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Microsoft .NET - Architecting Applications for the Enterprise - Dino Esposito
2014-08-28

A software architect's digest of core practices, pragmatically applied Designing effective architecture is your best strategy for managing project complexity—and improving your results. But the principles and practices of software architecting—what the authors call the “science of hard decisions”—have been evolving for cloud, mobile, and other shifts. Now fully revised and updated, this book shares the knowledge and real-world perspectives that enable you to design for success—and deliver more successful solutions. In this fully updated Second Edition, you will: Learn how only a deep understanding of domain can lead to appropriate architecture Examine domain-driven design in both theory and implementation Shift your approach to code first, model later—including multilayer architecture Capture the benefits of prioritizing software maintainability See how readability, testability, and extensibility lead to code quality Take a user experience (UX) first approach, rather than designing for data Review patterns for organizing business logic Use event sourcing and CQRS together to model complex business domains more effectively Delve inside the persistence layer, including patterns and implementation.

Exploring CQRS and Event Sourcing - Dominic Betts 2013-02-14

This guide is focused on building highly scalable, highly available, and maintainable applications with the Command & Query Responsibility Segregation and the Event Sourcing architectural patterns. It presents a learning journey, not definitive guidance. It describes the experiences of a development team with no prior CQRS proficiency in building, deploying (to Windows Azure), and maintaining a sample real-world, complex, enterprise system to showcase various CQRS and ES concepts, challenges, and techniques. The development team did not work in isolation; we actively sought input from industry experts and from a wide group of advisors to ensure that the guidance is both detailed and practical. The CQRS pattern and event sourcing are not mere simplistic solutions to the problems associated with large-scale, distributed systems. By providing you with both a working application and written guidance, we expect you'll be well prepared to embark on your own CQRS journey.

SignalR Programming in Microsoft ASP.NET - José M. Aguilar 2014

Get definitive guidance on SignalR, a new library for ASP.NET developers that simplifies the process of adding real-time web functionality to your applications.

Real-time web functionality enables server-side code to push content to connected clients instantly as it becomes available. With this book, Microsoft .NET developers familiar with HTML and JavaScript will gain the skills to add real-time and async communication features for web, desktop, and mobile phone applications. Topics include: Introduction to async development; HTTP and real-time communications; SignalR technology fundamentals; persistent connections and hubs; multiplatform real-time applications; advanced topics Learn how SignalR uses Websockets when supported by the browser and the server and falls back to other techniques and technologies when it is not Use the simple ASP.NET API in SignalR for creating server-to-client remote procedure calls (RPC) that call JavaScript functions in client browsers from server-side .NET code. Exploit the API for connection management (e.g. connect and disconnect events), grouping connections, and authorization.

Microsoft.NET - Dino Esposito 2014

Make the right architectural decisions up front - and improve the quality and reliability of your .NET applications. Led by two enterprise programming experts, you'll learn how to apply the patterns and techniques that help control project complexity - and make systems easier to build, support, and upgrade - right from the start. This Second Edition features new deep dives on domain modeling, Command Query Responsibility Segregation (CQRS), and event sourcing models. Get pragmatic architectural guidance on these topics and more: Building testability, maintainability, and security into your system early in the design Exposing business logic through a service-oriented interface Choosing the best pattern for organizing business logic and behavior Applying patterns to separate the UI and presentation logic Managing impedance mismatch between objects and data How to minimize development effort and avoid over-engineering - to produce more robust results

Dependency Injection Principles, Practices, and Patterns - Mark Seemann 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

Unity in Action - Joseph Hocking 2018-03-27

Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing

graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

MSDN Magazine - 2009-07

C# in Depth - Jonathan Skeet 2019-03-07

Effective techniques and experienced insights to maximize your C# 6 and 7 programming skills Key Features Written by C# legend and top StackOverflow contributor Jon Skeet Unlock the new features of C# 6 and 7 Insights on the future of the C# language Master asynchronous functions, interpolated strings, tuples, and more Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. "An excellent overview of C# with helpful and realistic examples that make learning the newest features of C# easy." –Meredith Godar About The Book C# is the foundation of .NET development. New features added in C# 6 and 7 make it easier to take on big data applications, cloud-centric web development, and cross-platform software using .NET Core. Packed with deep insight from C# guru Jon Skeet, this book takes you deep into concepts and features other C# books ignore. C# in Depth, Fourth Edition is an authoritative and engaging guide that reveals the full potential of the language, including the new features of C# 6 and 7. It combines deep dives into the C# language with practical techniques for enterprise development, web applications, and systems programming. As you absorb the wisdom and techniques in this book, you'll write better code, and become an exceptional troubleshooter and problem solver. What You Will Learn Comprehensive guidance on the new features of C# 6 and 7 Important legacies and greatest hits of C# 2–5 Expression-bodied members Extended pass-by-reference functionality Writing asynchronous C# code String interpolation Composition with tuples Decomposition and pattern matching This Book Is Written For For intermediate C# developers. About The Author Jon Skeet is a senior software engineer at Google. He studied mathematics and computer science at Cambridge, is a recognized authority in Java and C#, and maintains the position of top contributor to Stack Overflow. Table of Contents 1. Survival of the sharpest 2. C# 2 3. C# 3: LINQ and everything that comes with it 4. C# 4: Improving interoperability 5. Writing asynchronous code 6. Async implementation 7. C# 5 bonus features 8. Super-sleek properties and expression-bodied members 9. Stringy features 10. A smörgåsbord of features for concise code 11. Composition using tuples 12. Deconstruction and pattern matching 13. Improving efficiency with more pass by reference 14. Concise code in C# 7 15. C# 8 and beyond PART 1 C# IN CONTEXT PART 2 C# 2–5 PART 3 C# 6 PART 4 C# 7 AND BEYOND

DICOM Structured Reporting - David A. Clunie 2000

Complete Guide to Test Automation - Arnon Axelrod 2018-09-22

Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester's work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the "graveyard" of software projects. There

are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What You'll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development team Leverage test automation to improve your organization's performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the content is also relevant for nonprogrammers.

Beginning Windows 8 Application Development - XAML Edition - Kyle Burns 2012-11-30
Beginning Windows 8 Application Development – XAML Edition introduces you to the Windows 8 modern app design paradigm and the new Windows 8 programming model developed around this paradigm. You'll learn to build rich, immersive applications designed to run on the many devices that will be powered by Windows 8. With the introduction of Windows 8, once again Microsoft has re-envisioned the way that PCs and devices will be used and applications will be built in a world that has become far more connected. The Windows 8 modern UI style is far more than a programming model and Beginning Windows 8 Application Development – XAML Edition takes you beyond the syntax of any development language. We examine the factors such as UX (User Experience), social integration, and maintaining data and settings across multiple devices. Gives an early start to building next-generation connected applications Introduces new programming libraries available in Windows 8 Explores Windows 8 app design concepts

Dependency Injection In .Net - Mark Seemann

Dependency Injection in .NET is a comprehensive guide that introduces DI and provides an in-depth look at applying DI practices to .NET apps. In it, you will also learn to integrate DI together with such technologies as Windows Communication Foundation, ASP.NET MVC, Windows Presentation Foundation and other core .NET components. Building on your existing knowledge of C# and the .NET platform, this book will be most beneficial for readers who have already built at least a few software solutions of intermediate complexity. Most examples are in plain C# without use of any particular DI framework. Later, the book introduces several well-known DI frameworks, such as StructureMap, Windsor and Spring.NET. For each framework, it presents examples of its particular usage, as well as examines how the framework relates to the common patterns presented earlier in the book.

The Art of Unit Testing - Roy Osherove 2013-11-24

Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com. Table of Contents PART 1 GETTING STARTED The basics of unit testing A first unit test PART 2 CORE TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation (mocking) frameworks Digging deeper into isolation frameworks PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability *Unity Certified Programmer Exam Guide* - Philip Walker 2022-05-02

A practical guide to Unity game scripting using C#, along with practice tests, exam tips, and easy-to-follow examples to help you pass the exam and become a professional Unity programmer Key Features Learn essentials of game scripting with Unity and C# to customize aspects of your game Tackle challenges in Unity game development and the certification exam using effective techniques and solutions Prepare for the latest Unity certification exam using mock tests, exam tips, and self-assessment questions Book Description Unity Certified Programmer is a global certification program by Unity for anyone looking to become a professional Unity developer. The official Unity programmer exam will not only validate your Unity knowledge and skills, but will also enable you to be a part of the Unity community. This study guide will start by building on your understanding of C# programming and taking you through the process of downloading and installing Unity. You'll understand how Unity works and get to grips with the Unity exam's core objectives. As you advance, you'll enhance your skills by creating an enjoyable side-scrolling shooter game that can be played within the Unity Editor or any modern Android mobile device. This Unity book will test your knowledge with self-assessment questions and help you take your skills to an advanced level by working with Unity tools such as the animator, particle effects, lighting, UI/UX, scriptable objects, and debugging. By the end of this book, you'll have developed

a solid understanding of the different tools in Unity and be able to create impressive Unity applications by making the most of its toolset. What you will learn Discover techniques for writing modular, readable, and reusable scripts in Unity Implement and configure objects, physics, controls, and movements for your game projects Understand 2D and 3D animation and write scripts to interact and use Unity's rendering API Explore Unity APIs for adding lighting, materials, and textures to your apps Write Unity scripts for building interfaces for menu systems, UI navigation, application settings, and much more Focus on SOLID principles for writing clean and maintainable Unity applications Who this book is for This Unity engine book is for game developers, software developers, mobile app developers, and Unity developers who want to advance in their career and gain gaming industry certification. The book assumes basic knowledge of C# programming and the Unity engine.

Clean Code - Robert C. Martin 2009

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.

AngularJS for .NET Developers in 24 Hours, Sams Teach Yourself - Dennis Sheppard 2015-10-19

In just 24 sessions of one hour or less, you will be up and running with AngularJS in your Microsoft .NET environment. Using a straightforward, step-by-step approach, each lesson builds on your .NET skills and knowledge, helping you quickly learn the essentials of AngularJS, and use it to streamline any web development project. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Q&A sections, quizzes, and exercises help you build and test your knowledge. By The Way notes present interesting pieces of information. Try it Yourself sidebars offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Dennis Sheppard is a Front-End Architect at NextTier Education in Chicago, IL. He has delivered enterprise solutions for the private equity, insurance, healthcare, education, and distribution industries. Christopher Miller is an Architect at West Monroe Partners. He has built solutions for the higher education, private equity, and renewable energy industries. AJ Liptak, is a Senior Consultant at West Monroe Partners specializing in modern web application development. He has delivered transformative solutions for the telecom, healthcare, finance, and distribution industries. Learn how to... Build AngularJS web apps from scratch, or integrate with existing .NET code Organize, reuse, and test JavaScript web application code far more effectively Discover key JavaScript design patterns that support AngularJS (and their similarities to C#) Use AngularJS modules, controllers, views, data-binding, and event handling Implement AngularJS services efficiently Work with directives, custom directives, and dependency injection Set up AngularJS routing Apply best practices for organizing AngularJS applications Master sophisticated AngularJS techniques, including filters, advanced patterns, and communication between controllers Deploy AngularJS code to the Microsoft Azure cloud Unit-test and debug your single page applications Integrate AngularJS with .NET Web Forms and .NET MVC Build REST APIs in .NET and consume their services in AngularJS Combine AngularJS with .NET SignalR to build real-time web apps Extend AngularJS development with bower, gulp, and webstorm Preview the future of AngularJS: Version 2.0 and beyond

Silverlight 4 Unleashed - Laurent Bugnion 2010-10-21

Printed entirely in color, with helpful figures and syntax coloring to make code

samples appear as they do in Visual Studio and Expression Blend! Using Silverlight 4, you can build richer and more powerful applications than ever before, and deploy them seamlessly in browsers, on desktop computers, and even on Windows Phone 7. In Silverlight 4 Unleashed, Microsoft Silverlight MVP Laurent Bugnion covers everything you need to do all this, and much more. The only full-color, example-rich guide to Silverlight 4 for experienced Microsoft developers, Silverlight 4 Unleashed illuminates the entire development process: from installing Silverlight tools to building great user experiences, managing data to optimizing application performance. You'll master core Silverlight features such as controls and properties; communicating with web services; efficiently creating data-oriented line-of-business applications; working with external frameworks, and more. Bugnion concludes by showing how to use advanced features such as 3D-like effects and multitouch to deliver an even smoother, richer experience. Install and use Silverlight Tools for Visual Studio Extend Silverlight applications with user and custom controls Group, sort, filter, page, bind, and validate data Take full advantage of the Model-View-ViewModel Pattern in Silverlight Access Web resources and services Control the application's appearance with resources, styles, templates, and Expression Blend Sketch user experience and build iterative prototypes by easily getting feedback from end users Create data-oriented applications more easily with the WCF RIA Services framework Adapt Silverlight desktop applications for Windows Phone 7 Integrate effects and media into your applications Use Unity, MEF, and the MVVM Light Toolkit to write more maintainable, extensible software Optimize performance by reducing download size and memory footprint, and increasing execution speed

Adaptive Code - Gary McLean Hall 2017-04-18

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 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 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.

.NET 4 for Enterprise Architects and Developers - Sudhanshu Hate 2011-12-13

Presenting cutting-edge insights from industry practitioners, .NET 4 for

Enterprise Architects and Developers supplies in-depth coverage of the various server-side features of Microsoft .NET Framework 4 that can be leveraged in Enterprise Application development. It provides a fundamental understanding of the technical aspects of implementation and details a step-by-step approach for real-life implementation using specific .NET 4 features. The book is useful to architects, developers, students, and technology enthusiasts who wish to learn more about .NET 4. It illustrates key scenarios and specific features with code snippets to help you understand the technical aspects of implementation. Praise for the book: ... presents broad and deep coverage of key technologies released as part of .NET Framework 4. -Kris Gopalakrishnan, Executive Co-Chairman, Chairperson, Executive Council of Infosys Ltd. ... the authors introduce us to new features of .NET, provide deep insights into it, and explain how it can be applied in enterprise application development scenarios. ... highly recommended ... -Naveen Kumar, Principal Architect, Microsoft Technology Center, Infosys Ltd. ... excellent in-depth coverage of .NET Framework 4 ... -Subu Goparaju, Senior Vice President, Head of Infosys Labs, Infosys Ltd.

Professional ASP.NET MVC 1.0 - Rob Conery 2009-07-01

This book begins with you working along as Scott Guthrie builds a complete ASP.NET MVC reference application. He begins NerdDinner by using the File->New Project menu command within Visual Studio to create a new ASP.NET MVC Application. You'll then incrementally add functionality and features. Along the way you'll cover how to create a database, build a model layer with business rule validations, implement listing/details data browsing, provide CRUD (Create, Update, Delete) data form entry support, implement efficient data paging, reuse UI using master pages and partials, secure the application using authentication and authorization, use AJAX to deliver dynamic updates and interactive map support, and implement automated unit testing. From there, the bulk of the rest of the book begins with the basic concepts around the model view controller pattern, including the little history and the state of the MVC on the web today. We'll then go into the ways that MVC is different from ASP.NET Web Forms. We'll explore the structure of a standard MVC application and see what you get out of the box. Next we dig deep into routing and see the role URLs play in your application. We'll deep dive into controllers and views and see what role the Ajax plays in your applications. The last third of the book focuses entirely on advanced techniques and extending the framework. In some places, we assume that you're somewhat familiar with ASP.NET WebForms, at least peripherally. There are a lot of ASP.NET WebForms developers out there who are interested in ASP.NET MVC so there are a number of places in this book where we contrast the two technologies. Even if you're not already an ASP.NET developer, you might still find these sections interesting for context, as well as for your own edification as ASP.NET MVC may not be the web technology that you're looking for.

ASP.NET MVC 1.0 - Rob Conery 2014-09-16

This book begins with you working along as Scott Guthrie builds a complete ASP.NET MVC reference application. He begins NerdDinner by using the File->New Project menu command within Visual Studio to create a new ASP.NET MVC Application. You'll then incrementally add functionality and features. Along the way you'll cover how to create a database, build a model layer with business rule validations, implement listing/details data browsing, provide CRUD (Create, Update, Delete) data form entry support, implement efficient data paging, reuse UI using master pages and partials, secure the application using authentication and authorization, use AJAX to deliver dynamic updates and interactive map support, and implement automated unit testing. From there, the bulk of the rest of the book begins with the basic concepts around the model view controller pattern, including the little history and the state of the MVC on the web today. We'll then go into the ways that MVC is different from ASP.NET Web Forms. We'll explore the structure of a standard MVC application and see what you get out of the box. Next we dig deep into routing and see the role URLs play in your application. We'll deep dive into controllers and views and see what role the Ajax plays in your applications. The last third of the book focuses entirely on advanced techniques and extending the framework. In some places, we assume that you're somewhat familiar with ASP.NET WebForms, at least peripherally. There are a lot of ASP.NET WebForms developers out there who are interested in ASP.NET MVC so there are a number of places in this book where we contrast the two technologies. Even if you're not already an ASP.NET developer, you might still find these sections interesting for context, as well as for your own edification as ASP.NET MVC may not be the web technology that you're looking for.

Enterprise Architects and Developers supplies in-depth coverage of the various server-side features of Microsoft .NET Framework 4 that can be leveraged in Enterprise Application development. It provides a fundamental understanding of the technical aspects of implementation and details a step-by-step approach for real-life implementation using specific .NET 4 features. The book is useful to architects, developers, students, and technology enthusiasts who wish to learn more about .NET 4. It illustrates key scenarios and specific features with code snippets to help you understand the technical aspects of implementation. Praise for the book: ... presents broad and deep coverage of key technologies released as part of .NET Framework 4. -Kris Gopalakrishnan, Executive Co-Chairman, Chairperson, Executive Council of Infosys Ltd. ... the authors introduce us to new features of .NET, provide deep insights into it, and explain how it can be applied in enterprise application development scenarios. ... highly recommended ... -Naveen Kumar, Principal Architect, Microsoft Technology Center, Infosys Ltd. ... excellent in-depth coverage of .NET Framework 4 ... -Subu Goparaju, Senior Vice President, Head of Infosys Labs, Infosys Ltd.

Unit Testing Principles, Practices, and Patterns - Vladimir Khorikov 2020-01-06

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

Fowler - Martin Fowler 2012-03-09

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. Patterns of Enterprise Application Architecture is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology--from Smalltalk to CORBA to Java to .NET--the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include · Dividing an enterprise application into layers · The major approaches to organizing business logic · An in-depth treatment of mapping between objects and relational databases · Using Model-View-Controller to organize a Web presentation · Handling concurrency for data that spans multiple transactions · Designing distributed object interfaces

Pro ASP.NET MVC 5 - Adam Freeman 2014-02-28

The ASP.NET MVC 5 Framework is the latest evolution of Microsoft's ASP.NET web platform. It provides a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility, combined with all the benefits of ASP.NET. ASP.NET MVC 5 contains a number of advances over previous versions, including the ability to define routes using C# attributes and the ability to override filters. The user experience of building MVC applications has also been substantially improved. The new, more tightly integrated, Visual Studio 2013 IDE has been created specifically with MVC application development in mind and provides a full suite of tools to improve development times and assist in reporting, debugging and deploying your code. The popular Bootstrap JavaScript library has also now been included natively within MVC 5 providing you, the developer, with a wider range of multi-platform CSS and HTML5 options than ever before without the penalty of having to load-in third party libraries.

Reengineering .NET - Bradley Irby 2012-10-24

Reengineer .NET Code to Improve Quality, Update Architecture, Access New Tools, and Accelerate Delivery of New Features As software ages, it becomes brittle: difficult to understand, fix, manage, use, and improve. Developers working with many platforms have encountered this problem; now, developers working with Microsoft's .NET are facing it as well. In Reengineering .NET, leading .NET architect Bradley Irby introduces proven best practices for revitalizing older .NET code and integrating new architectural and development advances into business-critical systems that can't go offline. Using a step-by-step approach, .NET professionals can make legacy enterprise software more reliable, maintainable, attractive, and usable—and make it easier to upgrade for years to come. Through real-world case studies and extensive downloadable sample code, Irby shows how to carefully plan a .NET reengineering project, understand the true current state of your code, introduce unit testing and other agile methods, refactor to services and controllers, and leverage powerful .NET reengineering tools built into Microsoft Visual Studio 2012. This book is an indispensable resource for all developers, architects, and project managers responsible for existing .NET code bases and for a wide audience of non-technical managers and CTOs who want to understand the unique challenges faced by .NET teams involved in application or system reengineering projects. Coverage includes · Migrating legacy .NET software to more flexible, extensible, and maintainable architectures—without breaking it · Reengineering web applications with the MVC pattern, Winforms software with MVP, and WPF/Silverlight systems with MVVM · Asking the right questions to predict refactoring problems before they happen · Planning and organizing reengineering projects to apply the right expertise to each task at the right time · Using innovative Test Doubling to make unit testing even more effective · Applying Dependency Inversion to break tight coupling and promote easier development and testing · Leveraging source control, defect tracking, and continuous integration · “Cleaning up” legacy solutions to improve them before you even touch business logic · Establishing solid development infrastructure to support your reengineering project · Refactoring to services—including advanced techniques using Repositories, Domain Models, and the Command Dispatcher · Refactoring to controller/view or ViewModel/View pairs

Real World .NET, C#, and Silverlight - Dominick Baier 2011-11-01

A team of MVP authors guides you through the .NET 4 Framework Written by a group of experienced MVPs, this unparalleled book delves into the intricate—and often daunting—world of .NET 4. Each author draws from a particular area of expertise to provide invaluable information on using the various .NET 4, C# 4, Silverlight 4, and Visual Studio tools in the real world. The authors break down the vast .NET 4 Framework into easily digestible portions to offer you a strong foundation on what makes .NET such a popular and successful framework for building a wide range of solutions. Breaks down the .NET 4 Framework into easily understandable sections Features more than a dozen MVPs serving as authors, each of whom focuses on a particular area of expertise Covers such topics as Windows Presentation Foundation, Silverlight 4, Windows Communication Foundation, ASP.NET performance, the entity framework, and more Shares C# tips and tricks and .NET architecture best practices from a team of Microsoft MVPs Real World .NET 4 and C# is the ultimate resource for discovering and understanding the .NET 4 Framework.

Design Patterns in Modern C++ - Dmitri Nesteruk 2018-04-18

Apply modern C++17 to the implementations of classic design patterns. As well as covering traditional design patterns, this book fleshes out new patterns and

approaches that will be useful to C++ developers. The author presents concepts as a fun investigation of how problems can be solved in different ways, along the way using varying degrees of technical sophistication and explaining different sorts of trade-offs. Design Patterns in Modern C++ also provides a technology demo for modern C++, showcasing how some of its latest features (e.g., coroutines) make difficult problems a lot easier to solve. The examples in this book are all suitable for putting into production, with only a few simplifications made in order to aid readability. What You Will Learn Apply design patterns to modern C++ programming Use creational patterns of builder, factories, prototype and singleton Implement structural patterns such as adapter, bridge, decorator, facade and more Work with the behavioral patterns such as chain of responsibility, command, iterator, mediator and more Apply functional design patterns such as Monad and more Who This Book Is For Those with at least some prior programming experience, especially in C++.

Adaptive Code via C# - Gary McLean Hall 2014-10-10

Agile coding with design patterns and SOLID principles As every 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 project Get code samples at:

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

NET Application Architecture Guide - 2009

"The guide is intended to serve as a practical and convenient overview of, and reference to, the general principles of architecture and design on the Microsoft platform and the .NET Framework".

Agile Softwareentwicklung mit C# (Microsoft Press) - Gary McLean Hall 2015-07-01

Wie geht man am besten mit wechselnden Anforderungen im Lauf eines Softwareprojektes um? Wie kann man Änderungen im Code einfach, zeitsparend und ohne Fehler umsetzen? Agile Methoden und Prozesse wie Scrum helfen, aber auch der Code selbst muss adaptiv und agil sein. Zentrales Thema dieses Buchs ist die Entwicklung von anpassungsfähigem C#-Code, der agilen Teams die Arbeit erleichtert und bewährte Prinzipien der objektorientierten Programmierung (insbesondere SOLID) berücksichtigt. Das Ergebnis ist ein praxisorientiertes Werk, das Ihnen anhand vieler Code-Beispiele verdeutlicht, wie Sie in einem agilen Umfeld Code schreiben können, der flexibel und adaptiv ist. Lernen Sie, wie Sie Unit Tests richtig einsetzen, welche Methoden der Refaktorisierung effektiv sind, wie Sie wichtige Patterns verwenden und gefährliche Anti-Patterns vermeiden. Dieses Buch macht Ihren Code agil! · Die Scrum-Grundlagen: Artefakte, Rollen, Kennzahlen und Phasen · Organisation und Management von Abhängigkeiten · Best Practices für Patterns und Anti-Patterns · Beherrschung der SOLID-Prinzipien: Single-Responsibility, Open/Closed, Liskovsche Substitution · Schnittstellen richtig managen, um anpassungsfähigen Code zu erhalten · Unit-Tests und Refaktorisierung im Zusammenspiel · Einfluss von Delegation und Abstraktion auf die

Anpassungsfähigkeit von Code · Implementierung von Dependency-Injection · Die praktische Anwendung dieser Prinzipien im Rahmen eines agilen Projekts

Dependency Injection With Unity - Lucas A. Welch 2015-08-15

This updated and expanded second edition of the *Dependency Injection with Unity* (Microsoft patterns & practices) provides a user-friendly introduction to the subject Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Windows Phone 8 Unleashed - Daniel Vaughan 2013

Provides information on developing and building applications for the Windows Phone 8 platform, offering full explanations of code and real-world context for each key concept.

Programming ASP.NET MVC 4 - Jess Chadwick 2012-09-26

Provides information on using ASP.NET MVC 4 to build server-side Web applications.

Design Patterns - Erich Gamma 1995

Software -- Software Engineering.

Reliable JavaScript - Lawrence D. Spencer 2015-07-20

Create more robust applications with a test-first approach to JavaScript *Reliable JavaScript*, How to Code Safely in the World's Most Dangerous Language demonstrates how to create test-driven development for large-scale JavaScript applications that will stand the test of time and stay accurate through long-term use and maintenance. Taking a test-first approach to software architecture, this book walks you through several patterns and practices and explains what they are supposed to do by having you write unit tests. Write the code to pass the unit tests, so you not only develop your technique for structuring large-scale applications, but you also learn how to test your work. You'll come away with hands-on practice that results in code that is correct from the start, and has the test coverage to ensure that it stays correct during subsequent maintenance. All code is provided both in the text and on the web, so you can immediately get started designing more complete, robust applications. JavaScript has graduated from field-validation scripts to full-scale applications, but many developers still approach their work as if they were writing simple scripts. If you're one of those developers, this book is the solution you need to whip your code into shape and create JavaScript applications that work. Write more concise and elegant code by thinking in JavaScript Test the implementation and use of common design patterns Master the use of advanced JavaScript features Ensure your code's conformance to your organization's standards If you're ready to step up your code and develop more complete software solutions, *Reliable JavaScript* is your essential resource.

Mastering Ninject for Dependency Injection - Daniel Baharestani 2013-09-25

Mastering Ninject for Dependency Injection teaches you the most powerful concepts of Ninject in a simple and easy-to-understand format using lots of practical examples, diagrams, and illustrations. *Mastering Ninject for Dependency Injection* is aimed at software developers and architects who wish to create maintainable, extensible, testable, and loosely coupled applications. Since Ninject targets the .NET platform, this book is not suitable for software developers of other platforms. Being familiar with design patterns such as singleton or factory would be beneficial, but no knowledge of dependency injection or IoC is assumed.

Dependency Injection with Unity - Dominic Betts 2013-08

Over the years software systems have evolutionarily become more and more complex. One of the techniques for dealing with this inherent complexity of software systems is dependency injection - a design pattern that allows the removal of hard-coded dependencies and makes it possible to assemble a service by changing dependencies easily, whether at run-time or compile-time. It promotes code reuse and loosely-coupled design which leads to more easily maintainable and flexible code. The guide you are holding in your hands is a primer on using dependency injection with Unity - a lightweight extensible dependency injection container built by the Microsoft patterns & practices team. It covers various styles of dependency injection and also additional capabilities of Unity container, such as object lifetime management, interception, and registration by convention. It also discusses the advanced topics of enhancing Unity with your custom extensions. The guide contains plenty of trade-off discussions and tips and tricks for managing your application cross-cutting concerns and making the most out of both dependency injection and Unity. These are accompanied by a real world example that will help you master the techniques. Keep in mind that Unity can be used in a wide range of application types such as desktop, web, services, and cloud. We encourage you to experiment with the sample code and think beyond the scenarios discussed in the guide. In addition, the guide includes the Tales from the Trenches - a collection of case studies that offer a different perspective through the eyes of developers working on the real world projects and sharing their experiences. These chapters make clear the range of scenarios in which you can use Unity, and also highlight its ease of use and flexibility. Whether you are a seasoned developer or just starting your development journey, we hope this guide will be worth your time studying it. We hope you discover that Unity container adds significant benefits to your applications and helps you to achieve the goals of maintainability, testability, flexibility, and extensibility in your own projects.

ASP.NET Core in Action - Andrew Lock 2021-03-18

ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Summary Fully updated to ASP.NET 5.0, ASP.NET Core in Action, Second Edition is a hands-on primer to building cross-platform web applications with your C# and .NET skills. Even if you've never worked with ASP.NET you'll start creating productive cross-platform web apps fast. And don't worry about late-breaking changes to ASP.NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Build full-stack web applications that run anywhere. Developers love ASP.NET Core for its libraries and pre-built components that maximize productivity. Version 5.0 offers new features for server-side apps, as well as background services for cross-platform development. About the book ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Illustrations and annotated code make learning visual and easy. Master logins, dependency injection, security, and more. This updated edition covers the latest features, including Razor Pages and the new hosting paradigm. What's inside Developing apps for Windows and non-Windows servers Configuring applications Building custom components Logging, testing, and security

About the reader For intermediate C# developers. About the author Andrew Lock is a Microsoft MVP who has worked with ASP.NET Core since before its first release. Table of Contents PART 1 - GETTING STARTED WITH ASP.NET CORE 1 Getting started with ASP.NET Core 2 Your first application 3 Handling requests with the middleware pipeline 4 Creating a website with Razor Pages 5 Mapping URLs to Razor Pages using routing 6 The binding model: Retrieving and validating user input 7 Rendering HTML using Razor views 8 Building forms with Tag Helpers 9 Creating a Web API for mobile and client applications using MVC PART 2 - BUILDING COMPLETE APPLICATIONS 10 Service configuration with dependency injection 11 Configuring an ASP.NET Core application 12 Saving data with Entity Framework Core 13 The MVC and Razor Pages filter pipeline 14 Authentication: Adding users to your application with Identity 15 Authorization: Securing your application 16 Publishing and deploying your application PART 3 - EXTENDING YOUR APPLICATIONS 17 Monitoring and troubleshooting errors with logging 18 Improving your application's security 19 Building custom components 20 Building custom MVC and Razor Pages components 21 Calling remote APIs with IHttpConnectionFactory 22 Building background tasks and services 23 Testing your application

Adaptive Code Via C# - Gary McLean Hall 2014

Your process may be agile, but are you building agility directly into the code base? This book teaches .NET programmers how to give code the flexibility to adapt to changing requirements and customer demands by applying cutting-edge techniques, including SOLID principles, design patterns, and other industry best practices. Understand why composition is preferable to inheritance and how flexible the interface really can be Gain deep knowledge of key design patterns and anti-patterns, when to apply them, and how to give their code agility Bridge the gap between the theory behind SOLID principles, design patterns, and industry best practices by pragmatically solving real-world problems Get code samples written in upcoming version of Microsoft Visual C# Topics include: Agile with Scrum process; dependencies and layering; the interface; patterns and anti-patterns; introduction to SOLID principles, including open/closed and dependency interjection; and using application templates

Pro Unity Game Development with C# - Alan Thorn 2014-05-29

In Pro Unity Game Development with C#, Alan Thorn, author of Learn Unity for 2D Game Development and experienced game developer, takes you through the complete C# workflow for developing a cross-platform first person shooter in Unity. C# is the most popular programming language for experienced Unity developers, helping them get the most out of what Unity offers. If you're already using C# with Unity and you want to take the next step in becoming an experienced, professional-level game developer, this is the book you need. Whether you are a student, an indie developer, or a season game dev professional, you'll find helpful C# examples of how to build intelligent enemies, create event systems and GUIs, develop save-game states, and lots more. You'll understand and apply powerful programming concepts such as singleton classes, component based design, resolution independence, delegates, and event driven programming. By the end of the book, you will have a complete first person shooter game up and running with Unity. Plus you'll be equipped with the know-how and techniques needed to deploy your own professional-grade C# games. If you already know a bit of C# and you want to improve your Unity skills, this is just the right book for you.