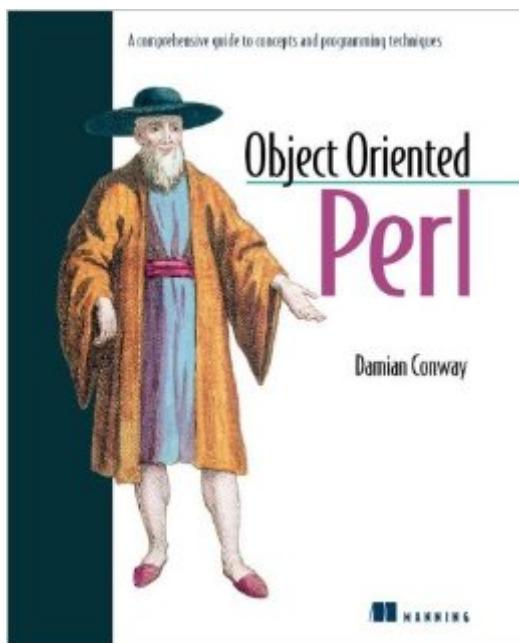


The book was found

Object Oriented Perl: A Comprehensive Guide To Concepts And Programming Techniques



Synopsis

Techniques and tricks to master basic and advanced OO Perl for programmers who already have basic to intermediate skills in procedural Perl.

Book Information

Paperback: 490 pages

Publisher: Manning Publications (January 1, 2000)

Language: English

ISBN-10: 1884777791

ISBN-13: 978-1884777790

Product Dimensions: 7.4 x 1.2 x 9.2 inches

Shipping Weight: 1.9 pounds

Average Customer Review: 4.7 out of 5 starsÂ See all reviewsÂ (52 customer reviews)

Best Sellers Rank: #458,483 in Books (See Top 100 in Books) #31 inÂ Books > Computers & Technology > Programming > Languages & Tools > Perl #632 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design #3651 inÂ Books > Computers & Technology > Software

Customer Reviews

I was a bit skeptical when I was first handed a copy of Object Oriented Perl because I tend to be biased toward O'Reilly books. However, after reading it I felt it is one of the best Perl books I have come across. Most Perl books deal with Perl as a scripting language. Conway treats pull like a real development language. He gives the standard introduction to object orientation and objects in Perl and then quickly moves past this to look at some of the unique features of Perl's OO development in Perl. For example, he covers blessing every type of reference possible, why you would want to bless a particular type of reference and what the pros and cons are of each approach. Conway also gives a very thorough coverage of implementing true data encapsulation in Perl and presents several methods for doing so. Another thing that struck me about this book is Conway's attention to detail. In his code samples, he carefully explains why each line was written a certain way. He even notes which version of Perl a certain feature or module first appeared in. All in all, a wonderful book. Even if you have been developing in Perl for a while this book has something to offer.

/Object-Oriented Perl/ is miles ahead of any other book on OOP that I've ever seen. It sets a new standard in how concepts of OOP should be explained, and how they should be related to the

language that the OOP framework is implemented in. And the best thing about this book is that, on the way to explaining various OOP concepts, it manages to elucidate all sorts of non-OOP advanced programming techniques in Perl. So I recommend this book to anyone who's finished */Learning Perl/* and is looking for what to learn next. It's a surprising achievement, and one that makes this book very worthwhile reading for people who don't even particularly care about OOP! And, conversely, because */Object-Oriented Perl/* touches on so many of the possible approaches to OOP, I think that this book would be interesting to people who are interested in OOP, but not terribly interested in Perl per se. It is, in short, a book of immediate as well as lasting value.

Conway's *Object Oriented Perl* is the definitive work on object-oriented Perl programming and will probably remain so for some time (if not indefinitely). It illustrates how to construct all manner of object-oriented frameworks in Perl and aptly demonstrates the wide range of styles that are possible--from simplistic to complex and constrained. My only complaint about this work, which is more of an opinion that isn't relative to its rating, is that I think Perl programs are more beautiful and elegant when they don't embody complex scaffolding of the type that this book so ably describes. I see this book as a Perl counterpart to Coplien's *Advanced C++*, but in the case of C++, it's possible to bury scaffolding in a library out of sight in a way that isn't quite possible in Perl. I'm not sure how many Perl programmers actually know C++ (my experience is that it's a surprisingly small number) but I think that C++ is a language that tolerates and even demands such complexity in a way that Perl doesn't. One thing for sure--the coverage of objects here is vastly superior to that in the turquoise Camel book (*Programming Perl*). I'm sorry, but I think the topic deserves more descriptive terminology than "thingy." Conway knows his concepts, knows how to execute them in Perl, and sets them down lucidly and, yes, exhaustively. I'm not sure it's worth it in the long run, but that's just me, and obviously others see architectural tradeoffs differently. Meanwhile, this is an excellent, literate work that enhances both the capabilities of programmers and the stature of Perl. If nothing else, studying it will definitely improve your understanding of the language and idioms of Perl. But I would expect it to be more rewarding than that.

...as a 1989 Keanu Reeves might say, if his Ted Logan character could possibly comprehend computer programming. To my ever-growing stack of O'Reilly Perl books, I've just added this gem, which fits nicely alongside *Effective Perl Programming* (ISBN 0201419750 for the uninformed) as a non-O'Reilly Perl book that every Perl programmer should have at their disposal. Not content with writing just a Perl book, Damian Conway spends the first chapter explaining normally confusing

object-orientation concepts in a very clear manner. This tutorial alone is worth a good chunk of the purchase price, especially if you tend to find typical articles on object-oriented programming overwhelming. To fill the rest of your order, the next 400+ pages are pure Perl, as Conway takes every concept introduced in the first chapter and spends a chapter on each one, showing you how Perl accomplishes them. The examples and code samples are very clear, very real-world, and (thusly) very easy to understand. A good deal of time is also spent on tricks and optimizations to help reduce the much-touted performance hit from OO Perl. The later chapters dive into more advanced topics and start combining all the core concepts together. Besides teaching all the ins and outs of OOP, a good number of paragraphs are also devoted to non-OOP advanced Perl techniques. This book transcends its title; it's a book for anyone looking to move into the advanced Perl realm, OOP or not. This book has definitely helped me increase my level of Perl competence and the knowledge gained is presently working to streamline a number of projects I'm on. I'm elated. I think I'll play my air guitar in celebration.

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

Object Oriented Perl: A Comprehensive Guide to Concepts and Programming Techniques
Object Success : A Manager's Guide to Object-Oriented Technology And Its Impact On the Corporation
(Object-Oriented Series)
Reusable Software : The Base Object-Oriented Component Libraries
(Prentice Hall Object-Oriented Series)
Visual Object-Oriented Programming Using Delphi With CD-ROM (SIGS: Advances in Object Technology)
Perl Programming Success in a Day: Beginners Guide to Fast, Easy, and Efficient Learning of Perl Programming
Programming the Perl DBI: Database programming with Perl Prolog ++: The Power of Object-Oriented and Logic Programming
(International Series in Logic Programming)
Object-Oriented Programming Using C++ (Introduction to Programming)
The Object-Oriented Approach: Concepts, Systems Development, and Modeling with UML, Second Edition
Perl: Crash Course - The Ultimate Beginner's Course to Learning Perl Programming in Under 12 Hours
Effective Perl Programming: Ways to Write Better, More Idiomatic Perl (2nd Edition) (Effective Software Development Series)
PHP Advanced and Object-Oriented Programming: Visual QuickPro Guide (3rd Edition)
Object-Oriented Programming in COMMON LISP: A Programmer's Guide to CLOS An Object-Oriented Approach to Programming Logic and Design
Java Methods: Object-Oriented Programming and Data Structures
Object Oriented Programming with Swift 2 Smalltalk V 32-Bit Object-Oriented Programming System - Tutorial (1994 Win32 Series Version 3.0)
Digitalk Smalltalk V 32-Bit Object-Oriented Programming System - Encyclopedia of Classes (1994 Win32 Series Version 3.0)
Digitalk Visual Basic 6 Object-Oriented Programming Gold Book: Everything You Need to Know About Microsoft's New ActiveX Release

Java Methods: An Introduction to Object Oriented Programming

[Dmca](#)