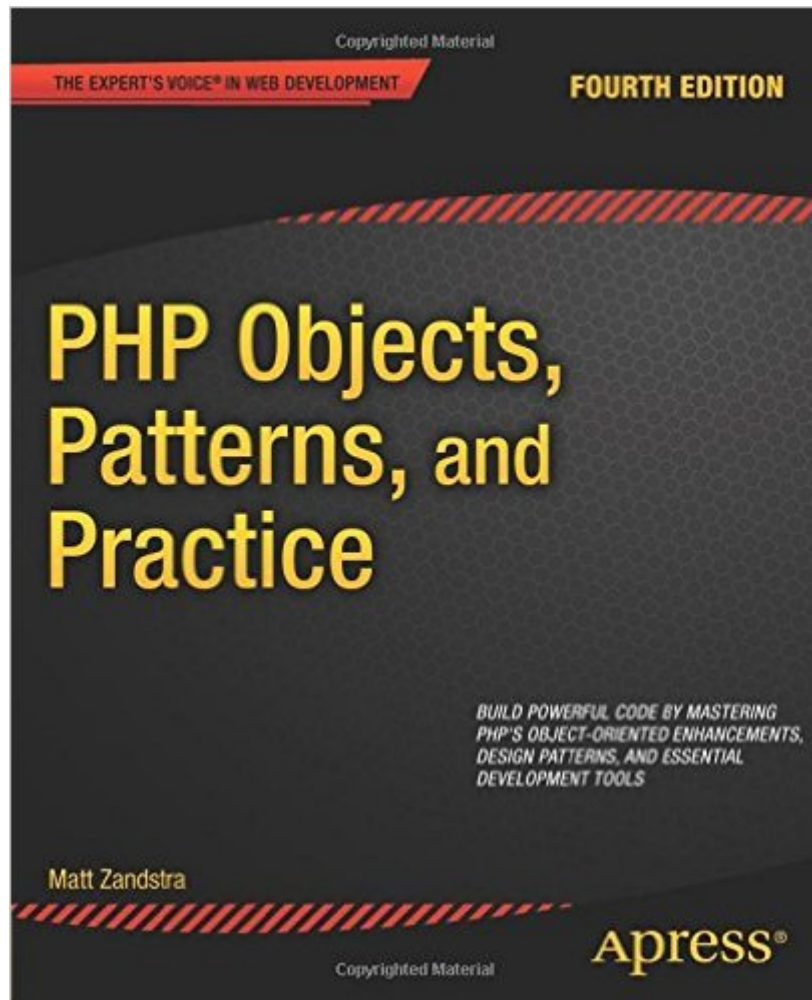


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# PHP Objects, Patterns, And Practice



## Synopsis

PHP Objects Patterns and Practice, Fourth Edition is revised and updated throughout. The book begins by covering PHP's object-oriented features. It introduces key topics including class declaration, inheritance, reflection and much more. These provide the fundamentals of the PHP's support for objects. It also introduces some principles of design. This edition introduces new object relevant features such as traits, reflection extension additions, callable type hinting, improvements to exception handling, and many smaller language enhancements. The next section is devoted to design patterns. These describe common problems and their solutions. The section describes the design principles that make patterns powerful. It covers many of the classic design patterns and includes chapters on enterprise and database patterns. The last segment of the book covers the tools and practices that can help turn great code into a successful project. The section shows how to manage multiple developers and releases with git, how to build and install using Phing and PEAR. It also explores strategies for automated testing and build. In addition to discussing the latest developments in build, test, and continuous integration, this section keeps pace with best practice in version control by focusing on Git, increasingly the developer's system of choice. Taken together these three elements: object fundamentals, design principles, and best practice will help the reader develop elegant and rock solid systems.

PHP Objects and Patterns: Describes and demonstrates PHP's built-in object-oriented features. Breaks down the principles of object-oriented design, explaining key design patterns using practical examples. Discusses the tools and practices necessary for developing, testing and deploying exemplary applications.

## Book Information

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## Customer Reviews

Matt Zandstra gives a good coverage of multiple OOP patterns applied to PHP programming, with good tips about where and how to use them. He also gives a small intro de PHP and write a lot about other topics (the "Practice" part of the book: using PEAR, testing, version control, continuous integration, etc.) all applied to PHP programming. Lot of people think this book is only for advanced programming but I think even novices would benefit from it. If you already have a previous edition this edition is a good upgrade (Matt rewrote some chapters, specially the ones on Practice). Even the printing is far better than the 3rd edition (the previous edition used terrible font and spacing making it hard to read) and it's more compact. I recommend this book to any PHP developer (novices or experts alike).

I'm not sure what it is about this book, whether it's the clearly written examples, or the way the author answers many of those questions that are typically left unanswered with other books - but I find this book extremely insightful. I'm typically frustrated with OOP books that discuss patterns, because they often miss the most important part - how to actually plug this into actual code. For example, in the example of Abstract Factories the author clearly and succinctly explains strategies to create objects on demand within the context of the pattern. And this is where most books leave it - but these classes don't exist in isolation. Something has to make use of them. And how do we do that? What's the best strategy? Big-ass switch statements? More polymorphism? Well - the author does his best to actually address these issues, and I've found it wholly enlightening. His examples are also very good, being very lightweight and succinct, with clear explanations as to where liberties have been taken for the sake of publishing a book, and what not to do in real life code. Thoroughly recommend this book.

I have several years of Java experience and I needed to learn PHP for work. Because of my Java experience, I didn't need to learn programming in PHP from scratch - just take what I know in Java and learn how to do it in PHP. (I used this book in combination with other online exercises.) This book helped me do that, and as an added bonus provided a refresher on object oriented design and design patterns.

This is an amazing book. I made the switch to OO PHP about a year ago, and I am learning

something new every time I open this book. The examples are simple, and applicable to real life situations. Matt explains every step fully, and in great detail. All of my PHP friends/coworkers want to borrow this book.

Great book! There are quite a few grammar mistakes and a handful of formatting issues. Only a few of them caused confusion, though. I would still highly recommend it to any developer ready to dive in to OO PHP or even to those with OOP experience but wanting to broaden their knowledge.

This is a serious, advanced text on it's subject. Very well written, well laid-out, and easy to follow. Not for the novice, I'd recommend this to developers who are trying to learn how to write large systems using PHP's powerful OO features.

The best book on objects and design patterns I have read to date. I'm also a Java programmer on a PHP project where I want to incorporate design patterns often used in Java projects. Matt Zandstra has a talent for presenting and explaining a very difficult subject which is object-oriented design principles and patterns. I'm buying this book for the junior developers on my project. I have no doubt this book will help put my junior developers in the mental place I need them to be.

I've understood OOP syntactically for a while, but couldn't apply it to real world projects. "PHP Objects, Patterns, and Practice" really helped me get to that next level. The meat of the book focuses on design patterns (many of which you'd see in Gang of Four book) - he makes great references to that and other helpful books on design patterns), but what really set it apart for me was his holistic approach. It started by emphasizing the importance of good design (with examples), went through several patterns, and then rounded out the material with an introduction on several other important topics for a well-versed developer to understand. Things like testing, automation, and continuous integration. The book itself doesn't expound at great length on those latter topics, but certainly gives you enough to learn more about them and more importantly understand how they should fit into your development ecosystem. I finished this book with a much better grasp of object oriented design, as well as what else I needed to have in my toolkit to be a great developer.

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