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Brian Paulsmeyer brings a pragmatic agile approach to allow continuous delivery of quality software across multiple industries and languages. He is experienced in building automation for continuous

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delivery and applying DevOps principles to legacy and green-field systems. Brian works with agile development within regulated environments including the FDA and SEC.

Taking a Look at Agile Practices

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Martin and Micah Martin

describes how to write software
using C#. Book covers also most
important design patterns and
object-oriented development

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principles. There are very good, close to reality examples for every topic and that makes this book pretty easy to read and understand.

Agile Principles, Patterns, and Practices in C#

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Agile Software Development,
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A must-read for developers willing to build maintainable, testable and scalable software. It teaches you the basics for agile "software development", TDD, SOLID principles, design patterns and much more. Also, you really need

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to try out the patterns and practices presented in this book so you can feel how it is to create a "Clean Architecture".

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topics: Agile management methods and development practices used by agile team.

Section I, the description of the Agile methology is brief. This is obviously the intent of the author and agile is meant to be documenation-light. This section

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only consists of 100 pages.
Amazon.com: Customer reviews: Agile Principles, Patterns ...
Written by a software developer for software developers, this book is a unique collection of the latest software development methods.

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The author includes OOD, UML, Design Patterns, Agile and XP methods with a detailed description of a complete software design for reusable programs in C++ and Java. Using a practical, problem-solving approach, it shows how to

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Write code that can adapt to changes. By applying this book's principles, you can create code that accommodates new requirements and unforeseen scenarios without significant rewrites. Gary McLean Hall describes Agile best practices,

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principles, and patterns for designing and writing code that can evolve more quickly and easily, with fewer errors, because it doesn't impede change. Now revised, updated, and expanded, Adaptive Code, Second Edition adds indispensable practical

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dependencies, layering, interfaces, and design patterns □
Perform unit testing and refactoring in tandem, gaining more value from both □ Use the “golden master” technique to make legacy code adaptive □
Build SOLID code with single-

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responsibility, open/closed, and Liskov substitution principles □ Create smaller interfaces to support more-diverse client and architectural needs □ Leverage dependency injection best practices to improve code adaptability □ Apply dependency

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Practices with the Stairway C pattern, and avoid related anti-patterns About You This book is for programmers of all skill levels seeking more-practical insight into design patterns, SOLID principles, unit testing, refactoring, and related topics.

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Most readers will have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

Looks at the principles and clean

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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.

Delve deep into the various

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technical practices, principles, and values of Agile. Key Features Discover the essence of Agile software development and the key principles of software design Explore the fundamental practices of Agile working, including test-driven development

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Book Description The number of popular technical practices has grown exponentially in the last few years. Learning the common

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fundamental software development practices can help you become a better programmer. This book uses the term Agile as a wide umbrella and covers Agile principles and practices, as well as most methodologies associated with it.

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You'll begin by discovering how driver-navigator, chess clock, and other techniques used in the pair programming approach introduce discipline while writing code. You'll then learn to safely change the design of your code using refactoring. While learning these

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Practices, you'll also explore various best practices to write efficient tests. The concluding chapters of the book delve deep into the SOLID principles - the five design principles that you can use to make your software more understandable, flexible and

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maintainable. By the end of the book, you will have discovered new ideas for improving your software design skills, the relationship within your team, and the way your business works. What you will learn Learn the red, green, refactor cycle of classic

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TDD and practice the best habits such as the rule of 3, triangulation, object calisthenics, and more Refactor using parallel change and improve legacy code with characterization tests, approval tests, and Golden Master Use code smells as

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feedback to improve your design
Learn the double cycle of ATDD
and the outside-in mindset using
mocks and stubs correctly in your
tests Understand how Coupling,
Cohesion, Connascence, SOLID
principles, and code smells are all
related Improve the

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Understanding of your business domain using BDD and other principles for "doing the right thing, not only the thing right"

Who this book is for This book is designed for software developers looking to improve their technical practices. Software coaches may

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also find it helpful as a teaching reference manual. This is not a beginner's book on how to program. You must be comfortable with at least one programming language and must be able to write unit tests using any unit testing framework.

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Agile Values and Principles for a
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Practices, and all wisdom. If you want to understand what Agile is and how it came to be, this is the book for you.” –Grady Booch

“Bob’s frustration colors every sentence of Clean Agile, but it’s a justified frustration. What is in the world of Agile development is

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nothing compared to what could be. This book is Bob's perspective on what to focus on to get to that 'what could be.' And he's been there, so it's worth listening."

-Kent Beck "It's good to read Uncle Bob's take on Agile.

Whether just beginning, or a

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Seasoned Agilista, you would do well to read this book. I agree with almost all of it. It's just some of the parts make me realize my own shortcomings, dammit. It made me double-check our code coverage (85.09%).” –Jon Kern
Nearly twenty years after the

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Agile Manifesto was first presented, the legendary Robert C. Martin ("Uncle Bob") reintroduces Agile values and principles for a new generation—programmers and nonprogrammers alike. Martin, author of Clean Code and other

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Practices in C Robert C Martin highly influential software development guides, was there at Agile's founding. Now, in Clean Agile: Back to Basics, he strips away misunderstandings and distractions that over the years have made it harder to use Agile than was originally intended.

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no uncertain terms: a small discipline that helps small teams manage small projects . . . with huge implications because every big project is comprised of many small projects. Drawing on his fifty years' experience with

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projects of every conceivable type, he shows how Agile can help you bring true professionalism to software development. Get back to the basics—what Agile is, was, and should always be Understand the origins, and proper practice, of

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SCRUM Master essential business-facing Agile practices, from small releases and acceptance tests to whole-team communication

Explore Agile team members' relationships with each other, and with their product Rediscover indispensable Agile technical

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Practices: TDD, refactoring, simple design, and pair programming Understand the central roles values and craftsmanship play in your Agile team's success If you want Agile's true benefits, there are no shortcuts: You need to do Agile

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Agile coding with design patterns and SOLID principles As every developer knows, requirements are subject to change. But when you build adaptability into your code, you can respond to change

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more easily and avoid disruptive rework. Focusing on Agile programming, this book describes the best practices, principles, and patterns that enable you to create flexible, adaptive code--and deliver better business value. Expert guidance to bridge

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the gap between theory and practice Get grounded in Scrum: artifacts, roles, metrics, phases Organize and manage architectural dependencies Review best practices for patterns and anti-patterns Master SOLID principles: single-responsibility,

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open/closed, Liskov substitution
Manage the versatility of interfaces for adaptive code
Perform unit testing and refactoring in tandem See how delegation and abstraction impact code adaptability Learn best ways to implement dependency

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interjection Apply what you learn to a pragmatic, agile coding project Get code samples at: <http://github.com/garymclean/AdaptiveCode>

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