of design domains. Hence the target readers are: 1. Designers of many kinds. Systematic design excluding intuition yields pedestrian follow-ons and knock-offs; intuitive design without system yields flawed fancies. How to weld intuition and systematic approach? How to grow as a designer? How to function in a design team?

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### 内容概要

无论是软件开发、工程还是建筑，有效的设计都是工作的核心。

《设计原本:计算机科学巨匠Frederick P.Brooks的思考(英文版)》将对设计过程进行深入分析，揭示进行有效和优雅设计的方法。

本书包含了多个行业设计者的特别领悟。

作者精确发现了所有设计项目中内在的不变因素，揭示了进行优秀设计的过程和模式。

通过与几十位优秀设计者的对话，以及他自己在几个设计领域的经验，作者指出，大胆的设计决定会产生更好的结果。

作者追踪了设计过程的演进，探讨了协作和分布式设计，阐明了哪些条件造就了真正卓越的设计者。

他探讨了设计过程的具体细节，包括多种预算约束条件、美学考虑、设计经验主义及工具。

同时，他将这些讨论与现实中的案例结合起来，这些案例从房屋建造到ibm的operating system/360。

成功的关键因素贯穿全书，每个设计者、设计项目经理和设计研究者都应该知道。

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作者简介

Frederick P. Brooks, 北卡罗来纳大学计算机科学系的Kenan教授。  
他因领导开发IBM System/360计算机家族以及Operating System/360而荣获美国国家技术奖, 并因对计算机体系结构、操作系统和软件工程作出了里程碑式的贡献而获得A. M.图灵奖。  
他是畅销书《人月神话》的作者。

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## 章节摘录

插图：Designers need to dig more energetically and personally into the actual experiences and processes of implementation. Even an isolated and unrepresentative implementation experience can wonderfully inform a designer's often idealized or inchoate vision of how implementation is done. I recommend it highly. There is a danger that a modest sample experience of implementation will unduly influence a design, if the designer's personal experience is all that is available——it is by nature unrepresentative. Probably the best balance is achieved with concurrent engineering as the main design practice. Here, the true implementers are intimately involved in the design process; their broad experience provides the balance for a designer's limited implementation examples. (In the software field, this same practice sometimes is called just an agile method.) Pulling implementers forward into the design process makes its own demands. Shipyard workers who are skilled at following standard engineering drawings may be less skilled at envisioning the finished construct from the standard plans and sections, hence unable to catch mistakes or to foresee implementation "gotchas." Augmenting the standard plans and sections with richer visuals, even virtual-environment explorations, may provide the tools that lubricate the concurrent design process.

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编辑推荐

《设计原本:计算机科学巨匠Frederick P.Brooks的思考(英文版)》：计算机科学大师探究设计原本，《人月神话》作者最新力作。

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