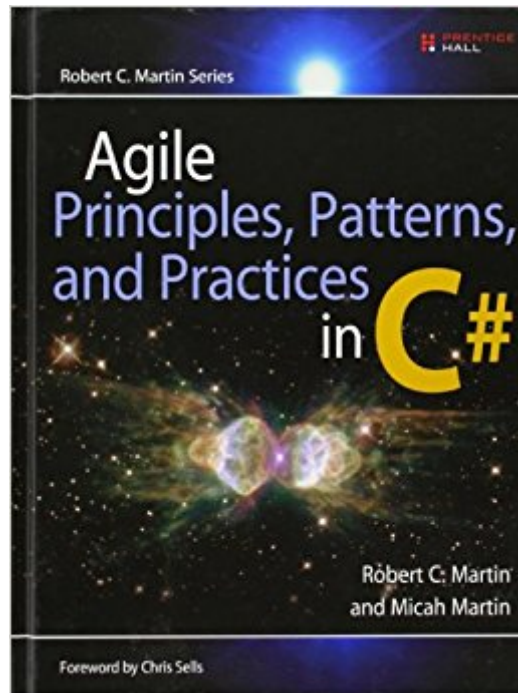


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Agile Principles, Patterns, And Practices In C#



Synopsis

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.

Book Information

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Customer Reviews

This book is amazingly great from start to finish. All the basics of good agile development are covered clearly and sensibly in the first section: what agile is, how to go about it, why testing and planning are so critical, and where refactoring fits in all of this. Design and general patterns are hit in the second section, again in a clear, concise, and sensible fashion -- and with common sense thrown in. The final two sections cover a real-world case study implementation of a payroll system. Here the rubber meets the asphalt: walking through use cases, building transactions based on smartly-chosen patterns, discussion of what patterns make sense where and why, implementation, packaging, and evolution. I found myself shaking my head in wonder as I read this book and stumbled across one nugget of gold after another. Some bits of goodness pop out in the middle of nowhere simply because the authors are so well-versed in their domain that they're letting fly wisdom even when discussing other topics. An example of this is in the XP pairing session episode where some discussion of increment operator side effects is tossed in the middle of another discussion stream. You read that section once and pass over it, only to do a head check, bounce back and re-read it while nodding your head and saying "Yeah, that's absolutely right and I might not have caught that otherwise." Another bit of greatness is the chapter on UML. The authors are emphatic about keeping UML tightly in check and using it only in specific cases where it makes clear sense. Mountains of UML diagrams are not the answer; the authors show where a few concise diagrams make perfect sense.

There are two things I would've changed about this book: 1) remove "in c#" from the title and 2) make it clear that all code examples are pseudo-code in a made up language that kind of looks like C++/Java/C#. I've read just about every review of this book and all the people who rated this book low (3 and lower) completely missed the entire essence of why this book was written. Their complaints were "not enough C#" and "how dare you not use generics, C# programmers should know better!" This book is not about teaching you how to program in C#; there's a ton of print out there to do that. This book is about teaching you how to approach coding, and what they teach can be applied to just about any language out there (well, OO is probably more suitable). I've been coding professionally for 13 years and 8 more as a hobby before that. I've written some really, really horrendous code, and I got to where I am today by always reflecting back on all of my work. Over time I learned what to do and what should be avoided and when I first discovered Gang of Four's design patterns book, every single pattern I've already used somewhere in my own code. Currently being a technical team lead on the project, I'm now brushing up on a lot of material regarding design, agile practices, architecture and so on. My goal is not to teach the team solely from my

self-taught know-how. Instead, I'm reading all these books because I want to combine my experience with more authoritative voices on the subject and the views of other, more-experienced engineers. Most of this book was nothing new to me. I've been already practicing a lot of the techniques and habits that the author recommends.

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