

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

Camilla Rothe



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

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 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 will 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 will 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

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

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

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 **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 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

The Robert C. Martin Clean Code Collection (Collection)

Robert Martin,2011-12-09 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

Functional Design Robert C. Martin,2023-09-20 A Practical Guide to Better Cleaner Code with Functional Programming In Functional Design renowned software engineer Robert C Martin Uncle Bob explains how and why to use functional programming to build better systems for real customers Martin compares conventional object

oriented coding structures in Java to those enabled by functional languages identifies the best roles for each and shows how to build better systems by judiciously using them in context Martin's approach is pragmatic minimizing theory in favor of in the trenches problem solving Through accessible examples working developers will discover how the easy to learn semantically rich Clojure language can help them improve code cleanliness design discipline and outcomes Martin examines well known SOLID principles and Gang of Four Design Patterns from a functional perspective revealing why patterns remain extremely valuable to functional programmers and how to use them to achieve superior results Understand functional basics immutability persistent data recursion iteration laziness and statefulness Contrast functional and object approaches through expertly crafted case studies Explore functional design techniques for data flow Use classic SOLID principles to write better Clojure code Master pragmatic approaches to functional testing GUIs and concurrency Make the most of design patterns in functional environments Walk through building an enterprise class Clojure application Functional Design exudes classic on arrival Bob pulls back the curtain to reveal how functional programming elements make software design simple yet pragmatic He does so without alienating experienced object oriented programmers coming from languages like C C# or Java Janet A Carr Independent Clojure Consultant Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details [The Clean Coder](#) Robert C. Martin, 2011-05-13

Programmers who endure and succeed amidst swirling uncertainty and nonstop pressure share a common attribute They care deeply about the practice of creating software They treat it as a craft They are professionals In [The Clean Coder](#) A Code of Conduct for Professional Programmers legendary software expert Robert C 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 will learn 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 Great software is something to marvel at powerful elegant functional a pleasure to work with as both a developer and as a user Great software isn't written by machines It is written by professionals with an unshakable commitment to craftsmanship [The Clean Coder](#) will help you become one of them and earn the pride and fulfillment that they alone possess [Dr. Dobb's Journal](#) , 2008 **Working Effectively with Legacy Code** Michael C. Feathers, 2004 Michael Feathers offers start to finish strategies for working more effectively with large untested

legacy code bases This book draws on material Michael created for his own renowned Object Mentor seminars techniques Michael has used in mentoring to help hundreds of developers technical managers and testers bring their legacy systems under control This book also includes a catalog of twenty four dependency breaking techniques that help you work with program elements in isolation and make safer changes Managing Agile Projects Sanjiv Augustine,2005 Your Hands On In the Trenches Guide to Successfully Leading AgileProjectsAgile methods promise to infuse development with unprecedented flexibility speed and valueand 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 environmentsRefocusing on outcomes not rigid plans processes or controlsStructuring and building adaptive self organizing organic teamsForming a guiding vision that aligns your team behind a common purposeEmpowering your team with the information it needs to succeedManaging the flow of customer value from one creative stage to the nextLeveraging your team members strengths as whole personsImplementing full life cycle agility from planning and coding to maintenance and knowledge transfer Customizing agile methods to your unique environmentBecoming an adaptive leader who can inspire and energize agile teams Whether you re a technical or business manager Managing Agile Projectsgives you all the tools you need to implement agility in your environmentand reap its full benefits Managing Agile Projects is part of the Robert C Martin series c Copyright Pearson Education All rights reserved American Book Publishing Record ,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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