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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++

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

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

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Taking a Look at Agile Practices Through the Lens of ... Agile Principles, Patterns, and Practices in C# by Robert C. Martin and Micah Martin describes how to write software using C#. Book covers also most important design patterns and object-oriented development principles. There are very good, close to reality examples for every topic and that makes this book pretty easy to read and understand.

Agile Principles, Patterns, and Practices in C#
Agile Software Development, Principles, Patterns, and Practices (Alan Apt Series) Hardcover □ Illustrated, 20 November 2002 by

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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 of the

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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.

Amazon.com: Customer reviews: Agile Principles, Patterns ...

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 ...

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

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Read Section 1, Agile Development.

The chapters in this section 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

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and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world ...

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