

Design Patterns In C And Net Udemey

This is likewise one of the factors by obtaining the soft documents of this **Design Patterns In C And Net Udemey** by online. You might not require more grow old to spend to go to the ebook instigation as without difficulty as search for them. In some cases, you likewise complete not discover the broadcast Design Patterns In C And Net Udemey that you are looking for. It will extremely squander the time.

However below, as soon as you visit this web page, it will be appropriately utterly easy to acquire as competently as download lead Design Patterns In C And Net Udemey

It will not recognize many times as we explain before. You can pull off it though feat something else at home and even in your workplace. hence easy! So, are you question? Just exercise just what we allow below as well as review **Design Patterns In C And Net Udemey** what you subsequently to read!

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

Mastering C# and .NET Framework - Marino Posadas 2016-12-15
Deep dive into C# and .NET architecture to build efficient, powerful

applications About This Book Uniquely structured content to help you understand what goes on under the hood of .NET's managed code platform to master .NET programming Deep dive into C# programming and how the code executes via the CLR Packed with hands-on practical examples, you'll understand how to write applications to make full use of the new features of .NET 4.6, .NET Core and C# 6/7 Who This Book Is For This book was written exclusively for .NET developers. If you've been creating C# applications for your clients, at work or at home, this book will help you develop the skills you need to create modern, powerful, and efficient applications in C#. No knowledge of C# 6/7 or .NET 4.6 is needed to follow along—all the latest features are included to help you start writing cross-platform applications immediately. You will need to be familiar with Visual Studio, though all the new features in Visual Studio 2015 will also be covered. What You Will Learn Understand C# core concepts in depth, from sorting algorithms to the Big O notation Get up to speed with the latest changes in C# 6/7 Interface SQL Server and NoSQL databases with .NET Learn SOLID principles and the most relevant GoF Patterns with practical examples in C# 6.0 Defend C# applications against attacks Use Roslyn, a self-hosted framework to compile and advanced edition in both C# and Visual basic .NET languages Discern LINQ and associated Lambda expressions, generics, and delegates Design a .NET application from the ground up Understand the internals of a .NET assembly Grasp some useful advanced features in optimization and parallelism In Detail Mastering C# and .NET Framework will take you in to the depths of C# 6.0/7.0 and .NET 4.6, so you can understand how the platform works when it runs your code, and how you can use this knowledge to write efficient applications. Take full advantage of the new revolution in .NET development, including open source status and cross-platform capability, and get to grips with the architectural changes of CoreCLR. Start with how the CLR executes code, and discover the niche and advanced aspects of C# programming – from delegates and generics, through to asynchronous programming. Run through new forms of type declarations and assignments, source code callers, static using syntax, auto-property initializers, dictionary

initializers, null conditional operators, and many others. Then unlock the true potential of the .NET platform. Learn how to write OWASP-compliant applications, how to properly implement design patterns in C#, and how to follow the general SOLID principles and its implementations in C# code. We finish by focusing on tips and tricks that you'll need to get the most from C# and .NET. This book also covers .NET Core 1.1 concepts as per the latest RTM release in the last chapter. Style and approach This book uses hands-on practical code examples that will take you into the depths of C# and .NET. Packed with hands-on practical examples, it is great as a tutorial, or as a reference guide.

Windows Application Development Cookbook - Marcin Jamro
2016-12-21

Discover over 125 solution-based recipes to help you build applications for smartphones, tablets, and desktops About This Book Learn to build applications for Windows 10, the latest Windows version Develop your applications to be compatible with smartphones, tablets, and desktops This guide is packed with recipes covering major solutions to day-to-day problems faced by Windows programmers Who This Book Is For The book is dedicated to programmers with various experience of developing applications for Windows-based smartphones, tablets, and desktops—even beginners can find suitable content. What You Will Learn Start developing universal applications for Windows 10 Design user interface in the XAML language Use the MVVM design pattern with data binding Store data in files and in a database Use multimedia content and animations Capture data from built-in sensors Handle various Internet-based scenarios Test the application and submit it to the Windows Store In Detail Need to ensure you can always create the best Windows apps regardless of platform? What you need are solutions to the biggest issues you can face, so you can always ensure you're making the right choices and creating the best apps you can. The book starts with recipes that will help you set up the integrated development environment before you go ahead and design the user interface. You will learn how to use the MVVM design pattern together with data binding, as well as how to work with data in different file formats. Moving on, you will explore techniques to

add animations and graphics to your application, and enable your solution to work with multimedia content. You will also see how to use sensors, such as an accelerometer and a compass, as well as obtain the current GPS location. You will make your application ready to work with Internet-based scenarios, such as composing e-mails or downloading files, before finally testing the project and submitting it to the Windows Store. By the end of the book, you will have a market-ready application compatible across different Windows devices, including smartphones, tablets, and desktops. Style and approach This quick-start book takes a cookbook format with recipes covering more than 125 solutions to help you create and build applications for Windows 10. The examples presented in the book use the free integrated development environment. A supporting set of codes that present solutions to problems described in particular chapters is available as well.

Concurrency in C# Cookbook - Stephen Cleary 2014-05-15

If you're one of the many developers uncertain about concurrent and multithreaded development, this practical cookbook will change your mind. With more than 75 code-rich recipes, author Stephen Cleary demonstrates parallel processing and asynchronous programming techniques, using libraries and language features in .NET 4.5 and C# 5.0. Concurrency is becoming more common in responsive and scalable application development, but it's been extremely difficult to code. The detailed solutions in this cookbook show you how modern tools raise the level of abstraction, making concurrency much easier than before. Complete with ready-to-use code and discussions about how and why the solution works, you get recipes for using: async and await for asynchronous operations Parallel programming with the Task Parallel Library The TPL Dataflow library for creating dataflow pipelines Capabilities that Reactive Extensions build on top of LINQ Unit testing with concurrent code Interop scenarios for combining concurrent approaches Immutable, threadsafe, and producer/consumer collections Cancellation support in your concurrent code Asynchronous-friendly Object-Oriented Programming Thread synchronization for accessing data

[Design Patterns in Java](#) - Steven John Metsker 2006-04-18

Design Patterns in Java™ gives you the hands-on practice and deep insight you need to fully leverage the significant power of design patterns in any Java software project. The perfect complement to the classic Design Patterns, this learn-by-doing workbook applies the latest Java features and best practices to all of the original 23 patterns identified in that groundbreaking text. Drawing on their extensive experience as Java instructors and programmers, Steve Metsker and Bill Wake illuminate each pattern with real Java programs, clear UML diagrams, and compelling exercises. You'll move quickly from theory to application—learning how to improve new code and refactor existing code for simplicity, manageability, and performance. Coverage includes Using Adapter to provide consistent interfaces to clients Using Facade to simplify the use of reusable toolkits Understanding the role of Bridge in Java database connectivity The Observer pattern, Model-View-Controller, and GUI behavior Java Remote Method Invocation (RMI) and the Proxy pattern Streamlining designs using the Chain of Responsibility pattern Using patterns to go beyond Java's built-in constructor features Implementing Undo capabilities with Memento Using the State pattern to manage state more cleanly and simply Optimizing existing codebases with extension patterns Providing thread-safe iteration with the Iterator pattern Using Visitor to define new operations without changing hierarchy classes If you're a Java programmer wanting to save time while writing better code, this book's techniques, tips, and clear explanations and examples will help you harness the power of patterns to improve every program you write, design, or maintain. All source code is available for download at <http://www.oozinoz.com>.

[Building Microservices](#) - Sam Newman 2015-02-02

Annotation Over the past 10 years, distributed systems have become more fine-grained. From the large multi-million line long monolithic applications, we are now seeing the benefits of smaller self-contained services. Rather than heavy-weight, hard to change Service Oriented Architectures, we are now seeing systems consisting of collaborating microservices. Easier to change, deploy, and if required retire, organizations which are in the right position to take advantage of them

are yielding significant benefits. This book takes an holistic view of the things you need to be cognizant of in order to pull this off. It covers just enough understanding of technology, architecture, operations and organization to show you how to move towards finer-grained systems.

[Design Patterns in .NET Core 3](#) - Dmitri Nesteruk 2020-12-14

Implement design patterns in .NET Core 3 using the latest versions of the C# and F# languages. This book provides a comprehensive overview of the field of design patterns as they are used in today's developer toolbox. This new edition introduces topics such as Functional Builder, Asynchronous Factory Method, Generic Value Adapter, and new Composite Proxies, including one that attempts to solve the SoA/AoS problem. Using the C# and F# programming languages, Design Patterns in .NET Core 3 explores the classic design pattern implementations and discusses the applicability and relevance of specific language features for implementing patterns. You will learn by example, reviewing scenarios where patterns are applicable. MVP and patterns expert Dmitri Nesteruk demonstrates possible implementations of patterns, discusses alternatives and pattern inter-relationships, and illustrates the way that a dedicated refactoring tool (ReSharper) can be used to implement design patterns with ease. What You Will Learn Become familiar with the latest pattern implementations available in C# 8 and F# 5 Know how to better reason about software architecture Understand the process of refactoring code to patterns Refer to researched and proven variations of patterns Study complete, self-contained examples, including many that cover advanced scenarios Use the latest implementations of C# and Visual Studio/Rider/ReSharper Who This Book Is For Developers who have some experience in the C# language and want to expand their comprehension of the art of programming by leveraging design approaches to solving modern problems

The Self-Taught Programmer - Cory Althoff 2022-01-13

Design Patterns in .NET - Dmitri Nesteruk 2019-05-11

Implement design patterns in .NET using the latest versions of the C# and F# languages. This book provides a comprehensive overview of the

field of design patterns as they are used in today's developer toolbox. Using the C# programming language, Design Patterns in .NET explores the classic design pattern implementation and discusses the applicability and relevance of specific language features for the purpose of implementing patterns. You will learn by example, reviewing scenarios where patterns are applicable. MVP and patterns expert Dmitri Nesteruk demonstrates possible implementations of patterns, discusses alternatives and pattern inter-relationships, and illustrates the way that a dedicated refactoring tool (ReSharper) can be used to implement design patterns with ease. What You'll Learn Know the latest pattern implementations available in C# and F# Refer to researched and proven variations of patterns Study complete, self-contained examples including many that cover advanced scenarios Use the latest implementations of C# and Visual Studio/ReSharper Who This Book Is For Developers who have some experience in the C# language and want to expand their comprehension of the art of programming by leveraging design approaches to solving modern problems

[The C# Programmer's Study Guide \(MCS5\)](#) - Ali Asad 2017-06-21

Prepare for Microsoft Certification Exam 70-483: Programming in C#. The "What, Why, and How" of each concept is presented along with quick summaries, code challenges, and exam questions to review and practice key concepts. You will learn how to use: Lambda expressions to write LINQ query expressions Asynchronous programming with the Async and Await keywords to maximize performance of slow applications Regular expressions to validate user input Reflection to create and handle types at runtime and much more The source code in the book will be available in the form of iCanCSharp notebooks and scripts that allow you to try out examples and extend them in interesting ways. What You Will Learn Understand the necessary knowledge and skill set to prepare for Microsoft Exam 70-483 Study the code challenges and practice questions on C# that are relevant to the exam Master the C# programming language Who This Book Is For Experienced C# and .NET programmers and developers who are ready to take and pass the exam in order to get certified

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++.

Patterns, Principles, and Practices of Domain-Driven Design -

Scott Millett 2015-04-20

Methods for managing complex software construction following the practices, principles and patterns of Domain-Driven Design with code examples in C# This book presents the philosophy of Domain-Driven Design (DDD) in a down-to-earth and practical manner for experienced developers building applications for complex domains. A focus is placed on the principles and practices of decomposing a complex problem space as well as the implementation patterns and best practices for shaping a maintainable solution space. You will learn how to build effective domain models through the use of tactical patterns and how to retain their integrity by applying the strategic patterns of DDD. Full end-to-end coding examples demonstrate techniques for integrating a decomposed and distributed solution space while coding best practices and patterns advise you on how to architect applications for maintenance and scale.

Offers a thorough introduction to the philosophy of DDD for professional developers Includes masses of code and examples of concept in action that other books have only covered theoretically Covers the patterns of CQRS, Messaging, REST, Event Sourcing and Event-Driven Architectures Also ideal for Java developers who want to better understand the implementation of DDD

Clean Code in C# - Jason Alls 2020-07-17

Develop your programming skills by exploring essential topics such as code reviews, implementing TDD and BDD, and designing APIs to overcome code inefficiency, redundancy, and other problems arising from bad code Key Features Write code that cleanly integrates with other systems while maintaining well-defined software boundaries Understand how coding principles and standards enhance software quality Learn how to avoid common errors while implementing concurrency or threading Book Description Traditionally associated with developing Windows desktop applications and games, C# is now used in a wide variety of domains, such as web and cloud apps, and has become increasingly popular for mobile development. Despite its extensive coding features, professionals experience problems related to efficiency, scalability, and maintainability because of bad code. Clean Code in C# will help you identify these problems and solve them using coding best practices. The book starts with a comparison of good and bad code, helping you understand the importance of coding standards, principles, and methodologies. You'll then get to grips with code reviews and their role in improving your code while ensuring that you adhere to industry-recognized coding standards. This C# book covers unit testing, delves into test-driven development, and addresses cross-cutting concerns. You'll explore good programming practices for objects, data structures, exception handling, and other aspects of writing C# computer programs. Once you've studied API design and discovered tools for improving code quality, you'll look at examples of bad code and understand which coding practices you should avoid. By the end of this clean code book, you'll have the developed skills you need in order to apply industry-approved coding practices to write clean, readable, extendable, and maintainable

C# code. What you will learn
Write code that allows software to be modified and adapted over time
Implement the fail-pass-refactor methodology using a sample C# console application
Address cross-cutting concerns with the help of software design patterns
Write custom C# exceptions that provide meaningful information
Identify poor quality C# code that needs to be refactored
Secure APIs with API keys and protect data using Azure Key Vault
Improve your code's performance by using tools for profiling and refactoring
Who this book is for
This coding book is for C# developers, team leads, senior software engineers, and software architects who want to improve the efficiency of their legacy systems. A strong understanding of C# programming is required.

C# Complete - Dave Evans 2003-03-07

C# Complete is a one-of-a-kind book--valuable both for its broad content and its low price. Whether you're brand-new to C# programming, are migrating from Visual Basic or Visual C++ to C#, or have already developed some expertise in C#, you'll get the skills you need to become proficient with Microsoft's powerful new language designed for the .NET platform. Creating complex applications in the .NET Framework is made easier with C#--Microsoft's first true object-oriented programming language. In C# Complete, you'll get a clear picture of everything you need to know for developing applications using C#. You'll begin by learning the essential elements of the language and of Visual Studio .NET, in which you'll develop and run programs in a comprehensive integrated development environment. You'll see how to create functional and exciting user interfaces and desktop applications written with C#, and how to incorporate threads to their best advantage. You'll explore the use of ADO.NET classes in development of C# database applications. Chapters on ASP.NET Web Services will walk you through the building of an XML web services application. You'll also visit some advanced topics, including designing with security in mind, overcoming the shortcomings of the .NET Framework, and working with the Microsoft Mobile Internet Toolkit. C# Complete introduces you to the work of some of Sybex's finest authors, so you'll know where to go to learn even more about C# and the .NET Framework. Inside: Visual C# .NET Essentials Introduction

to Visual C# and the .NET Framework
Zen and Now: The C# Language
Strings
Object Oriented Programming
Derived Classes
Arrays, Indexers, and Collections
Reflecting on Classes
C# Application Development
Building a Better Windows User Interface
Building Desktop Applications
Working with Threads
Database Development with C#
Overview of the ADO.NET Classes
ADO.NET Application Development Using DataSet Objects to Store Data
Using DataSet Objects to Modify Data
ASP.NET and Web Services
Introduction to C# Web Applications
Using XML in Web Applications
Web Services
Building Your Own Web Controls
Advanced C# Development
Overcoming Holes in the .NET Framework
Overcoming Security Issues
Getting Started with Mobile Internet Toolkit
Data Structures and Algorithms in Java - Michael T. Goodrich 2014-01-28
The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Head First Design Patterns - Eric Freeman 2004-10-25

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

The C# Programming Yellow Book - Rob Miles 2018-10-19

Learn C# from first principles the Rob Miles way. With jokes, puns, and a rigorous problem solving based approach. You can download all the code samples used in the book from here: [http:](http://)

//www.robmiles.com/s/Yellow-Book-Code-Samples-64.z

Working Effectively with Legacy Code - Michael Feathers 2004-09-22

Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

Implementing Design Patterns in C# and .NET 5 - Alexandre

Malavasi 2021-07-31

Implement robust applications by applying efficient Design Patterns with .NET 5 and C# KEY FEATURES ● Detailed theoretical concepts covered, including the use of encapsulation, interfaces, and inheritance. ● Access to solutions applied for software strategy and final product output. ● Simplified demonstration of real applications implementing numerous design patterns. DESCRIPTION This book covers detailed aspects of Design Patterns and Object-Oriented Programming concepts using the most modern version of the C# language and .NET platform, including many real-world examples and good practice guidelines that help

developers in building robust and extensible applications. The book begins with the essential concepts of C# programming and the .NET platform. You get your foundation strong by understanding SOLID Principles and the actual implementation of reliable applications. You will be working on most common Design Patterns such as Abstract Factory, Adapter, Composite, Proxy, Command, Strategy, Observer, Factory Method, Singleton, Builder, Interpreter, Mediator, and many other patterns that will help you to create solid enterprise applications. You will also witness the performance of these design patterns in a real software development environment with the help of practical examples. After learning the most common Design Patterns practiced in .NET enterprise applications, the reader will be able to understand and apply good practices of software development based on the object-oriented paradigm to develop complex enterprise applications efficiently and simply. WHAT YOU WILL LEARN ● Fine-tune your knowledge about interfaces, polymorphism, and encapsulation. ● Learn to practice implementing design patterns in enterprise applications. ● Implement rich design patterns: Observer, Strategy, Command, Proxy, and more. ● Get to learn the latest additional design patterns such as Builder, Bridge, and Decorator. ● Includes illustrations, examples, and real use-cases of .NET 5.0 applications. WHO THIS BOOK IS FOR This book is for .NET developers, application developers, and software engineers who want to develop .NET applications with proven techniques and build error-free applications. This book also attracts fresh graduates and entry-level developers as long as basic knowledge about .NET is known to them. TABLE OF CONTENTS 1. C# Fundamentals 2. Introduction to .NET 5 3. Basic Concepts of Object-Oriented Programming 4. Interfaces in C# 5. Encapsulation and Polymorphism in C# 6. SOLID Principles in C# 7. Abstract Factory 8. Abstract Factory 9. Prototype 10. Factory Method 11. Adapter 12. Composite 13. Proxy 14. Command 15. Strategy 16. Observer 17. Good Practices and Additional Design Patterns

Programming C# - Jesse Liberty 2005-02-22

The programming language C# was built with the future of application development in mind. Pursuing that vision, C#'s designers succeeded in

creating a safe, simple, component-based, high-performance language that works effectively with Microsoft's .NET Framework. Now the favored language among those programming for the Microsoft platform, C# continues to grow in popularity as more developers discover its strength and flexibility. And, from the start, C# developers have relied on Programming C# both as an introduction to the language and a means of further building their skills. The fourth edition of Programming C#--the top-selling C# book on the market--has been updated to the C# ISO standard as well as changes to Microsoft's implementation of the language. It also provides notes and warnings on C# 1.1 and C# 2.0. Aimed at experienced programmers and web developers, Programming C#, 4th Edition, doesn't waste too much time on the basics. Rather, it focuses on the features and programming patterns unique to the C# language. New C# 2005 features covered in-depth include: Visual Studio 2005 Generics Collection interfaces and iterators Anonymous methods New ADO.NET data controls Fundamentals of Object-Oriented Programming Author Jesse Liberty, an acclaimed web programming expert and entrepreneur, teaches C# in a way that experienced programmers will appreciate by grounding its applications firmly in the context of Microsoft's .NET platform and the development of desktop and Internet applications. Liberty also incorporates reader suggestions from previous editions to help create the most consumer-friendly guide possible.

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.

Beginning ArcGIS for Desktop Development using .NET - Pouria Amirian 2013-03-18

Get the very most out of the ArcGIS for Desktop products through ArcObjects and .NET ArcGIS for Desktop is a powerful suite of software tools for creating and using maps, compiling, analyzing and sharing geographic information, using maps and geographic information in applications, and managing geographic databases. But getting the hang

of ArcGIS for Desktop can be a bit tricky, even for experienced programmers. Core components of the ArcGIS platform are called ArcObjects. This book first introduces you to the whole ArcGIS platform and the opportunities for development using various programming languages. Then it focuses on ArcGIS for Desktop applications and makes you familiar with ArcObjects from a .NET point of view. Whether you are an ArcGIS user with no background in programming or a programmer without experience with the ArcGIS platform, this book arms you with everything you need to get going with ArcGIS for Desktop development using .NET right away. Written by a leading expert in geospatial information system design and development, it provides concise, step-by-step guidance, illustrated with best-practices examples, along with plenty of ready-to-use source code. In no time you'll progress from .NET programming basics to understanding the full suite of ArcGIS tools and artefacts to customising and building your own commands, tools and extensions all the way through application deployment. Among other things, you'll learn to: Object-Oriented and Interface-based programming in .NET (C# and VB.NET) Finding relationship between classes and interfaces using object model diagrams Querying data Visualizing geographical data using various rendering Creating various kinds of Desktop Add-Ins Performing foreground and background geoprocessing Learn how to improve your productivity with ArcGIS for Desktop and Beginning ArcGIS for Desktop Development Using .NET **Learning C# 3.0** - Jesse Liberty 2008-11-18

If you're new to C#, this popular book is the ideal way to get started. Completely revised for the latest version of the language, Learning C# 3.0 starts with the fundamentals and takes you through intermediate and advanced C# features -- including generics, interfaces, delegates, lambda expressions, and LINQ. You'll also learn how to build Windows applications and handle data with C#. No previous programming experience is required -- in fact, if you've never written a line of code in your life, bestselling authors Jesse Liberty and Brian MacDonald will show you how it's done. Each chapter offers a self-contained lesson to help you master key concepts, with plenty of annotated examples,

illustrations, and a concise summary. With this book, you will: Learn how to program as you learn C# Grasp the principles of object-oriented programming through C# Discover how to use the latest features in C# 3.0 and the .NET 3.5 Framework—including LINQ and the Windows Presentation Foundation (WPF) Create Windows applications and data-driven applications You'll also find a unique Test Your Knowledge section in each chapter, with practical exercises and review quizzes, so you can practice new skills and test your understanding. If you're ready to dive into C# and .NET programming, this book is a great way to quickly get up to speed.

Professional C# 7 and .NET Core 2.0 - Christian Nagel 2018-03-21

The professional's guide to C# 7, with expert guidance on the newest features Professional C# 7 and .NET Core 2.0 provides experienced programmers with the information they need to work effectively with the world's leading programming language. The latest C# update added many new features that help you get more done in less time, and this book is your ideal guide for getting up to speed quickly. C# 7 focuses on data consumption, code simplification, and performance, with new support for local functions, tuple types, record types, pattern matching, non-nullable reference types, immutable types, and better support for variables. Improvements to Visual Studio will bring significant changes to the way C# developers interact with the space, bringing .NET to non-Microsoft platforms and incorporating tools from other platforms like Docker, Gulp, and NPM. Guided by a leading .NET expert and steeped in real-world practicality, this guide is designed to get you up to date and back to work. With Microsoft speeding up its release cadence while offering more significant improvement with each update, it has never been more important to get a handle on new tools and features quickly. This book is designed to do just that, and more—everything you need to know about C# is right here, in the single-volume resource on every developer's shelf. Tour the many new and enhanced features packed into C# 7 and .NET Core 2.0 Learn how the latest Visual Studio update makes developers' jobs easier Streamline your workflow with a new focus on code simplification and performance enhancement Delve into

improvements made for localization, networking, diagnostics, deployments, and more Whether you're entirely new to C# or just transitioning to C# 7, having a solid grasp of the latest features allows you to exploit the language's full functionality to create robust, high-quality apps. Professional C# 7 and .NET Core 2.0 is the one-stop guide to everything you need to know.

Learning JavaScript Design Patterns - Addy Osmani 2012-07-08

With *Learning JavaScript Design Patterns*, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

Design Patterns in Python - Sean Bradley 2021-02-27

This book is about the 23 common GoF (Gang of Four) Design Patterns implemented and in Python. A Design Pattern is a description or template that can be repeatedly applied to a commonly recurring problem in software design. You will find a familiarity with Design Patterns very useful when planning, discussing, developing, managing

and documenting your applications from now on and into the future. You will learn these Design Patterns. Creational - Factory - Abstract Factory - Builder - Prototype - Singleton Structural - Decorator - Adapter - Facade - Bridge - Composite - Flyweight - Proxy Behavioral - Command - Chain of Responsibility - Observer Pattern - Interpreter - Iterator - Mediator - Memento - State - Strategy - Template - Visitor. If you want a break from your computer and read from a book for a while, then this book is for you. *** Book also provides you FREE Access to Online Instructional Videos. See video codes in the book *** Thanks, Sean Bradley

[Enterprise Integration Patterns](#) - Gregor Hohpe 2012-03-09

Enterprise Integration Patterns provides an invaluable catalog of sixty-five patterns, with real-world solutions that demonstrate the formidable of messaging and help you to design effective messaging solutions for your enterprise. The authors also include examples covering a variety of different integration technologies, such as JMS, MSMQ, TIBCO ActiveEnterprise, Microsoft BizTalk, SOAP, and XSL. A case study describing a bond trading system illustrates the patterns in practice, and the book offers a look at emerging standards, as well as insights into what the future of enterprise integration might hold. This book provides a consistent vocabulary and visual notation framework to describe large-scale integration solutions across many technologies. It also explores in detail the advantages and limitations of asynchronous messaging architectures. The authors present practical advice on designing code that connects an application to a messaging system, and provide extensive information to help you determine when to send a message, how to route it to the proper destination, and how to monitor the health of a messaging system. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book.

Mastering JavaScript Design Patterns - Simon Timms 2016-06-29

Write reliable code to create powerful applications by mastering advanced JavaScript design patterns About This Book Learn how to use tried and true software design methodologies to enhance your JavaScript code Discover robust JavaScript implementations of classic and advanced design patterns Packed with easy-to-follow examples that can be used to

create reusable code and extensible designs Who This Book Is For This book is ideal for JavaScript developers who want to gain expertise in object-oriented programming with JavaScript and the new capabilities of ES-2015 to improve their web development skills and build professional-quality web applications. What You Will Learn Harness the power of patterns for tasks ranging from application building to code testing Rethink and revitalize your code with the use of functional patterns Improve the way you organize your code Build large-scale apps seamlessly with the help of reactive patterns Identify the best use cases for microservices Get to grips with creational, behavioral, and structural design patterns Explore advanced design patterns including dependency injection In Detail With the recent release of ES-2015, there are several new object-oriented features and functions introduced in JavaScript. These new features enhance the capabilities of JavaScript to utilize design patterns and software design methodologies to write powerful code. Through this book, you will explore how design patterns can help you improve and organize your JavaScript code. You'll get to grips with creational, structural and behavioral patterns as you discover how to put them to work in different scenarios. Then, you'll get a deeper look at patterns used in functional programming, as well as model view patterns and patterns to build web applications. This updated edition will also delve into reactive design patterns and microservices as they are a growing phenomenon in the world of web development. You will also find patterns to improve the testability of your code using mock objects, mocking frameworks, and monkey patching. We'll also show you some advanced patterns including dependency injection and live post processing. By the end of the book, you'll be saved of a lot of trial and error and developmental headaches, and you will be on the road to becoming a JavaScript expert. Style and approach Packed with several real-world use cases, this book shows you through step-by-step instructions how to implement the advanced object-oriented programming features to build sophisticated web applications that promote scalability and reusability.

C# Data Structures and Algorithms - Marcin Jamro 2018-04-19

A complete guide on using data structures and algorithms to write sophisticated C# code. Key Features: Master array, set and map with trees and graphs, among other fundamental data structures. Delve into effective design and implementation techniques to meet your software requirements. Explore illustrations to present data structures and algorithms, as well as their analysis in a clear, visual manner.

Description: Data structures allow organizing data efficiently. They are critical to various problems and their suitable implementation can provide a complete solution that acts like reusable code. In this book, you will learn how to use various data structures while developing in the C# language as well as how to implement some of the most common algorithms used with such data structures. At the beginning, you will get to know arrays, lists, dictionaries, and sets together with real-world examples of your application. Then, you will learn how to create and use stacks and queues. In the following part of the book, the more complex data structures will be introduced, namely trees and graphs, together with some algorithms for searching the shortest path in a graph. We will also discuss how to organize the code in a manageable, consistent, and extendable way. By the end of the book, you will learn how to build components that are easy to understand, debug, and use in different applications. What you will learn: How to use arrays and lists to get better results in complex scenarios. Implement algorithms like the Tower of Hanoi on stacks of C# objects. Build enhanced applications by using hashtables, dictionaries and sets. Make a positive impact on efficiency of applications with tree traversal. Effectively find the shortest path in the graph. Who this book is for: This book is for developers who would like to learn the Data Structures and Algorithms in C#. Basic C# programming knowledge would be an added advantage.

C# 7 and .NET Core 2.0 High Performance - Ovais Mehboob Ahmed Khan 2018-04-25

Improve the speed of your code and optimize the performance of your apps. Key Features: Understand the common performance pitfalls and improve your application's performance. Get to grips with multi-threaded and asynchronous programming in C#. Develop highly performant

applications on .NET Core using microservice architecture. **Book Description:** While writing an application, performance is paramount. Performance tuning for realworld applications often involves activities geared toward finding bottlenecks; however, this cannot solve the dreaded problem of slower code. If you want to improve the speed of your code and optimize an application's performance, then this book is for you. C# 7 and .NET Core 2.0 High Performance begins with an introduction to the new features of what?explaining how they help in improving an application's performance. Learn to identify the bottlenecks in writing programs and highlight common performance pitfalls, and learn strategies to detect and resolve these issues early. You will explore multithreading and asynchronous programming with .NET Core and learn the importance and efficient use of data structures. This is followed with memory management techniques and design guidelines to increase an application's performance. Gradually, the book will show you the importance of microservices architecture for building highly performant applications and implementing resiliency and security in .NET Core. After reading this book, you will learn how to structure and build scalable, optimized, and robust applications in C#7 and .NET. What you will learn: Measure application performance using BenchmarkDotNet. Explore the techniques to write multithreaded applications. Leverage TPL and PLinq libraries to perform asynchronous operations. Get familiar with data structures to write optimized code. Understand design techniques to increase your application's performance. Learn about memory management techniques in .NET Core. Develop a containerized application based on microservices architecture. Learn tools and techniques to monitor application performance. Who this book is for: This book is for .NET developers looking at improving the speed of their code or simply wanting to take their skills to the next level. Basic C# knowledge is assumed.

Programming in C#.Net - Julia Case Bradley 2004

Design Patterns in C# - Vaskaran Sarcar 2018-06-21

Get hands-on experience with each Gang of Four design pattern using

C#. For each of the patterns, you'll see at least one real-world scenario, a coding example, and a complete implementation including output. In the first part of Design Patterns in C#, you will cover the 23 Gang of Four (GoF) design patterns, before moving onto some alternative design patterns, including the Simple Factory Pattern, the Null Object Pattern, and the MVC Pattern. The final part winds up with a conclusion and criticisms of design patterns with chapters on anti-patterns and memory leaks. By working through easy-to-follow examples, you will understand the concepts in depth and have a collection of programs to port over to your own projects. Along the way, the author discusses the different creational, structural, and behavioral patterns and why such classifications are useful. In each of these chapters, there is a Q&A session that clears up any doubts and covers the pros and cons of each of these patterns. He finishes the book with FAQs that will help you consolidate your knowledge. This book presents the topic of design patterns in C# in such a way that anyone can grasp the idea. What You Will Learn Work with each of the design patterns Implement the design patterns in real-world applications Select an alternative to these patterns by comparing their pros and cons Use Visual Studio Community Edition 2017 to write code and generate output Who This Book Is For Software developers, software testers, and software architects.

ASP.NET Core Application Development - James Chambers
2016-11-29

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through four complete sprints, this book takes you through every step needed to build brand new cross-platform web apps with ASP.NET Core, and make them available on the Internet. You won't just master Microsoft's revolutionary open source ASP.NET Core technology: you'll learn how to integrate the immense power of MVC, Docker, Azure Web Apps, Visual Studio and Visual Studio Code, C#, JavaScript, TypeScript, and Entity Framework. Working through the authors' carefully designed sprints, you'll start with a blank canvas, move through software architecture and design, adjusting to user feedback,

recovering from mistakes, builds, testing, deployment, maintenance, refactoring, and more. Along the way, you'll learn techniques for delivering state-of-the-art software to users more rapidly and repeatably than ever before.

Net Interview Questions - Shivprasad Koirala 2019-11-20

Complete question bank to crack your .NET interview with real-time examples Key Features 200 dedicated questions on MVC and Angular 100 Questions are given for WPF and WCF Skills 150 Questions are dedicated to data access layer technologies like ADO.NET, EF and LINQ Questions on UML, Design pattern and architecture questions Covers.NET interview SQL Server questions Book also discusses current salary trend for .NET and C# developers so that when you go for an interview you should know what current market rate is ? and you negotiate it fairly. Description Book has been around 10 years in the industry and is the number one chosen friend when a C# developer is looking for a job. So do not look any further. Just pick it up. This book covers more than 1000 real time .NET interview questions ranging across 20 categories like .NET fundamentals, OOP, SQL Server, ADO.NET, MVC6, Angular, JQuery, HTML 5, WPF, WCF and so on. The best part of this book is the DVD which has awesome step by step videos to learn MVC and .NET as soon as possible. What will you learn After reading this book, you will be able to understand .NET Framework, OOPS, ADO .NET. You will be able to know ASP .NET WebForms, ASP.NET MVC, JQuery, Angular, HTML 5 and CSS 3, SQL Server, WPF. Who this book is for This book is built in such a way that it is useful for all categories such as technical or non-technical readers. This book is perfect. If you are a fresher and you want to learn about .NET, or if you are a teacher and you want to teach what is asked during an interview in .NET, this book is very helpful. Table of Contents 1. Top 50 Technical and Non-technical Questions 2. Basic .NET Framework 3. OOPS 4. ADO .NET 5. ASP .NET WebForms 6. ASP.NET MVC (Model View Controller) 7. JQuery 8. Angular 9. HTML 5 and CSS 3 10. SQL Server 11. Removing, Web Services and WCF 12. WPF 13. LINQ and Entity Framework 14. Design patterns, UML, Estimation and Project management 15. Ajax 16.

Reports 17. Threading 18. XML 19. .NET Interoperability 20. Extra's 21. Algorithms 22. Learn .NET and MVC About the Author Shivprasad Koirala is a Microsoft ASP.NET MVP, self-employed and mostly into Microsoft technology corporate training. He is hypnotized with training and teaching. Till now he has taken more than 2000 corporate training, 80 published books written, with more than 1000 articles. His LinkedIn profile: <https://in.linkedin.com/in/shivkoirala>

TypeScript Design Patterns - Vilic Vane 2016-08-29

Boost your development efficiency by learning about design patterns in TypeScript About This Book This step-by-step guide will would demonstrate all the important design patterns in practice This book is the only documentation on the market focusing on design patterns in TypeScript This book is packed with rich examples that will improve your efficiency and encourage code reuse Who This Book Is For If you are a TypeScript developer, this book is for you. No knowledge of design patterns is required to read this book. What You Will Learn Understand the challenges and implications of developing an enterprise application Install and configure the necessary tools in order to start developing an application Identify the challenges when developing an application Apply GoF patterns in an application with a testing approach Use and utilize design patterns while developing a TypeScript application or during JavaScript application development Reference to SOLID principles and what their benefits do to your projects Apply various principles in a TypeScript application Improve code quality and development speed In Detail In programming, there are several problems that occur frequently. To solve these problems, there are various repeatable solutions that are known as design patterns. Design patterns are a great way to improve the efficiency of your programs and improve your productivity. This book is a collection of the most important patterns you need to improve your applications' performance and your productivity. The journey starts by explaining the current challenges when designing and developing an application and how you can solve these challenges by applying the correct design pattern and best practices. Each pattern is accompanied with rich examples that demonstrate the power of patterns for a range of

tasks, from building an application to code testing. We'll introduce low-level programming concepts to help you write TypeScript code, as well as work with software architecture, best practices, and design aspects. Style and approach In this book, design patterns are explained in a step-by-step manner. All the major patterns covered will improve your understanding of TypeScript and the patterns associated with TypeScript.

Elements of Programming Interviews - Adnan Aziz 2012-10-11

The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 250 tested programs, and 150 variants. The problems are representative of questions asked at the leading software companies. The book begins with a summary of the nontechnical aspects of interviewing, such as common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and advanced data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns.

Grokking the System Design Interview - Design Gurus 2021-12-18

This book (also available online at www.designgurus.org) by Design Gurus has helped 60k+ readers to crack their system design interview (SDI). System design questions have become a standard part of the software engineering interview process. These interviews determine your ability to work with complex systems and the position and salary you will be offered by the interviewing company. Unfortunately, SDI is difficult for most engineers, partly because they lack experience developing large-scale systems and partly because SDIs are unstructured in nature. Even engineers who've some experience building such systems aren't comfortable with these interviews, mainly due to the open-ended nature of design problems that don't have a standard answer. This book is a comprehensive guide to master SDIs. It was created by hiring managers

who have worked for Google, Facebook, Microsoft, and Amazon. The book contains a carefully chosen set of questions that have been repeatedly asked at top companies. What's inside? This book is divided into two parts. The first part includes a step-by-step guide on how to answer a system design question in an interview, followed by famous system design case studies. The second part of the book includes a glossary of system design concepts. Table of Contents First Part: System Design Interviews: A step-by-step guide. Designing a URL Shortening service like TinyURL. Designing Pastebin. Designing Instagram. Designing Dropbox. Designing Facebook Messenger. Designing Twitter. Designing YouTube or Netflix. Designing Typeahead Suggestion. Designing an API Rate Limiter. Designing Twitter Search. Designing a Web Crawler. Designing Facebook's Newsfeed. Designing Yelp or Nearby Friends. Designing Uber backend. Designing Ticketmaster. Second Part: Key Characteristics of Distributed Systems. Load Balancing. Caching. Data Partitioning. Indexes. Proxies. Redundancy and Replication. SQL vs. NoSQL. CAP Theorem. PACELC Theorem. Consistent Hashing. Long-Polling vs. WebSockets vs. Server-Sent Events. Bloom Filters. Quorum. Leader and Follower. Heartbeat. Checksum. About the Authors Designed Gurus is a platform that offers online courses to help software engineers prepare for coding and system design interviews. Learn more about our courses at www.designgurus.org.

Design Patterns Explained - Alan Shalloway 2004-10-12

"One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples—this has been very inspiring for a product I'm working on: an audio-only introduction to OOP and software development." -Bruce Eckel
"...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts such as UML Distilled and the more advanced patterns books." -James Noble Leverage the quality and productivity benefits of patterns—without the complexity! Design

Patterns Explained, Second Edition is the field's simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and deliver software far more effectively. You'll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today's most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns, and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and revamped coverage in this edition includes Better ways to start "thinking in patterns" How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns-driven development process How to use factories to instantiate and manage objects more effectively The Object-Pool Pattern—a new pattern not identified by the "Gang of Four" New study/practice questions at the end of every chapter Gentle yet thorough, this book assumes no patterns experience whatsoever. It's the ideal "first book" on patterns, and a perfect complement to Gamma's classic Design Patterns. If you're a programmer or architect who wants the clearest possible understanding of design patterns—or if you've struggled to make them work for you—read this book.

Design Patterns in TypeScript - Sean Bradley 2021-05-05

This book is about the 23 common GoF (Gang of Four) Design Patterns implemented in TypeScript. A Design Pattern is a description or template that can be repeatedly applied to a commonly recurring problem in software design. You will find a familiarity with Design Patterns very

useful when planning, discussing, developing, managing and documenting your applications from now on and into the future. You will learn these Design Patterns. Creational Factory - Abstract Factory - Builder - Prototype - Singleton Structural Decorator - Adapter - Facade - Bridge - Composite - Flyweight - Proxy Behavioral Command - Chain of Responsibility - Observer Pattern - Interpreter - Iterator - Mediator - Memento - State - Strategy - Template - Visitor. If you want a break from your computer and read from a book for a while, then this book is for you. Thanks, Sean Bradley

Pro Functional PHP Programming - Rob Aley 2017-09-27

Bring the power of functional programming to your PHP applications. From performance optimizations to concurrency, improved testability to code brevity, functional programming has a host of benefits when compared to traditional imperative programming. Part one of Pro Functional PHP Programming takes you through the basics of functional

programming, outlining the key concepts and how they translate into standard PHP functions and code. Part two takes this theory and shows you the strategies for implementing it to solve real problems in your new or existing PHP applications. Functional programming is popular in languages such as Lisp, Scheme and Clojure, but PHP also contains all you need to write functional code. This book will show you how to take advantage of functional programming in your own projects, utilizing the PHP programming language that you already know. What You'll Learn Discover functional programming in PHP Work with functional programming functions Design strategies for high-performance applications Manage business logic with functions Use functional programming in object-oriented and procedural applications Employ helper libraries in your application Process big data with functional PHP Who This Book Is For Programmers and web developers with experience of PHP who are looking to get more out of their PHP coding and be able to do more with PHP.