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(with word /"under /") DO NOT say /"you're welcome /"! Respond to /"thank you /"

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Guidelines for—and examples of—common framework design patterns Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives

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help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used.

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Framework Design Guidelines | Microsoft Docs

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Framework Design Guidelines: Conventions, Idioms, and Patterns for Reusable.NET Libraries, 3rd Edition By Krzysztof Cwalina, Jeremy Barton, Brad Abrams Published Jun 18, 2020 by Addison-Wesley Professional. Part of the Addison-Wesley Microsoft Technology Series series.

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This is the eBook version of the print title, Framework Design Guidelines, Second Edition . Access to all the samples, applications, and content on the DVD is available through the product catalog page www.informit.com/title/9780321545619 Navigate to the “ Downloads ” tab and click on the “ DVD Contents ” links - see instructions in back pages of your eBook. Framework Design Guidelines, Second Edition, teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework. Expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and

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practitioners of the .NET Framework, providing a lively discussion of the reasons for the guidelines as well as examples of when to break those guidelines. Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting--and guidelines for ensuring--extensibility How (and how not) to design exceptions Guidelines for--and examples of--common framework design patterns Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. A companion DVD includes the Designing .NET Class Libraries video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful resources and tools are also included.

Framework Design Guidelines, Third Edition , teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework. Expanded and updated for .NET 7.3, this new edition focuses on new concepts which have altered the current and best practices for developing components in .NET. This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by prominent architects and practitioners of the .NET Framework, providing a lively discussion of the reasons for the guidelines as well as examples of when to break those guidelines Microsoft architects Krzysztof Cwalina, Jeremy Barton, and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affecting--and guidelines for ensuring--extensibility How (and how not) to design exceptions Guidelines for--and examples of--common framework design patterns Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. Framework Design Guidelines, Third Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves.

Master Today's Best Practices for Building Reusable .NET Frameworks, Libraries, and Components Framework Design Guidelines has long been the definitive guide to best practices for developing components and component libraries in Microsoft .NET. Now, this third edition has been fully revised to reflect game-changing API design innovations introduced by Microsoft through seven recent updates to C#, eight updates to .NET Framework, and the emergence and evolution of .NET Core. Three of Microsoft's leading architects share the same guidance Microsoft teams are using to evolve .NET, so you can design well-performing components that feel like natural extensions to the platform. Building on the book's proven explanatory style, the authors and expert annotators offer insider guidance on new .NET and C# concepts, including major advances in asynchronous

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programming, lightweight memory access, and shared component distribution. Throughout, they clarify and refresh existing content, helping you take full advantage of best practices based on C# 7.3, .NET Framework 4.7.x, and .NET Core. Discover which practices should always, generally, rarely, or never be used—including practices that are no longer recommended. Learn the general philosophy and fundamental principles of modern framework design. Explore common framework design patterns with up-to-date C# examples. Apply best practices for naming, types, extensibility, and exceptions. Master new async programming techniques utilizing Task and ValueTask. Make the most of .NET Core Memory and Span lightweight memory access. Distribute shared components via NuGet, and manage its considerations and tradeoffs. This guide is an indispensable resource for everyone who builds reusable .NET-based frameworks, libraries, or components at any scale: large system frameworks, medium-size reusable layers of large distributed systems, extensions to system frameworks, or even small shared components. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

The expert guide to building Ruby on Rails applications. Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value. Now, for the first time, there's a comprehensive, authoritative guide to building production-quality software with Rails. Pioneering Rails developer Obie Fernandez and a team of experts illuminate the entire Rails API, along with the Ruby idioms, design approaches, libraries, and plug-ins that make Rails so valuable. Drawing on their unsurpassed experience, they address the real challenges development teams face, showing how to use Rails' tools and best practices to maximize productivity and build polished applications users will enjoy. Using detailed code examples, Obie systematically covers Rails' key capabilities and subsystems. He presents advanced programming techniques, introduces open source libraries that facilitate easy Rails adoption, and offers important insights into testing and production deployment. Dive deep into the Rails codebase together, discovering why Rails behaves as it does—and how to make it behave the way you want it to. This book will help you: Increase your productivity as a web developer. Realize the overall joy of programming with Ruby on Rails. Learn what's new in Rails 2.0. Drive design and protect long-term maintainability with TestUnit and RSpec. Understand and manage complex program flow in Rails controllers. Leverage Rails' support for designing REST-compliant APIs. Master sophisticated Rails routing concepts and techniques. Examine and troubleshoot Rails routing. Make the most of ActiveRecord object-relational mapping. Utilize Ajax within your Rails applications. Incorporate logins and authentication into your application. Extend Rails with the best third-party plug-ins and write your own. Integrate email services into your applications with ActionMailer. Choose the right Rails production configurations. Streamline deployment with Capistrano.

- * Provides ready-to-run code for some of the most common tasks that .NET applications need to perform, which readers can incorporate directly into their own applications
- * Shows how to develop an extensible application framework that will greatly simplify development using the Microsoft .NET Framework
- * Provides examples of advanced object-oriented techniques such as design patterns in the context of real applications
- * The complete source code for SAF, which is ready for use and can be modified freely, is available for download
- * Deepens knowledge of .NET by showing many different .NET technologies (e.g. Remoting) in action, in a real application – not just illustrative samples

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

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

Demonstrates how to create generic frameworks, libraries, classes, and tools that can be used in the .NET environment and provides instructions on how to select the right language to develop parts of a system and how to integrate them at runtime.

The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

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