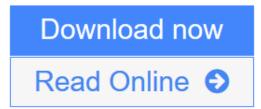# Where Code and Content Meet: Design Patterns for Web Content Management and Delivery, Personalisation and User Participation (Wiley Software Patterns Series)

Andreas Rueping

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A practical go-to reference for Web developers programming custom software for Web sites

Most advanced Web sites or Web platforms have specific requirements that go beyond standard functionality; to meet such requirements, it's often necessary to develop custom software. This is the point where code and content meet, and where this book begins. *Where Code and Content Meet* presents a collection of real-world, tried and tested patterns that address content-related aspects of custom software development for advanced Web sites or platforms.

Mined from a series of successful Web projects, the patterns represent collected expertise of designers from several software development teams and serve as a practical guide to designing your own content-related custom components for your Web project. The patterns are independent of specific tools and technologies, and focus on non-functional requirements, with the overall goal of defining sustainable software architecture.

- Presents a collection of tried and tested software patterns mined from a series of successful Web projects
- Includes checklists for managing Web projects and real-world patterns from PLoP conferences
- Illustrates use of software patterns through a case study that runs throughout the book and gradually evolves as the patterns are applied to it, one by one
- Covers content modeling and content organization, navigation, findability, personalization, and user participation

By employing the software patterns included in *Where Code and Content Meet,* you'll learn how to program custom software faster and more efficiently.

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