

Robert C. Martin Series

Agile Principles, Patterns, and Practices in **C#**



Robert C. Martin
and Micah Martin



Foreword by Chris Sells

Agile Principles Patterns And Practices In C

Sanjiv Augustine

Agile Principles Patterns And Practices In C:

Agile Software Development Robert C. Martin,2003 Section 1 Agile development Section 2 Agile design Section 3 The payroll case study Section 4 Packaging the payroll system Section 5 The weather station case study Section 6 The ETS case study *Agile Principles, Patterns, and Practices in C#* Micah Martin,Robert C. Martin,2006-07-20 With the award winning book Agile Software Development Principles Patterns and Practices Robert C Martin helped bring Agile principles to tens of thousands of Java and C programmers Now NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C Martin and Micah Martin Agile Principles Patterns and Practices in C This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design and moves quickly from UML models to real C code The introductory chapters lay out the basics of the agile movement while the later chapters show proven techniques in action The book includes many source code examples that are also available for download from the authors Web site Readers will come away from this book understanding Agile principles and the fourteen practices of Extreme Programming Spiking splitting velocity and planning iterations and releases Test driven development test first design and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object oriented package design and design patterns How to put all of it together for a real world project Whether you are a C programmer or a Visual Basic or Java programmer learning C a software development manager or a business analyst Agile Principles Patterns and Practices in C is the first book you should read to understand agile software and how it applies to programming in the NET Framework **Agile Principles, Patterns, and Practices in C#** Martin,2006

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Agile Software Development, Principles, Patterns, and Practices Robert C. Martin,2013-08-29 For courses in Object Oriented Design C Intermediate Programming and Object Oriented Programming Written for software engineers in the trenches this text focuses on the technology the principles patterns and process that help software engineers effectively manage increasingly complex operating systems and applications There is also a strong emphasis on the people behind the technology This text will prepare students for a career in software engineering and serve as an on going education for software engineers

Dependency Injection Principles, Practices, and Patterns Mark Seemann,Steven van Deursen,2019-03-06 Summary Dependency Injection Principles Practices and Patterns teaches you to use DI to reduce hard coded dependencies between

application components You ll start by learning what DI is and what types of applications will benefit from it Then you ll work through concrete scenarios using C and the .NET framework to implement DI in your own projects As you dive into the thoroughly explained examples you ll develop a foundation you can apply to any of the many DI libraries for .NET and .NET Core Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Dependency Injection DI is a great way to reduce tight coupling between software components Instead of hard coding dependencies such as specifying a database driver you make those connections through a third party Central to application frameworks like ASP .NET Core DI enables you to better manage changes and other complexity in your software About the Book Dependency Injection Principles Practices and Patterns is a revised and expanded edition of the bestselling classic Dependency Injection in .NET It teaches you DI from the ground up featuring relevant examples patterns and anti patterns for creating loosely coupled well structured applications The well annotated code and diagrams use C examples to illustrate principles that work flawlessly with modern object oriented languages and DI libraries What s Inside Refactoring existing code into loosely coupled code DI techniques that work with statically typed OO languages Integration with common .NET frameworks Updated examples illustrating DI in .NET Core About the Reader For intermediate OO developers About the Authors Mark Seemann is a programmer software architect and speaker who has been working with software since 1995 including six years with Microsoft Steven van Deursen is a seasoned .NET developer and architect and the author and maintainer of the Simple Injector DI library Table of Contents PART 1 Putting Dependency Injection on the map The basics of Dependency Injection What why and how Writing tightly coupled code Writing loosely coupled code PART 2 Catalog DI patterns DI anti patterns Code smells PART 3 Pure DI Application composition Object lifetime Interception Aspect Oriented Programming by design Tool based Aspect Oriented Programming PART 4 DI Containers DI Container introduction The Autofac DI Container The Simple Injector DI Container The Microsoft Extensions DependencyInjection DI Container

Unit Testing Principles, Practices, and Patterns Vladimir Khorikov, 2020-01-06 This book is an indispensable resource Greg Wright Kainos Software Ltd Radically improve your testing practice and software quality with new testing styles good patterns and reliable automation Key Features A practical and results driven approach to unit testing Refine your existing unit tests by implementing modern best practices Learn the four pillars of a good unit test Safely automate your testing process to save time and money Spot which tests need refactoring and which need to be deleted entirely Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About The Book Great testing practices maximize your project quality and delivery speed by identifying bad code early in the development process Wrong tests will break your code multiply bugs and increase time and costs You owe it to yourself and your projects to learn how to do excellent unit testing Unit Testing Principles Patterns and Practices teaches you to design and write tests that target key areas of your code including the domain model In this clearly written guide you learn to develop professional quality tests

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The Robert C. Martin Clean Code Collection (Collection)

Robert C. Martin, 2011-11-10 The Robert C Martin Clean Code Collection consists of two bestselling eBooks Clean Code A Handbook of Agile Software Craftsmanship The Clean Coder A Code of Conduct for Professional Programmers In Clean Code legendary software expert Robert C Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code on the fly into a book that will instill within you the values of a software craftsman and make you a better programmer but only if you work at it You will be challenged to think about what s right about that code and what s wrong with it More important you will be challenged to reassess your professional values and your commitment to your craft In The Clean Coder Martin introduces the disciplines techniques tools and practices of true software craftsmanship This book is packed with practical advice about everything from estimating and coding to refactoring and testing It covers much more than technique It is about attitude Martin shows how to approach software development with honor self respect and pride work well and work clean communicate and estimate faithfully face difficult decisions with clarity and honesty and understand that deep knowledge comes with a responsibility to act Readers of this collection will come away understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names good functions good objects and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test driven development What it means to behave as a true software craftsman How to deal with conflict tight schedules and unreasonable managers How to get into the flow of coding and get past writer s block How to handle unrelenting pressure and avoid burnout How to combine enduring attitudes with new development paradigms How to manage your time and avoid blind alleys marshes bogs and swamps How to foster environments where programmers and teams can thrive When to say No and how to say it When to say Yes and what yes really means

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Magazine ,2009-07 Clean Code Robert C. Martin,2025-10-17 Bestselling author Robert C Martin brings new life and updated code to his beloved Clean Code book With Clean Code Second Edition Robert C Martin Uncle Bob reinvigorates the classic guide to software craftsmanship with updated insights broader scope and enriched content This new edition a comprehensive rewrite of the original bestseller is poised to transform the way developers approach coding fostering a deeper commitment to the craft of writing clean flexible and maintainable code The book is divided into four parts basic coding practices design principles and heuristics high level architecture and the ethics of craftsmanship It challenges readers to critically evaluate code quality and reassess their professional values ultimately guiding them to produce better software This edition includes expanded coverage of testing disciplines design and architecture principles and multiple programming languages Design and architecture principles integrated with coding practices Coverage of more languages including Java JavaScript Go Python Clojure C and C Case studies for practical exercises in code transformation Techniques for writing good names functions objects and classes Strategies for formatting code for maximum readability Comprehensive error handling and testing practices Productive use of AI tools for coding Soft skills and the ethics of programming SOLID principles of software design Management of dependencies for flexible and reusable code Professional practices and trade offs in object oriented design Clean Code Second Edition underscores the importance of evolving software craftsmanship to meet contemporary challenges Offering a deeper exploration of testing design and architecture alongside universal coding principles applicable across various programming languages this edition is set to be an indispensable resource for developers engineers and project managers It not only aims to enhance technical skills but also to cultivate a professional ethos that values clean flexible and sustainable code Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details *Brownfield Application Development in .NET* Kyle Baley,Donald Belcham,2010 This guide shows developers how to approach legacy applications with the state of the art concepts patterns and tools developers apply to new projects *American Book Publishing Record* ,2005 **Managing Agile Projects** Sanjiv Augustine,2005 Your Hands On In the Trenches Guide to Successfully Leading Agile Projects Agile methods promise to infuse development with unprecedented flexibility speed and value and these promises are attracting IT organizations worldwide However agile methods often fail to clearly define the manager's role and many managers have been reluctant to buy in Now expert project manager Sanjiv Augustine introduces agility from the manager's point of view offering a proven management framework that addresses everything from team building to project control Augustine bridges the disconnect between the assumptions and techniques of traditional and agile management demonstrating why agility is better aligned with today's project realities and how to simplify your transition Using a detailed case study he shows how agile methods can scale to succeed in even the largest projects Defining a high value role for the manager in agile project environments Refocusing on outcomes not rigid plans processes or controls Structuring and building adaptive self organizing organic teams Forming a

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Systems Analysis and Design David P. Tegarden, Binny Samuel, Roman

Lukyanenko, Alan Dennis, Barbara Haley Wixom, 2025-07-09 Enables readers to analyze and design systems not just read about IT Systems Analysis and Design An Object Oriented Approach with UML Seventh Edition captures the dynamic aspects of the field by keeping students focused on doing SAD while presenting the core set of skills that every systems analyst needs to know today and in the future The team of expert authors introduces each major technique explains what it is explains how to do it presents an example and provides opportunities for students to practice before they do it for real in a project After reading each chapter students will be able to perform that step in the system development process NEW TO THIS EDITION A greater emphasis on developing information systems using an incremental and iterative approach and verifying validating and testing throughout the book Chapter on agile development Chapter that overviews the supporting workflows of the Unified Process Greatly expanded the Library Management System LMS example integrated throughout the chapters Converted the Campus Housing example to a set of Your Turn exercises Also suggested answers to each exercise are included in the Instructor's Manual Appendix section on sequence decision and looping repeating programming structures New and expanded sections on storytelling NoSQL data distribution and peer to peer architecture Expanded coverage of the interdependencies among the functional Chapter 3 structural Chapter 4 and behavioral Chapter 5 models New and revised figures throughout the book Updated MS Word templates that can be used for system requests system proposals use case descriptions CRC cards contracts method specifications use case test plan class test plan and class invariant test specifications WILEY ADVANTAGE Focuses on real world application by guiding students through practice problems and using the technique in a project Presents a contemporary object oriented approach using UML Unified Modeling Language Integrates stories feedback and advice from a diverse industry advisory board of IS professionals and consultants Provides chapters that each cover a different step in the Systems Development Life Cycle SDLC process

The British National Bibliography Arthur James Wells, 2009 **Software Development**, 2005 **LabVIEW Graphical Programming, Fifth Edition** Richard Jennings, 2019-11-15 LabVIEW programming techniques tips and practices Learn to build effective LabVIEW programs using the detailed information contained in this thoroughly revised resource This edition updates all content to align with the latest version and adds new chapters that clearly explain object oriented programming methods and

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