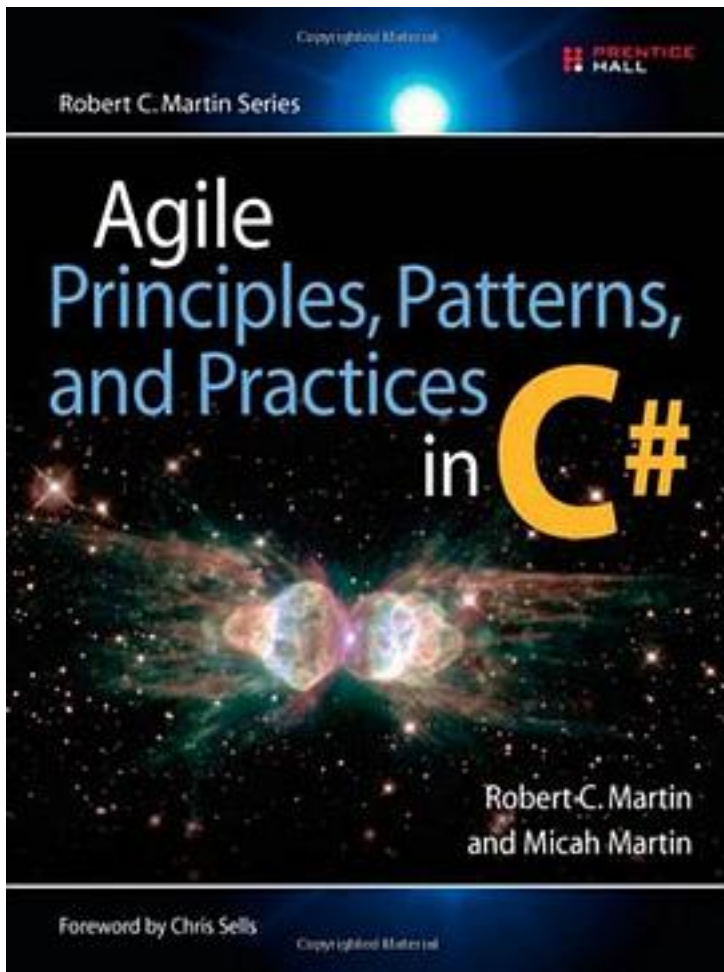


Agile Principles, Patterns, and Practices in C#



[Agile Principles, Patterns, and Practices in C#_下载链接1](#)

著者:Robert C. Martin

出版者:Prentice Hall

出版时间:2006-7-30

装帧:Hardcover

isbn:9780131857254

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.

作者介绍:

目录:

[Agile Principles, Patterns, and Practices in C# 下载链接1](#)

标签

Agile

C

#设计模式

计算机科学

架构设计

敏捷软件

敏捷开发

面向对象

评论

受益匪浅

如果不是已经磨合了一年以上的团队，想要照着这些principle做，那就等着乱吧。

1. 敏捷开发 2. 极限编程 3. 面向对象设计原则SOLID 4. UML 5. 设计模式

刚看完，大师就是大师，对于复杂的问题描述起来也是驾轻就熟。
文字简练，但读过后又让你觉得，平淡的文字背后蕴藏着更深层次的理论。要多读几遍，才能细细品尝出来! :))

Bob大叔和儿子合著的C#版本，添加了更多代码实例和关于UML/设计模式的介绍。

还不错，主要是觉得里面的一些设计模式讲得很容易懂，还有关于包划分那部分以及最后的MVP演示

Solid man! 计算机代码艺术哲学知道，Solid. You could google what is short for in case not sure :)

[Agile Principles, Patterns, and Practices in C# 下载链接1](#)

书评

上一版是一本很好的敏捷入门书，实例多。与上一版比较，主要的改动是将附录中UML简介扩充为好几个章节的详细介绍，并给出了一个咖啡壶的例子，另外较大的改动是去掉了气象站和ETS两个例子。

作者观察到，在JAVA/C++阵营中名气很大的上一版书，在.NET阵营中的影响很小。虽然...

[Agile Principles, Patterns, and Practices in C# 下载链接1](#)