

Professional Test Driven Development With C

Professional Test Driven Development with C#

Hands-on guidance to creating great test-driven development practice Test-driven development (TDD) practice helps developers recognize a well-designed application, and encourages writing a test before writing the functionality that needs to be implemented. This hands-on guide provides invaluable insight for creating successful test-driven development processes. With source code and examples featured in both C# and .NET, the book walks you through the TDD methodology and shows how it is applied to a real-world application. You'll witness the application built from scratch and details each step that is involved in the development, as well as any problems that were encountered and the solutions that were applied. Clarifies the motivation behind test-driven development (TDD), what it is, and how it works Reviews the various steps involved in developing an application and the testing that is involved prior to implementing the functionality Discusses unit testing and refactoring Professional Test-Driven Development with C# shows you how to create great TDD processes right away.

Implementation Patterns - Studentenausgabe

If you program in C++ you've been neglected. Test-driven development (TDD) is a modern software development practice that can dramatically reduce the number of defects in systems, produce more maintainable code, and give you the confidence to change your software to meet changing needs. But C++ programmers have been ignored by those promoting TDD--until now. In this book, Jeff Langr gives you hands-on lessons in the challenges and rewards of doing TDD in C++. Modern C++ Programming With Test-Driven Development, the only comprehensive treatment on TDD in C++ provides you with everything you need to know about TDD, and the challenges and benefits of implementing it in your C++ systems. Its many detailed code examples take you step-by-step from TDD basics to advanced concepts. As a veteran C++ programmer, you're already writing high-quality code, and you work hard to maintain code quality. It doesn't have to be that hard. In this book, you'll learn: how to use TDD to improve legacy C++ systems how to identify and deal with troublesome system dependencies how to do dependency injection, which is particularly tricky in C++ how to use testing tools for C++ that aid TDD new C++11 features that facilitate TDD As you grow in TDD mastery, you'll discover how to keep a massive C++ system from becoming a design mess over time, as well as particular C++ trouble spots to avoid. You'll find out how to prevent your tests from being a maintenance burden and how to think in TDD without giving up your hard-won C++ skills. Finally, you'll see how to grow and sustain TDD in your team. Whether you're a complete unit-testing novice or an experienced tester, this book will lead you to mastery of test-driven development in C++. What You Need A C++ compiler running under Windows or Linux, preferably one that supports C++11. Examples presented in the book were built under gcc 4.7.2. Google Mock 1.6 (downloadable for free; it contains Google Test as well) or an alternate C++ unit testing tool. Most examples in the book are written for Google Mock, but it isn't difficult to translate them to your tool of choice. A good programmer's editor or IDE. cmake, preferably. Of course, you can use your own preferred make too. CMakeLists.txt files are provided for each project. Examples provided were built using cmake version 2.8.9. Various freely-available third-party libraries are used as the basis for examples in the book. These include: cURL JsonCpp Boost (filesystem, date_time/gregorian, algorithm, assign) Several examples use the boost headers/libraries. Only one example uses cURL and JsonCpp.

Modern C++ Programming with Test-Driven Development

Learn how to write software that excites your customers and avoids breaking your work when making

changes Key Features Learn how a simple shift in focus will let you use tests to meet customer needs Develop a testing library and a logging library that you can use in your own projects Drive better code designs with effective tests that help new team members contribute faster Book Description Modern, standard C++ is all that is needed to create a small and practical testing framework that will improve the design of any project. This allows you to think about how the code will be used, which is the first step in designing intuitive interfaces. TDD is a modern balanced software development approach that helps to create maintainable applications, provide modularity in design, and write minimal code that drastically reduces defects. With the help of this book, you'll be able to continue adding value when designs need to change by ensuring that the changes don't break existing tests. In this book, you will use test-driven development (TDD) to gain practical skills by writing a simple testing framework and then using it to drive the design of a logging library. The book will help you enhance your software development skills with test cases. You'll understand how to design and implement test cases. The chapters will also show you how to utilize the TDD approach to be more productive in software development than attempting to code in large unstructured steps. By the end of this book, you'll have gained knowledge of TDD and testing and also built a working logging library with unique features not found in other libraries. What you will learn Understand how to develop software using TDD Keep the code for the system as error-free as possible Refactor and redesign code confidently Communicate the requirements and behaviors of the code with your team Understand the differences between unit tests and integration tests Use TDD to create a minimal viable testing framework Who this book is for This book is for C++ developers already familiar with and using C++ for daily tasks who want to improve their skillset. You don't need to be an expert but you should already have some knowledge of modern C++ and how to use templates to get the most out of this book.

Test-Driven Development with C++

API Design for C++ provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long term. It presents patterns and practices that provide real value to individual developers as well as organizations. API Design for C++ explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that product high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing. Each concept is illustrated with extensive C++ code examples, and fully functional examples and working source code for experimentation are available online. This book will be helpful to new programmers who understand the fundamentals of C++ and who want to advance their design skills, as well as to senior engineers and software architects seeking to gain new expertise to complement their existing talents. Three specific groups of readers are targeted: practicing software engineers and architects, technical managers, and students and educators. - The only book that teaches the strategies of C++ API development, including design, versioning, documentation, testing, scripting, and extensibility - Extensive code examples illustrate each concept, with fully functional examples and working source code for experimentation available online - Covers various API styles and patterns with a focus on practical and efficient designs for large-scale long-term projects

API Design for C++

Verhaltensregeln für professionelle Programmierer Erfolgreiche Programmierer haben eines gemeinsam: Die Praxis der Software-Entwicklung ist ihnen eine Herzensangelegenheit. Auch wenn sie unter einem nicht nachlassenden Druck arbeiten, setzen sie sich engagiert ein. Software-Entwicklung ist für sie eine Handwerkskunst. In Clean Coder stellt der legendäre Software-Experte Robert C. Martin die Disziplinen,

Techniken, Tools und Methoden vor, die Programmierer zu Profis machen. Dieses Buch steckt voller praktischer Ratschläge und behandelt alle wichtigen Themen vom professionellen Verhalten und Zeitmanagement über die Aufwandsschätzung bis zum Refactoring und Testen. Hier geht es um mehr als nur um Technik: Es geht um die innere Haltung. Martin zeigt, wie Sie sich als Software-Entwickler professionell verhalten, gut und sauber arbeiten und verlässlich kommunizieren und planen. Er beschreibt, wie Sie sich schwierigen Entscheidungen stellen und zeigt, dass das eigene Wissen zu verantwortungsvollem Handeln verpflichtet. In diesem Buch lernen Sie: Was es bedeutet, sich als echter Profi zu verhalten Wie Sie mit Konflikten, knappen Zeitplänen und unvernünftigen Managern umgehen Wie Sie beim Programmieren im Fluss bleiben und Schreibblockaden überwinden Wie Sie mit unerbittlichem Druck umgehen und Burnout vermeiden Wie Sie Ihr Zeitmanagement optimieren Wie Sie für Umgebungen sorgen, in denen Programmierer und Teams wachsen und sich wohlfühlen Wann Sie Nein sagen sollten – und wie Sie das anstellen Wann Sie Ja sagen sollten – und was ein Ja wirklich bedeutet Großartige Software ist etwas Bewundernswertes: Sie ist leistungsfähig, elegant, funktional und erfreut bei der Arbeit sowohl den Entwickler als auch den Anwender. Hervorragende Software wird nicht von Maschinen geschrieben, sondern von Profis, die sich dieser Handwerkskunst unerschütterlich verschrieben haben. Clean Coder hilft Ihnen, zu diesem Kreis zu gehören. Über den Autor: Robert C. Uncle Bob Martin ist seit 1970 Programmierer und bei Konferenzen in aller Welt ein begehrter Redner. Zu seinen Büchern gehören Clean Code – Refactoring, Patterns, Testen und Techniken für sauberen Code und Agile Software Development: Principles, Patterns, and Practices. Als überaus produktiver Autor hat Uncle Bob Hunderte von Artikeln, Abhandlungen und Blogbeiträgen verfasst. Er war Chefredakteur bei The C++ Report und der erste Vorsitzende der Agile Alliance. Martin gründete und leitet die Firma Object Mentor, Inc., die sich darauf spezialisiert hat, Unternehmen bei der Vollendung ihrer Projekte behilflich zu sein.

Clean Coder

- Umfassend überarbeitete und aktualisierte Neuauflage des Standardwerks in vollständig neuer Übersetzung
- Verbesserungsmöglichkeiten von bestehender Software anhand von Code-Smells erkennen und Code effizient überarbeiten
- Umfassender Katalog von Refactoring-Methoden mit Code-Beispielen in JavaScript

Seit mehr als zwanzig Jahren greifen erfahrene Programmierer rund um den Globus auf dieses Buch zurück, um bestehenden Code zu verbessern und leichter lesbar zu machen sowie Software besser warten und erweitern zu können. In diesem umfassenden Standardwerk zeigt Ihnen Martin Fowler, was die Vorteile von Refactoring sind, wie Sie verbesserungsbedürftigen Code erkennen und wie Sie ein Refactoring – unabhängig von der verwendeten Programmiersprache – erfolgreich durchführen. In einem umfangreichen Katalog gibt Fowler Ihnen verschiedene Refactoring-Methoden mit ausführlicher Erläuterung, Motivation, Vorgehensweise und einfachen Beispielen in JavaScript an die Hand. Darüber hinaus behandelt er insbesondere folgende Schwerpunkte:

- Allgemeine Prinzipien und Durchführung des Refactorings
- Refactoring anwenden, um die Lesbarkeit, Wartbarkeit und Erweiterbarkeit von Programmen zu verbessern
- Code-Smells erkennen, die auf Verbesserungsmöglichkeiten durch Refactoring hinweisen
- Entwicklung zuverlässiger Tests für das Refactoring
- Erkennen von Fallstricken und notwendigen Kompromissen bei der Durchführung eines Refactorings

Diese vollständig neu übersetzte Ausgabe wurde von Grund auf überarbeitet, um den maßgeblichen Veränderungen der modernen Programmierung Rechnung zu tragen. Sie enthält einen aktualisierten Katalog von Refactoring-Methoden sowie neue Beispiele für einen funktionalen Programmieransatz.

Refactoring

This two-volume set (CCIS 1045 and CCIS 1046) constitutes the refereed proceedings of the Third International Conference on Advances in Computing and Data Sciences, ICACDS 2019, held in Ghaziabad, India, in April 2019. The 112 full papers were carefully reviewed and selected from 621 submissions. The papers are centered around topics like advanced computing, data sciences, distributed systems organizing principles, development frameworks and environments, software verification and validation, computational complexity and cryptography, machine learning theory, database theory, probabilistic representations.

Advances in Computing and Data Sciences

Build realistic applications with both relational and document databases and derive your code design using TDD. Unit test with xUnit and NSubstitute and learn concepts like DDD, SUT, Mocks, Fakes, Test Doubles, SOLID, and FIRSTHAND Key Features Build a full TDD-based app employing familiar tools and libraries to practice real-world scenarios Derive your architecture using TDD with domain-driven design and SOLID approach Know the challenges of rolling out TDD and unit testing into your organization and build a plan Book Description Test-driven development is a manifesto for incrementally adding features to a product but starting with the unit tests first. Today's project templates come with unit tests by default and implementing them has become an expectation. It's no surprise that TDD/unit tests feature in most job specifications and are important ingredients for most interviews and coding challenges. Adopting TDD will enforce good design practices and expedite your journey toward becoming a better coding architect. This book goes beyond the theoretical debates and focuses on familiarizing you with TDD in a real-world setting by using popular frameworks such as ASP.NET Core and Entity Framework. The book starts with the foundational elements before showing you how to use Visual Studio 2022 to build an appointment booking web application. To mimic real-life, you'll be using EF, SQL Server, and Cosmos, and utilize patterns including repository, service, and builder. This book will also familiarize you with domain-driven design (DDD) and other software best practices, including SOLID and FIRSTHAND. By the end of this TDD book, you'll have become confident enough to champion a TDD implementation. You'll also be equipped with a business and technical case for rolling out TDD or unit testing to present to your management and colleagues. What you will learn Writing unit tests with xUnit and getting to grips with dependency injection Implementing test doubles and mocking with NSubstitute Using the TDD style for unit testing in conjunction with DDD and best practices Mixing TDD with the ASP.NET API, Entity Framework, and databases Moving to the next level by exploring continuous integration with GitHub Getting introduced to advanced mocking scenarios Championing your team and company for introducing TDD and unit testing Who this book is for This book is for mid to senior-level .NET developers looking to use the potential of TDD to develop high-quality software. Basic knowledge of OOP and C# programming concepts is assumed but no knowledge of TDD or unit testing is expected. The book provides in-depth coverage of all the concepts of TDD and unit testing, making it an excellent guide for developers who want to build a TDD-based application from scratch or planning to introduce unit testing into their organization.

Pragmatic Test-Driven Development in C# and .NET

Können Sie Ihren Code leicht ändern? Können Sie fast unmittelbar Feedback bekommen, wenn Sie ihn ändern? Verstehen Sie ihn? Wenn Sie eine dieser Fragen mit nein beantworten, arbeiten Sie mit Legacy Code, der Geld und wertvolle Entwicklungszeit kostet. Michael Feathers erläutert in diesem Buch Strategien für den gesamten Entwicklungsprozess, um effizient mit großen, ungetesteten Code-Basen zu arbeiten. Dabei greift er auf erprobtes Material zurück, das er für seine angesehenen Object-Mentor-Seminare entwickelt hat. Damit hat er bereits zahlreichen Entwicklern, technischen Managern und Testern geholfen, ihre Legacy-Systeme unter Kontrolle zu bringen. Darüber hinaus finden Sie auch einen Katalog mit 24 Techniken zur Aufhebung von Dependencies, die Ihnen zeigen, wie Sie isoliert mit Programmelementen arbeiten und Code sicherer ändern können.

Effektives Arbeiten mit Legacy Code

Der Spiegel-Bestseller und BookTok-Bestseller Platz 1! Das Geheimnis des Erfolgs: »Die 1%-Methode«. Sie liefert das nötige Handwerkszeug, mit dem Sie jedes Ziel erreichen. James Clear, erfolgreicher Coach und einer der führenden Experten für Gewohnheitsbildung, zeigt praktische Strategien, mit denen Sie jeden Tag etwas besser werden bei dem, was Sie sich vornehmen. Seine Methode greift auf Erkenntnisse aus Biologie, Psychologie und Neurowissenschaften zurück und funktioniert in allen Lebensbereichen. Ganz egal, was Sie erreichen möchten – ob sportliche Höchstleistungen, berufliche Meilensteine oder persönliche Ziele wie mit dem Rauchen aufzuhören –, mit diesem Buch schaffen Sie es ganz sicher. Entdecke auch: Die 1%-Methode –

Die 1%-Methode – Minimale Veränderung, maximale Wirkung

Design patterns are time-tested solutions to recurring problems, letting the designer build programs on solutions that have already proved effective Provides developers with more than a dozen ASP.NET examples showing standard design patterns and how using them helpsbuild a richer understanding of ASP.NET architecture, as well as better ASP.NET applications Builds a solid understanding of ASP.NET architecture that can be used over and over again in many projects Covers ASP.NET code to implement many standard patterns including Model-View-Controller (MVC), ETL, Master-Master Snapshot, Master-Slave-Snapshot, Façade, Singleton, Factory, Single Access Point, Roles, Limited View, observer, page controller, common communication patterns, and more

Professional ASP.NET Design Patterns

This book constitutes revised papers from the eight workshops which were held during June 2021 at the 24th International Conference on Business Information Systems, BIS 2021. The conference was planned to take place in Hannover, Germany, and changed to a fully online event due to the COVID-19 pandemic. There was a total of 67 submissions to all workshops of which 31papers were accepted for publication. The workshops included in this volume are: AKTB 2021: 12th Workshop on Applications of Knowledge-Based Technologies in Business BisEd 2021: BIS Education: Trends and Challenges DigBD 2021: 1st Workshop on Digitization in the Flux of Big Data Scenarios DigEx 2021: 3rd International Workshop on transforming the Digital Customer Experience iCRM 2021: 6th International Workshop on Integrated Social CRM QOD 2021: 4th Workshop on Quality of Open Data BITA 2021: 12th Workshop on Business and IT Alignment BSCT 2021: 4th Workshop on Blockchain and Smart Contract Technologies

Business Information Systems Workshops

Pro NuGet offers you a solid architectural understanding of how to manage software dependencies using NuGet, an open-source package management tool for the .NET Framework. Providing practical guidance through a multitude of examples and more advanced scenarios, this book shows you how to unleash all the power that NuGet offers. It will help you to streamline your day to day development and even make it more fun to write code. Authors Maarten Balliauw and Xavier Decoster have been working with NuGet since it was first released, contributing many ideas and practical solutions to the community over that time. In this book they demonstrate both the core concepts and the more advanced thinking needed to use NuGet effectively.

Pro NuGet

Develop applications for the real world with a thorough software testing approach Key Features Develop a thorough understanding of TDD and how it can help you develop simpler applications with no defects using C# and JavaScript Adapt to the mindset of writing tests before code by incorporating business goals, code manageability, and other factors Make all your software units and modules pass tests by analyzing failed tests and refactoring code as and when required Book Description Test-Driven Development (TDD) is a methodology that helps you to write as little as code as possible to satisfy software requirements, and ensures that what you've written does what it's supposed to do. If you're looking for a practical resource on Test-Driven Development this is the book for you. You've found a practical end-to-end guide that will help you implement Test-Driven Techniques for your software development projects. You will learn from industry standard patterns and practices, and shift from a conventional approach to a modern and efficient software testing approach in C# and JavaScript. This book starts with the basics of TDD and the components of a simple unit test. Then we look at setting up the testing framework so that you can easily run your tests in your development environment. You will then see the importance of defining and testing boundaries,

abstracting away third-party code (including the .NET Framework), and working with different types of test double such as spies, mocks, and fakes. Moving on, you will learn how to think like a TDD developer when it comes to application development. Next, you'll focus on writing tests for new/changing requirements and covering newly discovered bugs, along with how to test JavaScript applications and perform integration testing. You'll also learn how to identify code that is inherently un-testable, and identify some of the major problems with legacy applications that weren't written with testability in mind. By the end of the book, you'll have all the TDD skills you'll need and you'll be able to re-enter the world as a TDD expert! What you will learn

- The core concepts of TDD
- Testing in action with a real-world case study in C# and JavaScript using React
- Writing proper Unit Tests and testable code for your application
- Using different types of test double such as stubs, spies, and mocks
- Growing an application guided by tests
- Exploring new developments on a green-field application
- Mitigating the problems associated with writing tests for legacy applications
- Modifying a legacy application to make it testable

Who this book is for This book is for software developers with a basic knowledge of Test Driven Development (TDD) who want a thorough understanding of how TDD can benefit them and the applications they produce. The examples in this book are in C#, and you will need a basic understanding of C# to work through these examples.

Practical Test-Driven Development using C# 7

Dieses Buch richtet sich an alle, die sich auf die Prüfung ISTQB® Certified Tester – Foundation Level auf der Grundlage des im Jahr 2023 veröffentlichten Foundation Level Lehrplans (Version 4.0) vorbereiten. Es vermittelt Kandidaten zuverlässiges Wissen auf der Grundlage des offiziellen Lehrplans und unterscheidet sich qualitativ damit nahezu von allen Informationen zu ISTQB®-Lehrplänen und -Prüfungen im Internet. Das Buch erweitert und vertieft viele Themen, die in der neuen 2023er Version des Lehrplans nur kurz angerissen werden. Laut den ISTQB®-Richtlinien für lehrplanbasierte Schulungen muss für jedes Lernziel der Stufe K3 eine Übung angeboten werden. Auch muss für jedes Ziel auf der Ebene K2 oder K3 ein praktisches Beispiel angeboten werden. Um diese Anforderungen zu erfüllen, haben die Autoren zahlreiche Übungen und Beispiele für alle Lernziele auf diesen Stufen vorbereitet. Darüber hinaus werden für jedes Lernziel Beispielprüfungsfragen, die denen ähneln, die Kandidaten der Prüfung sehen werden, geboten. Dies macht das Buch zu einem hervorragenden Hilfsmittel für das Studium und für die optimale Vorbereitung auf die Prüfung.

ISTQB® Certified Tester Foundation Level

Challenges in unpredictable markets, changing customer requirements, and advancing information technologies have lead to progression towards service oriented engineering and agile and lean software development. These prevailing approaches to software systems provide solutions to challenges in demanding business environments. Agile and Lean Service-Oriented Development: Foundations, Theory and Practice explores the groundwork of service-oriented and agile and lean development and the conceptual basis and experimental evidences for the combination of the two approaches. Highlighting the best tools and guidelines for these developments in practice, this book is essential for researchers and practitioners in the software development and service computing fields.

Agile and Lean Service-Oriented Development: Foundations, Theory, and Practice

The ASP.NET MVC 4 Framework is the latest evolution of Microsoft's ASP.NET web platform. It provides a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility, combined with all the benefits of ASP.NET. ASP.NET MVC 4 contains a number of significant advances over previous versions. New mobile and desktop templates (employing adaptive rendering) are included together with support for jQuery Mobile for the first time. New display modes allow your application to select views based on the browser that's making the request while Code Generation Recipes for Visual Studio help you auto-generate project-specific code for a wide variety of situations including NuGet support. In this fourth edition, the core model-view-controller (MVC) architectural concepts

are not simply explained or discussed in isolation, but are demonstrated in action. You'll work through an extended tutorial to create a working e-commerce web application that combines ASP.NET MVC with the latest C# language features and unit-testing best practices. By gaining this invaluable, practical experience, you'll discover MVC's strengths and weaknesses for yourself—and put your best-learned theory into practice. The book's authors, Steve Sanderson and Adam Freeman, have both watched the growth of ASP.NET MVC since its first release. Steve is a well-known blogger on the MVC Framework and a member of the Microsoft Web Platform and Tools team. Adam started designing and building web applications 15 years ago and has been responsible for some of the world's largest and most ambitious projects. You can be sure you are in safe hands.

Pro ASP.NET MVC 4

Within the framework of Acceptance Test-Driven-Development (ATDD), customers, developers, and testers collaborate to create acceptance tests that thoroughly describe how software should work from the customer's viewpoint. By tightening the links between customers and agile teams, ATDD can significantly improve both software quality and developer productivity. This is the first start-to-finish, real-world guide to ATDD for every agile project participant. Leading agile consultant Ken Pugh begins with a dialogue among a customer, developer, and tester, explaining the “what, why, where, when, and how” of ATDD and illuminating the experience of participating in it. Next, Pugh presents a practical, complete reference to each facet of ATDD, from creating simple tests to evaluating their results. He concludes with five diverse case studies, each identifying a realistic set of problems and challenges with proven solutions. Coverage includes • How to develop software with fully testable requirements • How to simplify and componentize tests and use them to identify missing logic • How to test user interfaces, service implementations, and other tricky elements of a software system • How to identify requirements that are best handled outside software • How to present test results, evaluate them, and use them to assess a project's overall progress • How to build acceptance tests that are mutually beneficial for development organizations and customers • How to scale ATDD to large projects

Lean-Agile Acceptance Test-Driven-Development

Software engineering requires specialized knowledge of a broad spectrum of topics, including the construction of software and the platforms, applications, and environments in which the software operates as well as an understanding of the people who build and use the software. Offering an authoritative perspective, the two volumes of the Encyclopedia of Software Engineering cover the entire multidisciplinary scope of this important field. More than 200 expert contributors and reviewers from industry and academia across 21 countries provide easy-to-read entries that cover software requirements, design, construction, testing, maintenance, configuration management, quality control, and software engineering management tools and methods. Editor Phillip A. Laplante uses the most universally recognized definition of the areas of relevance to software engineering, the Software Engineering Body of Knowledge (SWEBOK®), as a template for organizing the material. Also available in an electronic format, this encyclopedia supplies software engineering students, IT professionals, researchers, managers, and scholars with unrivaled coverage of the topics that encompass this ever-changing field. Also Available Online This Taylor & Francis encyclopedia is also available through online subscription, offering a variety of extra benefits for researchers, students, and librarians, including: Citation tracking and alerts Active reference linking Saved searches and marked lists HTML and PDF format options Contact Taylor and Francis for more information or to inquire about subscription options and print/online combination packages. US: (Tel) 1.888.318.2367; (E-mail) e-reference@taylorandfrancis.com International: (Tel) +44 (0) 20 7017 6062; (E-mail) online.sales@tandf.co.uk

Encyclopedia of Software Engineering Three-Volume Set (Print)

Build on your existing programming skills and upskill to professional-level C# programming. Summary In Code Like A Pro in C# you will learn: Unit testing and test-driven development Refactor a legacy .NET

codebase Principles of clean code Essential backend architecture skills Query and manipulate databases with LINQ and Entity Framework Core Critical business applications worldwide are written in the versatile C# language and the powerful .NET platform, running on desktops, cloud systems, and Windows or Linux servers. Code Like a Pro in C# makes it easy to turn your existing abilities in C# or another OO language (such as Java) into practical C# mastery. There's no "Hello World" or Computer Science 101 basics—you'll learn by refactoring an out-of-date legacy codebase, using new techniques, tools, and best practices to bring it up to modern C# standards. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology You know the basics, now get ready for the next step! Pro-quality C# code is efficient, clean, and fast. Whether you're building user-facing business applications or writing data-intensive backend services, the experience-based, practical techniques in this book will take your C# skills to a new level. About the book Code Like a Pro in C# teaches you to how write clean C# code that's suitable for enterprise applications. In this book, you'll refactor a legacy codebase by applying modern C# techniques. You'll explore tools like Entity Framework Core, design techniques like dependency injection, and key practices like testing and clean coding. It's a perfect path to upgrade your existing C# skills or shift from another OO language into C# and the .NET ecosystem. What's inside Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Query and manipulate databases with LINQ and Entity Framework Core About the reader For developers experienced with object-oriented programming. No C# experience required. About the author Jort Rodenburg is a software engineer who has taught numerous courses on getting up to speed with C# and .NET. Table of Contents PART 1 USING C# AND .NET 1 Introducing C# and .NET 2 .NET and how it compiles PART 2 THE EXISTING CODEBASE 3 How bad is this code? 4 Manage your unmanaged resources! PART 3 THE DATABASE ACCESS LAYER 5 Setting up a project and database with Entity Framework Core PART 4 THE REPOSITORY LAYER 6 Test-driven development and dependency injection 7 Comparing objects 8 Stubbing, generics, and coupling 9 Extension methods, streams, and abstract classes PART 5 THE SERVICE LAYER 10 Reflection and mocks 11 Runtime type checking revisited and error handling 12 Using IEnumerable and yield return PART 6 THE CONTROLLER LAYER 13 Middleware, HTTP routing, and HTTP responses 14 JSON serialization/deserialization and custom model binding

Code like a Pro in C#

This book features high-quality research papers presented at the 2nd International Conference on Sustainable Expert Systems (ICSES 2021), held in Nepal during September 17–18, 2021. The book focusses on the research information related to artificial intelligence, sustainability, and expert systems applied in almost all the areas of industries, government sectors, and educational institutions worldwide. The main thrust of the book is to publish the conference papers that deal with the design, implementation, development, testing, and management of intelligent and sustainable expert systems and also to provide both theoretical and practical guidelines for the deployment of these systems.

Proceedings of Second International Conference on Sustainable Expert Systems

This book comprises selected papers of the International Conferences, ASEA, DRBC and EL 2011, held as Part of the Future Generation Information Technology Conference, FGIT 2011, in Conjunction with GDC 2011, Jeju Island, Korea, in December 2011. The papers presented were carefully reviewed and selected from numerous submissions and focus on the various aspects of advances in software engineering and its Application, disaster recovery and business continuity, education and learning.

Refactoring to patterns

ASP.NET 4.5 remains Microsoft's preferred technology for creating dynamic websites, providing developers with unrivaled power and flexibility. Pro ASP.NET 4.5 in C# is the most complete reference to ASP.NET that you will find. This comprehensively revised fifth edition will teach you everything you need to know in order to create well-designed ASP.NET websites. Beginning with core concepts the book progresses steadily

through key professional skills. You'll be shown how to query databases in detail, consider the myriad applications of XML, and step through all the considerations you need to be aware of when securing your site from intruders. Finally, you'll consider advanced topics such as using client-side validation, jQuery and Ajax. By the time you have read this book you will have learned all the skills you need to use ASP.NET 4.5 with confidence.

Software Engineering, Business Continuity, and Education

Belonging to the realm of intelligent technologies, it is increasingly accepted that artificial intelligence (AI) has evolved from being merely a development standpoint in computer science. Indeed, recent reports and academic publications show that we are clearly on the path toward pervasive AI in both business and society. Organizations must adopt AI to maintain a competitive advantage and explore opportunities for unprecedented innovation. This book focuses on understanding the wide range of opportunities as well as the spectrum of challenges AI brings in different business contexts and society at large. The book highlights novel and high-quality research in data science and business analytics and examines the current and future impact of AI in business and society. The authors bridge the gap between business and technical perspectives and demonstrate the potential (and actual) impact on society. Embracing applied, qualitative, and quantitative research as well as field experiments and data analysis, the book covers a broad range of topics including but not limited to human-centered AI, product and process innovation, corporate governance, AI and ethics, organizational performance, and entrepreneurship. This comprehensive book will be a valuable resource for researchers, academics, and postgraduate students across AI, technology and innovation management, and a wide range of business disciplines.

Pro ASP.NET 4.5 in C#

This book constitutes the proceedings of two events held at the CAiSE conference and relating to the areas of enterprise, business process and information systems modeling: The 19th International Conference on Business Process Modeling, Development and Support, BPMDS 2018, and the 23rd International Conference on Evaluation and Modeling Methods for Systems Analysis and Development, EMMSAD 2018. The conferences took place in Tallinn, Estonia, in June 2018. The 13 papers accepted for BPMDS were carefully reviewed and selected from 29 submissions; for EMMSAD 6 papers out of 13 submissions were accepted for publication. For BPMDS 2018, the papers were organized in topical sections as follows: context-awareness in business processes; automatic analysis of business processes; advanced approaches for business process modeling; evaluation of business process modeling techniques; an experience report on modeling collaborative processes. For EMMSAD 2018, the six related papers are listed without further sections.

Impact of Artificial Intelligence in Business and Society

Seit kurzem versuchen Hirnforscher, Verhaltenspsychologen und Soziologen gemeinsam neue Antworten auf eine uralte Frage zu finden: Warum tun wir eigentlich, was wir tun? Was genau prägt unsere Gewohnheiten? Anhand zahlreicher Beispiele aus der Forschung wie dem Alltag erzählt Charles Duhigg von der Macht der Routine und kommt dem Mechanismus, aber auch den dunklen Seiten der Gewohnheit auf die Spur. Er erklärt, warum einige Menschen es schaffen, über Nacht mit dem Rauchen aufzuhören (und andere nicht), weshalb das Geheimnis sportlicher Höchstleistung in antrainierten Automatismen liegt und wie sich die Anonymen Alkoholiker die Macht der Gewohnheit zunutze machen. Nicht zuletzt schildert er, wie Konzerne Millionen ausgeben, um unsere Angewohnheiten für ihre Zwecke zu manipulieren. Am Ende wird eines klar: Die Macht von Gewohnheiten prägt unser Leben weit mehr, als wir es ahnen.

Enterprise, Business-Process and Information Systems Modeling

Intermediate to advanced technique coverage, updated for C# 2012 and .NET 4.5 This guide is geared towards experienced programmers looking to update and enhance their skills in writing Windows

applications, web apps, and Metro apps with C# and .NET 4.5. Packed with information about intermediate and advanced features, this book includes everything professional developers need to know about C# and putting it to work. Covers challenging .NET features including Language Integrated Query (LINQ), LINQ to SQL, LINQ to XML, WCF, WPF, Workflow, and Generics Puts the new Async keyword to work and features refreshers on .NET architecture, objects, types, inheritance, arrays, operators, casts, delegates, events, strings, regular expressions, collections, and memory management Explores new options and interfaces presented by Windows 8 development, WinRT, and Metro style apps Includes traditional Windows forms programming, ASP.NET web programming with C#, and working in Visual Studio 2012 with C# Professional C# 2012 and .NET 4.5 is a comprehensive guide for experienced programmers wanting to maximize these technologies.

Die Macht der Gewohnheit: Warum wir tun, was wir tun

This book gathers selected high-quality research papers presented at the Seventh International Congress on Information and Communication Technology, held at Brunel University, London, on February 21–24, 2022. It discusses emerging topics pertaining to information and communication technology (ICT) for managerial applications, e-governance, e-agriculture, e-education and computing technologies, the Internet of Things (IoT) and e-mining. Written by respected experts and researchers working on ICT, the book offers a valuable asset for young researchers involved in advanced studies. The work is presented in four volumes.

Professional C# 2012 and .NET 4.5

This book constitutes the proceedings of the 16th International Conference on Business Process Management, BPM 2018, held in Sydney, Australia, in September 2018. The 27 papers presented in this volume were carefully reviewed and selected from 140 submissions. They were organized in topical sections named: reflections on BPM; concepts and methods in business process modeling and analysis; foundations of process discovery; alignments and conformance checking; process model analysis and machine learning; digital process innovation; and method analysis and selection.

Proceedings of Seventh International Congress on Information and Communication Technology

This book constitutes the proceedings of the BPM Forum held at the 21st International Conference on Business Process Management, BPM 2023, which took place in Utrecht, The Netherlands, in September 2023. The Blockchain Forum provided a platform for exploring and discussing innovative ideas on the intersection of BPM and blockchain technology. The RPA Forum focused on the use of the Robotic Process Automation (RPA) in the field of Business Process Management. The Educators Forum brought together educators within the BPM community for sharing resources to improve the practice of teaching BPM-related topics. The 18 full papers included in this volume were carefully reviewed and selected from a total of 39 submissions.

Business Process Management

This book explores the application of agile and lean techniques, originally from the field of software development and manufacturing, to various aspects of education. It covers a broad range of topics, including applying agile teaching and learning techniques in the classroom, incorporating lean thinking in educational workflows, and using team-based approaches to student-centred activities based on agile principles and processes. Demonstrating how agile and lean ideas can concretely be applied to education, the book offers practical guidance on how to apply these ideas in the classroom or lecture hall, as well as new concepts that could spark further research and development.

Business Process Management: Blockchain, Robotic Process Automation and Educators Forum

Summary Kanban in Action is a down-to-earth, no-frills, get-to-know-the-ropes introduction to kanban. It's based on the real-world experience and observations from two kanban coaches who have introduced this process to dozens of teams. You'll learn the principles of why kanban works, as well as nitty-gritty details like how to use different color stickies on a kanban board to help you organize and track your work items. About the Book Too much work and too little time? If this is daily life for your team, you need kanban, a lean knowledge-management method designed to involve all team members in continuous improvement of your process. Kanban in Action is a practical introduction to kanban. Written by two kanban coaches who have taught the method to dozens of teams, the book covers techniques for planning and forecasting, establishing meaningful metrics, visualizing queues and bottlenecks, and constructing and using a kanban board. Written for all members of the development team, including leaders, coders, and business stakeholders. No experience with kanban is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside How to focus on work in process and finish faster Examples of successful implementations How team members can make informed decisions About the Authors Marcus Hammarberg is a kanban coach and software developer with experience in BDD, TDD, Specification by Example, Scrum, and XP. Joakim Sundén is an agile coach at Spotify who cofounded the first kanban user groups in Europe. Table of Contents PART 1 LEARNING KANBAN Team Kanbaneros gets started PART 2 UNDERSTANDING KANBAN Kanban principles Visualizing your work Work items Work in process Limiting work in process Managing flow PART 3 ADVANCED KANBAN Classes of service Planning and estimating Process improvement Using metrics to guide improvements Kanban pitfalls Teaching kanban through games

Softwaretechnik

Gain a deep understanding of building, maintaining, packaging, and shipping robust Python applications Key Features Discover the new features of Python, such as dictionary merge, the zoneinfo module, and structural pattern matching Create manageable code to run in various environments with different sets of dependencies Implement effective Python data structures and algorithms to write, test, and optimize code Book Description This new edition of Expert Python Programming provides you with a thorough understanding of the process of building and maintaining Python apps. Complete with best practices, useful tools, and standards implemented by professional Python developers, this fourth edition has been extensively updated. Throughout this book, you'll get acquainted with the latest Python improvements, syntax elements, and interesting tools to boost your development efficiency. The initial few chapters will allow experienced programmers coming from different languages to transition to the Python ecosystem. You will explore common software design patterns and various programming methodologies, such as event-driven programming, concurrency, and metaprogramming. You will also go through complex code examples and try to solve meaningful problems by bridging Python with C and C++, writing extensions that benefit from the strengths of multiple languages. Finally, you will understand the complete lifetime of any application after it goes live, including packaging and testing automation. By the end of this book, you will have gained actionable Python programming insights that will help you effectively solve challenging problems. What you will learn Explore modern ways of setting up repeatable and consistent Python development environments Effectively package Python code for community and production use Learn modern syntax elements of Python programming, such as f-strings, enums, and lambda functions Demystify metaprogramming in Python with metaclasses Write concurrent code in Python Extend and integrate Python with code written in C and C++ Who this book is for The Python programming book is intended for expert programmers who want to learn Python's advanced-level concepts and latest features. Anyone who has basic Python skills should be able to follow the content of the book, although it might require some additional effort from less experienced programmers. It should also be a good introduction to Python 3.9 for those who are still a bit behind and continue to use other older versions.

Agile and Lean Concepts for Teaching and Learning

Open Source Data Warehousing and Business Intelligence is an all-in-one reference for developing open source based data warehousing (DW) and business intelligence (BI) solutions that are business-centric, cross-customer viable, cross-functional, cross-technology based, and enterprise-wide. Considering the entire lifecycle of an open source DW &

Kanban in Action

This book presents Systems Engineering from a modern, multidisciplinary engineering approach, providing the understanding that all aspects of systems design, systems, software, test, security, maintenance and the full life-cycle must be factored in to any large-scale system design; up front, not factored in later. It lays out a step-by-step approach to systems-of-systems architectural design, describing in detail the documentation flow throughout the systems engineering design process. It provides a straightforward look and the entire systems engineering process, providing realistic case studies, examples, and design problems that will enable students to gain a firm grasp on the fundamentals of modern systems engineering. Included is a comprehensive design problem that weaves throughout the entire text book, concluding with a complete top-level systems architecture for a real-world design problem.

Expert Python Programming

This book contains the refereed proceedings of the 12th International Conference on Business Process Modeling, Development and Support (BPMDS 2011) and the 16th International Conference on Exploring Modeling Methods for Systems Analysis and Design (EMMSAD 2011), held together with the 23rd International Conference on Advanced Information Systems Engineering (CAiSE 2011) in London, UK, in June 2011. The 22 papers accepted for BPMDS were selected from 61 submissions and cover a wide spectrum of issues related to business processes development, modeling, and support. They are grouped into sections on BPMDS in practice, business process improvement, business process flexibility, declarative process models, variety of modeling paradigms, business process modeling and support systems development, and interoperability and mobility. The 16 papers accepted for EMMSAD were chosen from 31 submissions and focus on exploring, evaluating, and enhancing current information modeling methods and methodologies. They are grouped in sections on workflow and process modeling extensions, requirements analysis and information systems development, requirements evolution and information systems evolution, data modeling languages and business rules, conceptual modeling practice, and enterprise architecture.

Open Source Data Warehousing and Business Intelligence

International Federation for Information Processing The IFIP series publishes state-of-the-art results in the sciences and technologies of information and communication. The scope of the series includes: foundations of computer science; software theory and practice; education; computer applications in technology; communication systems; systems modeling and optimization; information systems; computers and society; computer systems technology; security and protection in information processing systems; artificial intelligence; and human-computer interaction. Proceedings and post-proceedings of referred international conferences in computer science and interdisciplinary fields are featured. These results often precede journal publication and represent the most current research. The principal aim of the IFIP series is to encourage education and the dissemination and exchange of information about all aspects of computing. For more information about the 300 other books in the IFIP series, please visit springeronline.com. For more information about IFIP, please visit www.ifip.or.at.

Multidisciplinary Systems Engineering

Enterprise, Business-Process and Information Systems Modeling

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