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Agile Software Development and Design Patterns Agile Principles

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Patterns And Practices

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#.

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Agile Principles, Patterns, and Practices in C#
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.

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Martin and Micah Martin, Agile Principles, Patterns, and Practices in C#.

Agile Principles, Patterns, and Practices in C# by Robert ...
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.

Martin & Martin, Agile Principles, Patterns, and Practices ...
Brian Paulsmeyer brings a pragmatic agile approach to allow continuous delivery of quality software across multiple industries and languages. He is experienced in building automation for

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continuous delivery and applying DevOps principles to legacy and green-field systems. Brian works with agile development within regulated environments including the FDA and SEC.

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Agile Principles, Patterns, and Practices in C#
Agile Software Development, Principles, Patterns, and Practices

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(Alan Apt Series) Hardcover – Illustrated, 20 November 2002 by Robert Martin (Author) 4.7 out of 5 stars 49 ratings

Agile Software Development, Principles, Patterns, and ...

A must-read for developers willing to build maintainable, testable and scalable software. It teaches you the basics for agile "software development", TDD, SOLID principles, design patterns and much more. Also, you really need to try out the patterns and practices presented in this book so you can feel how it is to create a "Clean Architecture".

Agile Software Development, Principles, Patterns, and ...

This book really covers two topics: Agile management methods and development practices used by agile team. Section I, the description

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of the Agile methodology is brief. This is obviously the intent of the author and agile is meant to be documentation-light. This section only consists of 100 pages.

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Written by a software developer for software developers, this book is a unique collection of the latest software development methods. The author includes OOD, UML, Design Patterns, Agile and XP methods with a detailed description of a complete software design for reusable programs in C++ and Java. Using a practical, problem-solving approach, it shows how to develop an object-oriented ...

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provide an in-depth discussion of agile principles and practices. They'll take you from requirements to planning to testing, refactoring, and programming. It will give you guidance on how to build teams and manage projects. It will help you get your projects done.

Agile Software Development, Principles, Patterns, and ...
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

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to put all of it together for a real-world ...

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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

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software and how it applies to programming in the .NET Framework.

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

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Framework.

本书使用真实的案例讲解如何用极限编程来设计、测试、重构和结对编程,包含了极具价值的可重用的C#源代码等。

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.

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Write code that can adapt to changes. By applying this book's principles, you can create code that accommodates new requirements and unforeseen scenarios without significant rewrites. Gary McLean Hall describes Agile best practices, principles, and patterns for designing and writing code that can evolve more quickly and easily, with fewer errors, because it doesn't impede change. Now revised, updated, and expanded, Adaptive Code, Second Edition adds indispensable practical insights on Kanban, dependency inversion, and creating reusable abstractions. Drawing

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on over a decade of Agile consulting and development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, pure dependency injection, and more. Master powerful new ways to:

- Write code that enables and complements Scrum, Kanban, or any other Agile framework
- Develop code that can survive major changes in requirements
- Plan for adaptability by using dependencies, layering, interfaces, and design patterns
- Perform unit testing and refactoring in tandem, gaining more value from both
- Use the “ golden master ” technique to make legacy code adaptive
- Build SOLID code with single-responsibility, open /closed, and Liskov substitution principles
- Create smaller interfaces to support more-diverse client and architectural needs
- Leverage dependency injection best practices to improve code adaptability
- Apply dependency

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inversion with the Stairway pattern, and avoid related anti-patterns
About You This book is for programmers of all skill levels seeking
more-practical insight into design patterns, SOLID principles, unit
testing, refactoring, and related topics. Most readers will have
programmed in C#, Java, C++, or similar object-oriented
languages, and will be familiar with core procedural programming
techniques.

Looks at the principles and clean code, includes case studies
showcasing the practices of writing clean code, and contains a list of
heuristics and "smells" accumulated from the process of writing
clean code.

Agile coding with design patterns and SOLID principles As every

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developer knows, requirements are subject to change. But when you build adaptability into your code, you can respond to change more easily and avoid disruptive rework. Focusing on Agile programming, this book describes the best practices, principles, and patterns that enable you to create flexible, adaptive code--and deliver better business value. Expert guidance to bridge the gap between theory and practice

Get grounded in Scrum: artifacts, roles, metrics, phases
Organize and manage architectural dependencies
Review best practices for patterns and anti-patterns
Master SOLID principles: single-responsibility, open/closed, Liskov substitution
Manage the versatility of interfaces for adaptive code
Perform unit testing and refactoring in tandem
See how delegation and abstraction impact code adaptability
Learn best ways to implement dependency interjection
Apply what you learn to a pragmatic, agile coding

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project Get code samples at:

<http://github.com/garymclean/AdaptiveCode>

Head First Agile is a complete guide to learning real-world agile ideas, practices, principles. What will you learn from this book? In Head First Agile, you'll learn all about the ideas behind agile and the straightforward practices that drive it. You'll take deep dives into Scrum, XP, Lean, and Kanban, the most common real-world agile approaches today. You'll learn how to use agile to help your teams plan better, work better together, write better code, and improve as a team—because agile not only leads to great results, but agile teams say they also have a much better time at work. Head

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First Agile will help you get agile into your brain... and onto your team! Preparing for your PMI-ACP® certification? This book also has everything you need to get certified, with 100% coverage of the PMI-ACP® exam. Luckily, the most effective way to prepare for the exam is to get agile into your brain—so instead of cramming, you're learning. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Agile uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

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