

Agile Principles Patterns And Practices In C Robert C Martin

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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 environments including the FDA and SEC.

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

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