

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

Robert C. Martin



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 Agile Principles, Patterns, and Practices in C# Martin, 1900 This is the eBook version of the printed book If the print book includes a CD ROM this content is not included within the eBook version 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

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

and test suites and integrate testing throughout the application life cycle As you adopt a testing mindset you ll be amazed at how better tests cause you to write better code What You Will Learn Universal guidelines to assess any unit test Testing to identify and avoid anti patterns Refactoring tests along with the production code Using integration tests to verify the whole system This Book Is Written For For readers who know the basics of unit testing Examples are written in C and can easily be applied to any language About the Author Vladimir Khorikov is an author blogger and Microsoft MVP He has mentored numerous teams on the ins and outs of unit testing Table of Contents PART 1 THE BIGGER PICTURE 1 The goal of unit testing 2 What is a unit test 3 The anatomy of a unit test PART 2 MAKING YOUR TESTS WORK FOR YOU 4 The four pillars of a good unit test 5 Mocks and test fragility 6 Styles of unit testing 7 Refactoring toward valuable unit tests PART 3 INTEGRATION TESTING 8 Why integration testing 9 Mocking best practices 10 Testing the database PART 4 UNIT TESTING ANTI PATTERNS 11 Unit testing anti patterns

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 Craftmanship 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

Value Pack Robert Martin,Ian Sommerville,2004-12-01 Multi pack contains Software Engineering 7e ISBN 0321210263 Agile Software Development ISBN 0135974445 Clean Code Robert C.

Martin,2008-08-01 Even bad code can function But if code isn t clean it can bring a development organization to its knees Every year countless hours and significant resources are lost because of poorly written code But it doesn t have to be that way Noted software expert Robert C Martin presents a revolutionary paradigm with Clean Code A Handbook of Agile Software Craftsmanship 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 What kind of work will you be doing You ll be reading code lots of code And you will be challenged to think about what s right about that code and what s wrong with it More importantly you will be challenged to reassess your professional values and your commitment to your craft Clean Code is divided into three parts The first describes the principles patterns and practices of writing clean code The second part consists of several case studies of increasing complexity Each case study is an exercise in cleaning up code of transforming a code base that has some problems into one that is sound and efficient The third part is the payoff a single chapter containing a list of heuristics and smells gathered while creating the case studies The result is a knowledge base that describes the way we think when we write read and clean code Readers will come away from this book 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 This book is a must for any developer software engineer project manager team lead or systems analyst with an interest in producing better code *Dr. Dobb's Journal*,2008 *MSDN Magazine*,2009-07 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 The British National Bibliography Arthur James Wells,2009 **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 guiding vision that aligns your team behind a common purpose Empowering

your team with the information it needs to succeed Managing the flow of customer value from one creative stage to the next Leveraging your team members strengths as whole persons Implementing full life cycle agility from planning and coding to maintenance and knowledge transfer Customizing agile methods to your unique environment Becoming an adaptive leader who can inspire and energize agile teams Whether you re a technical or business manager Managing Agile Projects gives you all the tools you need to implement agility in your environment and reap its full benefits Managing Agile Projects is part of the Robert C Martin series c Copyright Pearson Education All rights reserved *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

UML for Java Programmers Robert C. Martin, 2003 The Unified Modeling Language has become the industry standard for the expression of software designs The Java programming language continues to grow in popularity as the language of choice for the serious application developer Using UML and Java together would appear to be a natural marriage one that can produce considerable benefit However there are nuances that the seasoned developer needs to keep in mind when using UML and Java together Software expert Robert Martin presents a concise guide with numerous examples that will help the

programmer leverage the power of both development concepts The author ignores features of UML that do not apply to java programmers saving the reader time and effort He provides direct guidance and points the reader to real world usage scenarios The overall practical approach of this book brings key information related to Java to the many presentations The result is an highly practical guide to using the UML with Java Software Development ,2005 **Clean Code** Robert Martin,2025-10-12 This new edition of the classic guide to software craftsmanship 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 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 Divided into four parts basic coding practices design principles and heuristics high level architecture and ethics of craftsmanship this book 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

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