

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 Martin

Rebecca M. Riordan



Agile Principles Patterns And Practices In C Robert Martin:

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#* Martin, 2006 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, 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 Real-World Implementation of C# Design Patterns Bruce M. Van Horn II, Van Symons, 2022-10-14 Build robust applications in C easily using effective and popular design patterns and best practices Key Features Recognize solutions to common problems in software design with C Explore real world applications of design patterns that can be used in your everyday work Get to grips with 14 patterns and their design implementations Book Description As a software developer you need to learn new languages and simultaneously get familiarized with the programming paradigms and methods of leveraging patterns as both a communications tool and an advantage when designing well written easy to maintain code Design patterns being a collection of best practices provide the necessary wisdom to help you overcome common sets of challenges in object oriented design and programming This practical

guide to design patterns helps C developers put their programming knowledge to work The book takes a hands on approach to introducing patterns and anti patterns elaborating on 14 patterns along with their real world implementations Throughout the book you ll understand the implementation of each pattern as well as find out how to successfully implement those patterns in C code within the context of a real world project By the end of this design patterns book you ll be able to recognize situations that tempt you to reinvent the wheel and quickly avoid the time and cost associated with solving common and well understood problems with battle tested design patterns What you will learn Get to grips with patterns and discover how to conceive and document them Explore common patterns that may come up in your everyday work Recognize common anti patterns early in the process Use creational patterns to create flexible and robust object structures Enhance class designs with structural patterns Simplify object interaction and behavior with behavioral patterns Who this book is for This book is for beginner and mid level software developers who are looking to take their object oriented programs or software designing skills to the next level by learning to leverage common patterns A firm grasp of programming fundamentals and classical object oriented programming OOP using languages like C C Objective C or Java is expected

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 **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

Agile Java Jeff Langr, 2005-02-14 Master Java 5 0 and TDD Together Build More Robust Professional Software Master Java 5 0 object oriented design and Test Driven Development TDD by learning them together Agile Java weaves all three into a single coherent approach to building professional robust software systems Jeff Langr shows exactly how Java and TDD integrate throughout the entire development lifecycle helping you leverage today s fastest most efficient development techniques from the very outset Langr writes for every programmer even those with little or no experience with Java object oriented development or agile methods He shows how to translate oral requirements into practical tests and then how to use those tests to create reliable high performance Java code that solves real problems Agile Java doesn t just teach the core features of the Java language it presents coded test examples for each of them This TDD centered approach doesn t just lead to better code it provides powerful feedback that will help you learn Java far more rapidly The use of TDD as a learning

mechanism is a landmark departure from conventional teaching techniques Presents an expert overview of TDD and agile programming techniques from the Java developer s perspective Brings together practical best practices for Java TDD and OO design Walks through setting up Java 5 0 and writing your first program Covers all the basics including strings packages and more Simplifies object oriented concepts including classes interfaces polymorphism and inheritance Contains detailed chapters on exceptions and logging math I O reflection multithreading and Swing Offers seamlessly integrated explanations of Java 5 0 s key innovations from generics to annotations Shows how TDD impacts system design and vice versa Complements any agile or traditional methodology including Extreme Programming XP

.NET Design Patterns Praseed Pai, Shine Xavier, 2017-01-31 Explore the world of NET design patterns and bring the benefits that the right patterns can offer to your toolkit today About This Book Dive into the powerful fundamentals of NET framework for software development The code is explained piece by piece and the application of the pattern is also showcased This fast paced guide shows you how to implement the patterns into your existing applications Who This Book Is For This book is for those with familiarity with NET development who would like to take their skills to the next level and be in the driver s seat when it comes to modern development techniques Basic object oriented C programming experience and an elementary familiarity with the NET framework library is required What You Will Learn Put patterns and pattern catalogs into the right perspective Apply patterns for software development under C NET Use GoF and other patterns in real life development scenarios Be able to enrich your design vocabulary and well articulate your design thoughts Leverage object functional programming by mixing OOP and FP Understand the reactive programming model using Rx and RxJs Writing compositional code using C LINQ constructs Be able to implement concurrent parallel programming techniques using idioms under NET Avoiding pitfalls when creating compositional readable and maintainable code using imperative functional and reactive code In Detail Knowing about design patterns enables developers to improve their code base promoting code reuse and making their design more robust This book focuses on the practical aspects of programming in NET You will learn about some of the relevant design patterns and their application that are most widely used We start with classic object oriented programming OOP techniques evaluate parallel programming and concurrency models enhance implementations by mixing OOP and functional programming and finally to the reactive programming model where functional programming and OOP are used in synergy to write better code Throughout this book we ll show you how to deal with architecture design techniques GoF patterns relevant patterns from other catalogs functional programming and reactive programming techniques After reading this book you will be able to convincingly leverage these design patterns factory pattern builder pattern prototype pattern adapter pattern facade pattern decorator pattern observer pattern and so on for your programs You will also be able to write fluid functional code in NET that would leverage concurrency and parallelism Style and approach This tutorial based book takes a step by step approach It covers the major patterns and explains them in a detailed manner along with code examples

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 *ASP.NET MVC Framework Unleashed* Stephen Walther, 2009-07-14 In this book world renowned ASP NET expert and member of the Microsoft ASP NET team Stephen Walther shows experienced developers how to use Microsoft s new ASP NET MVC Framework to build web applications that are more powerful flexible testable manageable scalable and extensible Writing for professional programmers Walther explains the crucial concepts that make the Model View Controller MVC development paradigm work so well and shows exactly how to apply them with the ASP NET MVC Framework From controllers and actions to views and models Walther demonstrates how to apply each ASP NET MVC Framework feature in real world projects In Part II you ll walk step by step through building a full fledged ASP NET MVC blog application that implements capabilities ranging from data access to validation Through this case study you ll learn how to build ASP NET MVC applications using test driven development processes that enable rapid feedback greater productivity and better quality Throughout Walther presents extensive code examples reflecting his unsurpassed experience as an ASP NET instructor a leading commercial developer and now as a

member of Microsoft's ASP.NET development team Understand how to Build enterprise scale web applications far more rapidly and effectively Develop web applications that are easier to maintain and extend over time Gain unprecedented control over the appearance of your website or application Expose intuitive URLs that are friendlier to search engines and users alike Create ASP.NET MVC models that contain all your application's business validation and data access logic Make the most of HTML helpers model binders action filters routing and authentication Efficiently deploy your ASP.NET MVC applications Use the lightweight JQuery JavaScript library to easily find and manipulate HTML elements Create ASP.NET MVC applications using unit test and mock object framework

Beginning SOLID Principles and Design Patterns for ASP.NET Developers Bipin Joshi, 2016-04-08 This book teaches you all the essential knowledge required to learn and apply time proven SOLID principles of object oriented design and important design patterns in ASP.NET Core 1.0 formerly ASP.NET 5 applications You will learn to write server side as well as client side code that makes use of proven practices and patterns SOLID is an acronym popularized by Robert Martin used to describe five basic principles of good object oriented design Single Responsibility Open Closed Liskov Substitution Interface Segregation and Dependency Inversion This book covers all five principles and illustrates how they can be used in ASP.NET Core 1.0 applications Design Patterns are time proven solutions to commonly occurring software design problems The most well known catalog of design patterns comes from Erich Gamma Richard Helm Ralph Johnson and John Vlissides the so called as GoF patterns Gang of Four patterns This book contains detailed descriptions of how to apply Creational Structural and Behavioral GoF design patterns along with some Patterns of Enterprise Application Architecture Popular JavaScript patterns are covered along with working examples of all these patterns in ASP.NET Core 1.0 and C# are included What You Will Learn How to apply SOLID principles to ASP.NET applications How to use Gang of Four GoF design patterns in ASP.NET applications Techniques for applying Patterns of Enterprise Application Architecture cataloged by Martin Fowler in ASP.NET applications How to organize code and apply design patterns in JavaScript Who This Book Is For This book is for ASP.NET developers familiar with ASP.NET Core 1.0 C# and Visual Studio

Software Architect's Handbook Joseph Ingeno, 2018-08-30 A comprehensive guide to exploring software architecture concepts and implementing best practices Key Features Enhance your skills to grow your career as a software architect Design efficient software architectures using patterns and best practices Learn how software architecture relates to an organization as well as software development methodology Book Description The Software Architect's Handbook is a comprehensive guide to help developers architects and senior programmers advance their career in the software architecture domain This book takes you through all the important concepts right from design principles to different considerations at various stages of your career in software architecture The book begins by covering the fundamentals benefits and purpose of software architecture You will discover how software architecture relates to an organization followed by identifying its significant quality attributes Once you have covered the basics you will explore design patterns best

practices and paradigms for efficient software development The book discusses which factors you need to consider for performance and security enhancements You will learn to write documentation for your architectures and make appropriate decisions when considering DevOps In addition to this you will explore how to design legacy applications before understanding how to create software architectures that evolve as the market business requirements frameworks tools and best practices change over time By the end of this book you will not only have studied software architecture concepts but also built the soft skills necessary to grow in this field What you will learn Design software architectures using patterns and best practices Explore the different considerations for designing software architecture Discover what it takes to continuously improve as a software architect Create loosely coupled systems that can support change Understand DevOps and how it affects software architecture Integrate refactor and re architect legacy applications Who this book is for The Software Architect s Handbook is for you if you are a software architect chief technical officer CTO or senior developer looking to gain a firm grasp of software architecture

Effective Coding with VHDL Ricardo Jasinski, 2016-05-27 A guide to applying software design principles and coding practices to VHDL to improve the readability maintainability and quality of VHDL code This book addresses an often neglected aspect of the creation of VHDL designs A VHDL description is also source code and VHDL designers can use the best practices of software development to write high quality code and to organize it in a design This book presents this unique set of skills teaching VHDL designers of all experience levels how to apply the best design principles and coding practices from the software world to the world of hardware The concepts introduced here will help readers write code that is easier to understand and more likely to be correct with improved readability maintainability and overall quality After a brief review of VHDL the book presents fundamental design principles for writing code discussing such topics as design quality architecture modularity abstraction and hierarchy Building on these concepts the book then introduces and provides recommendations for each basic element of VHDL code including statements design units types data objects and subprograms The book covers naming data objects and functions commenting the source code and visually presenting the code on the screen All recommendations are supported by detailed rationales Finally the book explores two uses of VHDL synthesis and testbenches It examines the key characteristics of code intended for synthesis distinguishing it from code meant for simulation and then demonstrates the design and implementation of testbenches with a series of examples that verify different kinds of models including combinational sequential and FSM code Examples from the book are also available on a companion website enabling the reader to experiment with the complete source code

Fluent Visual Basic Rebecca M. Riordan, 2011-10-31 Based on the principles of cognitive science and instructional design Fluent Visual Basic part of the Fluent Learning series is a true tutorial that will help you build effective working models for understanding a large and complex subject developing NET Framework applications in Visual Basic Most introductory books just talk at you and give you exercises that have more to do with taking dictation than actually learning Fluent Visual Basic is different It

guides you through learning the way your mind likes to learn by solving puzzles making connections and building genuine understanding instead of just memorizing random facts

DETAILED INFORMATION ON HOW TO Write NET applications in Visual Basic Leverage the incredible power of the NET Framework Class Library Apply Object Oriented principles Design Patterns and best practices to your code Develop desktop applications using the powerful Windows Presentation Foundation user interface API

Effective Software Testing Maurizio Aniche, 2022-05-03 Go beyond basic testing Great software testing makes the entire development process more efficient This book reveals a systemic and effective approach that will help you customize your testing coverage and catch bugs in tricky corner cases In *Effective Software Testing* you will learn how to Engineer tests with a much higher chance of finding bugs Read code coverage metrics and use them to improve your test suite Understand when to use unit tests integration tests and system tests Use mocks and stubs to simplify your unit testing Think of pre conditions post conditions invariants and contracts Implement property based tests Utilize coding practices like dependency injection and hexagonal architecture that make your software easier to test Write good and maintainable test code *Effective Software Testing* teaches you a systematic approach to software testing that will ensure the quality of your code It s full of techniques drawn from proven research in software engineering and each chapter puts a new technique into practice Follow the real world use cases and detailed code samples and you ll soon be engineering tests that find bugs in edge cases and parts of code you d never think of testing Along the way you ll develop an intuition for testing that can save years of learning by trial and error

About the technology *Effective testing* ensures that you ll deliver quality software For software engineers testing is a key part of the development process Mastering specification based testing boundary testing structural testing and other core strategies is essential to writing good tests and catching bugs before they hit production

About the book *Effective Software Testing* is a hands on guide to creating bug free software Written for developers it guides you through all the different types of testing from single units up to entire components You ll also learn how to engineer code that facilitates testing and how to write easy to maintain test code Offering a thorough systematic approach this book includes annotated source code samples realistic scenarios and reasoned explanations What s inside Design rigorous test suites that actually find bugs When to use unit tests integration tests and system tests Pre and post conditions invariants contracts and property based tests Design systems that are test friendly Test code best practices and test smells

About the reader The Java based examples illustrate concepts you can use for any object oriented language

About the author Dr Maur cio Aniche is the Tech Academy Lead at Adyen and an Assistant Professor in Software Engineering at the Delft University of Technology

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[C++ Software Design](#) Klaus Iglberger, 2022-09-21 Good software design is essential for the success of your project but designing software is hard

to do You need to have a deep understanding of the consequences of design decisions and a good overview of available design alternatives With this book experienced C developers will get a thorough practical and unparalleled overview of software design with this modern language C trainer and consultant Klaus Iglberger explains how you can manage dependencies and abstractions improve changeability and extensibility of software entities and apply and implement modern design patterns to help you take advantage of today s possibilities Software design is the most essential aspect of a software project because it impacts the software s most important properties maintainability changeability and extensibility Learn how to evaluate your code with respect to software design Understand what software design is including design goals such as changeability and extensibility Explore the advantages and disadvantages of each design approach Learn how design patterns help solve problems and express intent Choose the right form of a design pattern to get the most out of its advantages

Fluent C# Rebecca M. Riordan, 2011-10-12 Based on the principles of cognitive science and instructional design *Fluent C* the first in the new *Fluent Learning* series is a true tutorial that will help you build effective working models for understanding a large and complex subject developing NET Framework applications in C Most introductory books just talk at you and give you exercises that have more to do with taking dictation than actually learning *Fluent C* is different It guides you through learning the way your mind likes to learn by solving puzzles making connections and building genuine understanding instead of just memorizing random facts DETAILED INFORMATION ON HOW TO Write NET applications in C 2010 Leverage the incredible power of the NET Framework Class Library Apply Object Oriented principles Design Patterns and best practices to your code Develop desktop applications using the powerful Windows Presentation Foundation user interface API

Refactoring with C++ Dmitry Danilov, 2024-07-19 Improve readability and understandability of code using C best practices Key Features Enrich your coding skills using features from the modern C standard and industry approved libraries Implement refactoring techniques and SOLID principles in C Apply automated tools to improve your code quality Purchase of the print or Kindle book includes a free PDF eBook Book Description Despite the prevalence of higher level languages C is still running the world from bare metal embedded systems to distributed cloud native systems C is on the frontline whenever there is a need for a performance sensitive tool supporting complex data structures The language has been actively evolving for the last two decades This book is a comprehensive guide that shows you how to implement SOLID principles and refactor legacy code using the modern features and approaches of C the standard library Boost library collection and Guidelines Support Library by Microsoft The book begins by describing the essential elements of writing clean code and discussing object oriented programming in C You ll explore the design principles of software testing with examples of using popular unit testing frameworks such as Google Test The book also guides you through applying automated tools for static and dynamic code analysis using Clang Tools By the end of this book you ll be proficient in applying industry approved coding practices to design clean sustainable and readable real world C code What you will learn Leverage the rich type

system of C to write safe and elegant code Create advanced object oriented designs using the unique features of C Minimize code duplication by using metaprogramming Refactor code safely with the help of unit tests Ensure code conventions and format with clang format Facilitate the usage of modern features automatically with clang tidy Catch complex bugs such as memory leakage and data races with Clang AddressSanitizer and ThreadSanitizer Who this book is for This book will benefit experienced C programmers the most but is also suitable for technical leaders software architects and senior software engineers who want to save on costs and improve software development process efficiency by using modern C features and automated tools

C++ Crash Course Josh Lospinoso, 2019-09-24 A fast paced thorough introduction to modern C written for experienced programmers After reading C Crash Course you ll be proficient in the core language concepts the C Standard Library and the Boost Libraries C is one of the most widely used languages for real world software In the hands of a knowledgeable programmer C can produce small efficient and readable code that any programmer would be proud of Designed for intermediate to advanced programmers C Crash Course cuts through the weeds to get you straight to the core of C 17 the most modern revision of the ISO standard Part 1 covers the core of the C language where you ll learn about everything from types and functions to the object life cycle and expressions Part 2 introduces you to the C Standard Library and Boost Libraries where you ll learn about all of the high quality fully featured facilities available to you You ll cover special utility classes data structures and algorithms and learn how to manipulate file systems and build high performance programs that communicate over networks You ll learn all the major features of modern C including Fundamental types reference types and user defined types The object lifecycle including storage duration memory management exceptions call stacks and the RAII paradigm Compile time polymorphism with templates and run time polymorphism with virtual classes Advanced expressions statements and functions Smart pointers data structures dates and times numerics and probability statistics facilities Containers iterators strings and algorithms Streams and files concurrency networking and application development With well over 500 code samples and nearly 100 exercises C Crash Course is sure to help you build a strong C foundation

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Agile Principles Patterns And Practices In C Robert Martin Introduction

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