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Beginning SOLID Principles and Design Patterns for ASP.NET Developers

—
Bipin Joshi

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Beginning Solid Principles And Design Patterns For Aspnet Developers

**Rob Birdwell, Matt Butler, Ollie
Cornes, Chris Goode, Gary Johnson, John
Kauffman, Ajoy Krishnamoorthy, Juan T
Llibre, Christopher L Miller, Neil
Raybould, Srinivasa Sivakumar, David
Sussman, Chris Ullman**

Beginning Solid Principles And Design Patterns For Aspnet Developers:

Beginning SOLID Principles and Design Patterns for ASP.NET Developers Bipin Joshi, 2016-04-08 This book teaches you all the essential knowledge required to learn and apply time proven SOLID principles of object oriented design and important design patterns in ASP NET Core 1 0 formerly ASP NET 5 applications You will learn to write server side as well as client side code that makes use of proven practices and patterns SOLID is an acronym popularized by Robert Martin used to describe five basic principles of good object oriented design Single Responsibility Open Closed Liskov Substitution Interface Segregation and Dependency Inversion This book covers all five principles and illustrates how they can be used in ASP NET Core 1 0 applications Design Patterns are time proven solutions to commonly occurring software design problems The most well known catalog of design patterns comes from Erich Gamma Richard Helm Ralph Johnson and John Vlissides the so called as GoF patterns Gang of Four patterns This book contains detailed descriptions of how to apply Creational Structural and Behavioral GoF design patterns along with some Patterns of Enterprise Application Architecture Popular JavaScript patterns are covered along with working examples of all these patterns in ASP NET Core 1 0 and C are included What You Will Learn How to apply SOLID principles to ASP NET applications How to use Gang of Four GoF design patterns in ASP NET applications Techniques for applying Patterns of Enterprise Application Architecture cataloged by Martin Fowler in ASP NET applications How to organize code and apply design patterns in JavaScript Who This Book Is For This book is for ASP NET developers familiar with ASP NET Core 1 0 C and Visual Studio

.NET MAUI Cross-Platform Application Development Roger Ye, 2024-03-25 Build apps using NET MAUI and Blazor with this comprehensive revised guide for NET 8 Purchase of the print or Kindle book includes a free eBook in PDF format Key Features Handle data effectively with expanded coverage on the MVVM model and data binding Integrate platform specific code using plugins and custom controls Migrate from Xamarin Forms to NET MAUI for the latest hybrid app development capabilities Book Description An evolution of Xamarin Forms NET MAUI is a cross platform framework for creating native mobile and desktop apps with C and XAML Using NET MAUI you can develop apps that ll run on Android iOS macOS and Windows from a single shared codebase In this revised edition of NET MAUI Cross Platform Application Development you will be introduced to NET 8 and get up to speed with app development in no time The book begins by showing you how to develop a cross platform application using NET MAUI including guidance for migrating from Xamarin Forms You ll gain all the knowledge needed to create a cross platform application for Android iOS macOS and Windows following an example project step by step As you advance you ll integrate the latest frontend technology into your app using Blazor components including the new Blazor Bindings feature After this you ll learn how to test and deploy your apps With new coverage on creating mock NET MAUI components you can develop unit tests for your application You will additionally learn how to perform Razor component testing using bUnit By the end of this book you ll have learned how to develop your own cross platform applications using NET MAUI What you will learn

Develop high performance apps with logical user interfaces Improve the maintainability of apps using the MVVM design pattern Understand the progression from Xamarin Forms and how to migrate to NET Delve into templated components and Razor class libraries for crafting Blazor UI elements Publish your creations to major app stores with guidance on preparation and processes Extend your testing repertoire with bUnit for Razor components for reliable unit testing Who this book is for This book is for mobile developers interested in cross platform application development with working experience of the NET Core framework as well as junior engineers who ve just begun their career in mobile app development Native app developers desktop or Xamarin developers who want to migrate to NET MAUI will also benefit from this book Basic knowledge of modern object oriented programming languages such as C Java or Kotlin is assumed

An An Atypical ASP.NET Core 5 Design Patterns Guide Carl-Hugo Marcotte,2020-12-31 A NET developer s guide to crafting robust maintainable and flexible web apps by leveraging C 9 and NET 5 features and component scale and application scale design patterns Key FeaturesApply software design patterns effectively starting small and progressing to cloud scaleDiscover modern application architectures such as vertical slice clean architecture and event driven microservicesExplore ASP NET design patterns from options to full stack web development using BlazorBook Description Design patterns are a set of solutions to many of the common problems occurring in software development Knowledge of these design patterns helps developers and professionals to craft software solutions of any scale ASP NET Core 5 Design Patterns starts by exploring basic design patterns architectural principles dependency injection and other ASP NET Core mechanisms You ll explore the component scale as you discover patterns oriented toward small chunks of the software and then move to application scale patterns and techniques to understand higher level patterns and how to structure the application as a whole The book covers a range of significant GoF Gangs of Four design patterns such as strategy singleton decorator facade and composite The chapters are organized based on scale and topics allowing you to start small and build on a strong base the same way that you would develop a program With the help of use cases the book will show you how to combine design patterns to display alternate usage and help you feel comfortable working with a variety of design patterns Finally you ll advance to the client side to connect the dots and make ASP NET Core a viable full stack alternative By the end of the book you ll be able to mix and match design patterns and have learned how to think about architecture and how it works What you will learnApply the SOLID principles for building flexible and maintainable softwareGet to grips with NET 5 dependency injectionWork with GoF design patterns such as strategy decorator and compositeExplore the MVC patterns for designing web APIs and web applications using RazorDiscover layering techniques and tenets of clean architectureBecome familiar with CQRS and vertical slice architecture as an alternative to layeringUnderstand microservices what they are and what they are notBuild ASP NET UI from server side to client side BlazorWho this book is for This design patterns book is for intermediate level software and web developers with some knowledge of NET who want to write flexible maintainable and robust code for

building scalable web applications Knowledge of C programming and an understanding of web concepts like HTTP is necessary

Beginning ASP.NET MVC 1.0 Simone Chiaretta, Keyvan Nayyeri, 2009-08-04 ASP.NET MVC Model View Framework allows you to use ready to use MVC code so you can develop Web applications faster This book's cut to the chase approach gets you up to speed on the new ASP.NET MVC without getting bogging you down in learning or re learning ASP.NET itself You'll receive straightforward instruction on concepts backed by real world case studies and examples that offer practical solutions Topics include test driven development and unit testing the principles of the MVC pattern how to implement it how to move from traditional ASP.NET Webforms to ASP.NET MVC and much more

Professional ASP.NET Design Patterns Scott Millett, 2010-09-28 Professional ASP.NET Design Patterns is all about showing you how to use the power of design patterns and core design principles in real ASP.NET applications The goal of this book is to educate developers on the fundamentals of object oriented programming design patterns principles and methodologies that can help you become a better programmer Design patterns and principles enable loosely coupled and highly cohesive code which will improve your code's readability flexibility and maintenance Each chapter addresses a layer in an enterprise ASP.NET application and shows how proven patterns principles and best practices can be leveraged to solve problems and improve the design of your code In addition a professional level end to end case study is used to show how to use best practice design patterns and principles in a real website Professional ASP.NET Design Patterns is for ASP.NET developers who are comfortable with the .NET framework but are looking to improve how they code and understand why design patterns design principles and best practices will make their code more maintainable and adaptable Readers who have had experience with design patterns before may wish to skip Part 1 of the book which acts as an introduction to the Gang of Four design patterns and common design principles including the SOLID principles and Martin Fowler's enterprise patterns All code samples are written in C# but the concepts can be applied very easily to VB.NET This book covers well known patterns and best practices for developing enterprise level ASP.NET applications The patterns used can be applied to any version of ASP.NET from 1.0 to 4.0 The patterns themselves are language agnostic and can be applied to any object oriented programming language Professional ASP.NET Design Patterns can be used both as a step by step guide and as a continuous source of reference to dip into at your leisure The book is broken into three distinct sections Part 1 is an introduction to patterns and design principles Part 2 examines how patterns and principles can be used in the various layers of an ASP.NET application Part 3 represents an end to end case study showcasing many of the patterns covered in the book You may find it useful to work through the chapters before reading the case study or you may find it easier to see the patterns in action by reading the case study section first and referring back to Part 2 for a more detailed view on the patterns and principles used Within those parts the coverage includes The origins of the Gang of Four design patterns their relevance in today's world and their decoupling from specific programming languages An overview of some common design principles and the SOLID design

principles follows and the chapter ends with a description of Fowler's enterprise patterns Layering Your Application and Separating Your Concerns A description of the Transaction Script pattern followed by the Active Record with an exercise to demonstrate the pattern using the Castle Windsor project The Domain Model pattern demonstrated in an exercise with NHibernate and a review of the domain driven design DDD methodology Patterns and principles that can be used construct your objects and how to make sure that you are building your application for scalability and maintainability Factory Decorator Template State Strategy Composite Specification and Layer Supertype Design principles that can improve your code's maintainability and flexibility these include Dependency Injection Interface Segregation and Liskov Substitution Principle Service Oriented Architecture the Facade design pattern messaging patterns such as Document Message Request Response Reservation and the Idempotent pattern The Data Access Layer Two data access strategies are demonstrated to help organize your persistence layer Repository and Data Access Objects Enterprise patterns and principles that will help you fulfill your data access requirement needs elegantly including Lazy Loading Identity Map Unit of Work and the Query Object An introduction to Object Relational Mappers and the problems they solve An enterprise Domain Driven exercise with POCO business entities utilizing both NHibernate and the MS Entity Framework The Presentation Layer how you can tie your loosely coupled code together Structure Map and an Inversion of Control container Presentation patterns including letting the view be in charge with the Model View Presenter pattern and ASP NET web forms the Front Controller presentation pattern utilizing the Command and Chain of Responsibility patterns as well as the Model View Controller Pattern implemented with the ASP NET MVC framework and Windsor's Castle Monorail framework The final presentation pattern covered is PageController as used in ASP NET web forms A pattern that can be used with organizational patterns namely the ViewModel pattern and how to automate domain entities to ViewModel mapping with AutoMapper The User Experience Layer AJAX JavaScript libraries including jQuery AJAX patterns Ajax Periodic Refresh and Timeout patterns maintaining history with the Unique URL pattern client side data binding with JTemplate and the Ajax Predictive Fetch pattern An end to end e-commerce store case study with ASP NET MVC NHibernate jQuery Json AutoMapper ASP NET membership provider and a second 3rd party authentication method and PayPal as a payment merchant **MSDN Magazine**, 2005

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

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[An Atypical ASP.NET Core 6 Design Patterns Guide](#) Carl-Hugo Marcotte, Abdelhamid Zebdi, 2022-03-28 The professional developer s essential guide to building robust maintainable and flexible web apps by leveraging C 10 and NET 6 features and component and application scale design patterns

Key Features Apply the SOLID architectural principles and software design patterns effectively with a focus on dependency injection Discover modern application architectures such as vertical slice clean architecture and event driven microservices Explore full stack ASP NET Core with an overview of Blazor

Book Description An Atypical ASP NET Core 6 Design Patterns Guide Second Edition approaches programming like playing with LEGO snapping small pieces together to create something beautiful Thoroughly updated for ASP NET Core 6 with further coverage of microservices patterns data contracts and event driven architecture this book gives you the tools to build and glue reliable components together to improve your programmatic masterpieces The chapters are organized based on scale and topic allowing you to start small and build on a strong base the same way that you would develop a program You will begin by exploring basic design patterns SOLID architectural principles dependency injection and other ASP NET Core 6 mechanisms You will explore component scale patterns and then move to higher level application scale patterns and techniques to better structure your applications Finally you ll advance to the client side to connect the dots with tools like Blazor and make ASP NET Core a viable full stack web development framework You will supplement your learning with

practical use cases and best practices exploring a range of significant Gang of Four GoF design patterns along the way By the end of the book you will be comfortable combining and implementing patterns in different ways and crafting software solutions of any scale What you will learn Apply the SOLID principles for building flexible and maintainable software Get to grasp NET dependency Injection Work with GoF design patterns such as strategy decorator facade and composite Explore the MVC patterns for designing web APIs and web applications using Razor Discover layering techniques and tenets of clean architecture Become familiar with CQRS and vertical slice architecture as an alternate to layering Understand microservices and when they can benefit your applications Build an ASP NET user interfaces from server side to client side Blazor Who this book is for The book is intended for intermediate software and web developers with an understanding of NET who want to write flexible maintainable and robust code for building scalable web applications Knowledge of C programming and an understanding of web concepts like HTTP is necessary

Architecting ASP.NET Core Applications

Carl-Hugo Marcotte, 2024-03-22 Backend design like you've never seen it before a guide to building SOLID ASP NET Core web apps that stand the test of time Featuring more Minimal APIs more testing a new e-commerce project and the modular monolith Purchase of the print or Kindle book includes a free PDF eBook Key Features Learn multiple ways to organize your application code and become a more flexible ASP NET Core developer Explore hands-on design patterns learn architectural principles and how to sidestep anti-patterns Refactor code toward modern application design such as feature-based vertical slice and clean architecture Book Description This unique ASP NET Core book will fill in the gaps in your REST API and backend designs Learn how to build robust maintainable and flexible apps using Gang of Four GoF design patterns and modern architectural principles This new edition is updated for NET 8 and focuses exclusively on the backend with new content on REST APIs the REPR pattern and building modular monoliths You'll start by covering foundational concepts like REST the SOLID principles Minimal APIs dependency injection in NET and other ASP NET Core 8 mechanisms Then you'll learn to develop components using design patterns including many from the GoF Finally you'll explore organizing your application code with patterns that vary from layers to feature-oriented vertical slice designs covering CQS and a deep dive into microservices along the way A brand new e-commerce project at the end of the book will tie it all together This how-to guide will teach you how to assemble your own APIs from building blocks to suit whatever real-world requirements you may have What you will learn Apply the SOLID principles for building flexible and maintainable software Test your apps effectively with automated tests including black box testing Embark on mastering ASP NET Core dependency injection Work with GoF design patterns including strategy decorator facade and composite Design REST APIs using Minimal APIs and ASP NET Core MVC Discover layering and the tenets of clean architecture Use feature-oriented techniques as an alternative to layering Explore microservices CQS REPR vertical slice architecture and many more patterns Who this book is for This book is for intermediate-level ASP NET Core developers who want to improve their C# app code structure and API design skills ASP

NET developers who want to modernize their knowledge and enhance their technical architecture skills will also like this book. It's also a good refresher for those in software design roles with more experience looking to update their expertise. A good knowledge of C programming and a basic understanding of web concepts is necessary to get the most out of this book, though some refreshers are included along the way.

Dr. Dobb's Journal, 2005 **BEGINNING ASP.NET MVC 1.0**
Simone Chiaretta, Keyvan Nayyeri, 2009-09-01 Market_Desc Primary Audience NET developers who want to get started with ASP.NET MVC. They need experience working with the .NET Framework; they need to know C# or VB and they need to have some ASP.NET knowledge. Secondary Audience Intermediate to advanced web developers who want to keep current with the latest Model-View-Controller (MVC) in ASP.NET. Special Features New and exciting development model for ASP.NET developers. ASP.NET MVC is the major new development model for ASP.NET programmers and is a method used to separate code for a website's data, overall appearance, and business processes. Great Introduction to ASP.NET MVC for seasoned ASP.NET programmers. This book is a great choice for those who already have ASP.NET knowledge and need to grasp the new concepts of ASP.NET MVC. Readers will learn about Test-Driven Development and unit testing, the principles of the MVC pattern, and its role in TDD; how to implement the pattern and how to move from traditional ASP.NET webforms to ASP.NET MVC. The book also includes detailed case studies that can be applied in real-world situations. Written by experts, Simone and Keyvan are very connected in the MVC and Microsoft communities, and they have quite a following through their blogs and their .NET articles online.

About The Book Beginning ASP.NET MVC is for developers who have .NET and ASP.NET experience but want to enhance their level of knowledge and need to learn about the MVC framework. The book is simple and basic in its approach because it allows readers to learn the concepts in a straightforward, uncomplicated way, but it still assumes a level of programming background and knowledge. This appeal to those who don't want to get bogged down in learning ASP.NET but need to know how to get the most out of ASP.NET MVC. The book covers all the main topics about ASP.NET MVC and applies all of the latest Microsoft technologies to demonstrate the benefits of its usage.

Mastering JavaScript Object-Oriented Programming Andrea Chiarelli, 2016-06-29 Unleash the true power of JavaScript by mastering Object-Oriented programming principles and patterns. About This Book Covering all the new Object-Oriented features introduced in ES6, this book shows you how to build large-scale web apps. Build apps that promote scalability, maintainability, and reusability. Learn popular Object-Oriented programming (OOP) principles and design patterns to build robust apps. Implement Object-Oriented concepts in a wide range of front-end architectures. Who This Book Is For This book is ideal for you if you are a JavaScript developer who wants to gain expertise in OOP with JavaScript to improve your web development skills and build professional-quality web applications. What You Will Learn Master JavaScript's OOP features, including the ones provided by ES6 specification. Identify and apply the most common design patterns such as Singleton, Factory, Observer, Model-View-Controller, and Mediator Patterns. Understand the SOLID principles and their benefits. Use the acquired OOP knowledge to

build robust and maintainable code Design applications using a modular architecture based on SOLID principles In Detail ECMAScript 6 introduces several new Object Oriented features that drastically change the way developers structure their projects Web developers now have some advanced OOP functionality at their disposal to build large scale applications in JavaScript With this book we ll provide you with a comprehensive overview of OOP principles in JavaScript and how they can be implemented to build sophisticated web applications Kicking off with a subtle refresher on objects we ll show you how easy it is to define objects with the new ES6 classes From there we ll fly you through some essential OOP principles forming a base for you to get hands on with encapsulation You ll get to work with the different methods of inheritance and we ll show you how to avoid using inheritance with Duck Typing From there we ll move on to some advanced patterns for object creation and you ll get a strong idea of how to use interesting patterns to present data to users and to bind data We ll use the famous promises to work with asynchronous processes and will give you some tips on how to organize your code effectively You ll find out how to create robust code using SOLID principles and finally we ll show you how to clearly define the goals of your application architecture to get better smarter and more effective coding This book is your one way ticket to becoming a JavaScript Jedi who can be counted on to deliver flexible and maintainable code Style and approach This comprehensive guide on advanced OOP principles and patterns in JavaScript is packed with real world use cases and shows you how to implement advanced OOP features to build sophisticated web applications that promote scalability and reusability

Building Single Page App Using ASP.NET Core and Angular RAHUL. SAHAI, 2018-03-25 Building Single Page App using ASP NET Core and Angular is not at all meant for freshers or for those who just started programming This Book covers tons of client server side technologies For example it uses ASP NET Core Entity Framework Core WebAPI Repository Pattern Unit of Work Pattern Angular Responsive design principles HTML 5 Solid Principles Design Patterns etc to name a few Now to illustrate each and every concept right from the scratch is fairly impossible as it kills the purpose of writing this book This book is for my readers who regularly ask me to write something combining all these principles There are tons of developers and professionals around the world who know these concepts in bits and pieces but don t know how to connect the dots to build as an application This book is entirely written around industry coding standard design principles Hence if you are fresher or just started your job I would recommend to understand basics first and then refer this book Otherwise this will appear overwhelming at the beginning From the second chapter you will find questions section at the end of every chapter If you are following this book precisely you should be able to answer these questions on your own These are project specific questions which are generally asked in any technical interviews

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Design Patterns with C# and .NET Core Gaurav Arora, Jeffrey Chilberto, 2019-07-05 Apply design patterns to solve problems in software architecture and programming using C# 7.x and .NET Core 2 Key Features Enhance your programming skills by implementing efficient design patterns for C# and .NET Explore design patterns for functional and reactive programming to build robust and scalable applications Discover how to work effectively with microservice and serverless architectures Book Description Design patterns are essentially reusable solutions to common programming problems When used correctly they meet crucial software requirements with ease and reduce costs This book will uncover effective ways to use design patterns and demonstrate their implementation with executable code specific to both C# and .NET Core Hands On Design Patterns with C# and .NET Core begins with an overview of object oriented programming OOP and SOLID principles It provides an in depth explanation of the Gang of Four GoF design patterns such as creational structural and behavioral The book then takes you through functional reactive and concurrent patterns helping you write better code with streams threads and coroutines Toward the end of the book you will learn about the latest trends in architecture exploring design patterns for microservices serverless and cloud native applications You will even understand the considerations that need to be taken into account when choosing between different architectures such as microservices and MVC By the end of the book you will be able to write efficient and clear code and be comfortable working on scalable and maintainable projects of any size What you will learn Make your code more flexible by applying SOLID principles Follow the Test driven development TDD approach in your .NET Core projects Get to grips with efficient database migration data persistence and testing techniques Convert a console application to a web application using the right MVP Write asynchronous multithreaded and parallel code Implement MVVM and work with RxJS and AngularJS to deal with changes in databases Explore the features of microservices serverless programming and cloud computing Who this book is for If you have a basic understanding of C# and the .NET Core framework this book will help you write code that is easy to reuse and maintain with the help of proven design patterns that you can implement in your code *Implementing Design Patterns in C# 11 and .NET 7* Alexandre F. Malavasi Cardoso, 2023-10-13 Unlock the potential of design patterns to write better code in C# 11 and .NET 7 KEY FEATURES Learn the essentials of C# and object oriented programming Gain insights into best practices for quality coding Learn how to use design patterns to write code that is reusable flexible and maintainable DESCRIPTION This book is a complete guide to design patterns and object oriented programming OOP in C# and .NET It covers everything from the basics of C# and Visual Studio to advanced topics like software architecture and best coding practices including the SOLID principles The book starts with the basics of C# .NET the SOLID principles and the OOP paradigm Then it introduces widely used design patterns with hands on examples in C# and .NET These examples include real world scenarios and step by step instructions In addition the book provides an overview of advanced features in the .NET ecosystem insights into current market solutions for software strategy and guidance on when to use a design pattern centric approach The book concludes with valuable recommendations and best practices for .NET

applications especially when using design patterns

WHAT YOU WILL LEARN Learn how to use the Singleton pattern to ensure that only one instance of a class exists in your application Learn how to use the Prototype pattern to create new objects by copying existing objects Learn how to use the Factory Method pattern to create objects without specifying their concrete classes Learn how to use the Adapter pattern to make incompatible interfaces work together Learn how to use the Proxy pattern to control access to objects Learn how to use the Strategy pattern to encapsulate algorithms

WHO THIS BOOK IS FOR This book is invaluable for software developers switching to NET experienced NET developers learning about advanced design patterns object oriented programming paradigms and SOLID principles and NET Core enthusiasts looking for information on core functionalities and recent platform advancements

TABLE OF CONTENTS 1 C Fundamentals 2 NET Fundamentals 3 Basic Concepts of Object Oriented Programming in C 4 SOLID Principles in C 5 Introduction to Design Patterns 6 Singleton Pattern in NET Applications 7 Abstract Factory Pattern with Blazor 8 Prototype Pattern with ASP NET Razor 9 Factory Method Pattern Using New Features on C 11 10 Adapter Pattern with Entity Framework Core 11 Composite Pattern with ASP NET MVC 12 Proxy Pattern with GRPC 13 Command Pattern Using MediatR 14 Strategy Pattern Using Azure C and Azure Functions 15 Observer Pattern

Beginning Asp.net 1.0 With C# Rob Birdwell, Matt Butler, Ollie Cornes, Chris Goode, Gary Johnson, John Kauffman, Ajoy Krishnamoorthy, Juan T Llibre, Christopher L Miller, Neil Raybould, Srinivasa Sivakumar, David Sussman, Chris Ullman, 2002-06-01

What you need to know This book is for beginners who have no previous experience of ASP C XML object oriented programming or the NET Framework A little knowledge of HTML is useful but by no means essential as all the concepts that you need in order to create dynamic ASP NET web sites are presented and explained in full What you will learn from this book This book will teach you how to build tailored ASP NET web sites from the ground up It covers the following broad topics see the book s Introduction for a more detailed explanation The early part of the book is dedicated to familiarizing you with the anatomy and basic functionality of HTML XML ASP NET the NET Framework and C This done it looks at the way in which they can be used together to create flexible web sites The second part of the book introduces object oriented programming which is crucial to maximizing your benefit from NET Ideas are explained in detail with many programmatic examples and real world analogies Having laid the groundwork we then progress to discussing the technologies and techniques that ASP NET can draw upon to increase its functionality This includes ADO NET for data source access Web Services for inter web site communication and the encapsulation ideas of Server and User Controls to ease code maintenance and reuse The book concludes by considering the ways in which you can optimize your ASP NET sites to increase their speed security and robustness detailed advice on debugging is also included ASP NET is a logical and powerful progression for developers it s the future for web development This book provides the perfect platform for those moving into this exciting technology Once you reach the end of this book you will be prepared to confront the exciting new world of NET web application development

Robin Dewson Consultant Lehman Brothers *The*

Easiest Way to Learn Design Patterns Fiodar Sazanavets, 2024-01-17 One thing that makes you truly stand out as a software engineer is a good knowledge of design patterns. Knowing them makes you quicker at solving problems. It makes you much better at understanding architecture. And it significantly improves your chances of landing a good job as it makes you better at solving problems during technical interviews. However, the biggest problem with the design patterns is that they are hard to learn. Most of them are not very intuitive. Therefore, getting to understand them at the level where you can use them usually takes a long time. Many developers just give up, which prevents them from unlocking their full potential. This book aims to solve this problem. It takes a very different approach from how design patterns are normally taught. It does it by providing sufficient context first. Instead of jumping into the UML diagrams and code samples, the book provides descriptions of real-life software engineering challenges that developers can easily relate to. For each of these scenarios, appropriate design patterns are listed with a summary of how each of them can solve a given problem. Only then, when sufficient context has been provided, we jump into the code examples. The process of effective learning is not about memorization. It's about adding new associations to the existing knowledge. And this is the approach this book has taken. Because of its structure, this book can also be effectively used as a reference source. It allows you to look up an appropriate design pattern as you are facing a problem of a particular type.

Beginning ASP.NET 1.0 with C# Chris Goode, John Kauffman, Christopher L. Miller, Neil Raybould, S. Srinivasa Sivakumar, Dave Sussman, Ollie Cornes, Rob Birdwell, Matt Butler, Gary Johnson, Ajoy Krishnamoorthy, Juan T. Libre, Chris Ullman, 2002-06-27 What is this book about? ASP.NET 1.0 is the final release of Microsoft's Active Server Pages (ASP). It is a powerful server-based technology designed to create dynamic, interactive HTML pages for web sites and corporate intranets. ASP.NET is a core element of Microsoft's exciting .NET vision, building on the strengths of the .NET Framework to provide many new features not seen in previous versions of ASP. This book, entirely revised and updated for the final release, will provide you with a step-by-step introduction to ASP.NET using C# with plenty of worked examples to help you gain a deep understanding of what ASP.NET is all about and how you can harness it to build powerful web applications.

What does this book cover? In this book, you will learn how to:
Create basic ASP.NET pages with C#
Understand the concepts of Object-Oriented Programming
Work with data and XML
Debug and handle errors in your code
Use ASP.NET Server Controls
Create user controls and components
Explore the world of Web services
Optimize performance
Secure your application

By the end of this book, you will be able to understand, adapt, maintain, and secure ASP.NET web sites with ease.

Who is this book for? This book is aimed at relatively inexperienced web builders who are looking to enrich their sites with dynamically generated content and want to learn how to start building web applications using ASP.NET. Developers who have a little experience with previous versions of ASP and are looking to move over to ASP.NET may also find this book helpful in getting a simple grasp on what ASP.NET is, what it does, and how it can be used. Experience of basic HTML is required, but previous experience of ASP is not essential. We'll be teaching the basics of C# in this book, so prior experience

with the language is not required

Design Patterns in Modern Programming Isabella Trent, Priya Mendez, Darius Kimani, 2025-05-23 Write maintainable, scalable, and future-proof software whatever language you choose. *Design Patterns in Modern Programming* is your definitive language-agnostic field guide to crafting elegant solutions in Python, Java, and C#. Whether you build microservices in the cloud, desktop utilities, or data-driven APIs, this book shows you exactly how and why proven patterns still power today's most reliable systems. What You'll Learn Inside: Foundations That Last: Master SOLID principles and clean code habits that make patterns shine. Creational, Structural: Each concept is unpacked with everyday analogies, annotated diagrams, and step-by-step walkthroughs. Future-Ready Skills: Sharpen the architectural thinking interviewers crave and the craftsmanship reviewers applaud. Who Should Read It: Early-career developers who want a rock-solid toolkit; Experienced engineers seeking to level up their architectural design. Technical leads mentoring diverse teams across multiple languages. If you're ready to elevate your code from working to remarkable, add *Design Patterns in Modern Programming* to your cart today and start building software that lasts.

Architecting ASP.NET Core Applications Dario Benevento, 2025-03-25 DESCRIPTION: *Architecting ASP.NET Core Applications* aims to be a reference guide for building modern, reliable, and scalable web applications. This book guides you from foundational concepts to advanced techniques, ensuring a solid understanding of ASP.NET Core's architecture and capabilities. This book provides a practical guide to mastering ASP.NET Core from fundamental design principles like SOLID to advanced concepts such as modular architecture, SignalR for real-time communication, and deploying with Docker and Kubernetes. It explains when and how to apply these techniques, offering hands-on examples with repositories for solving real-world challenges. Readers will learn key topics like RESTful API design, Clean Architecture, Domain-Driven Design, Hexagonal Architecture, routing, middleware, CORS, and modular monoliths. The book also covers Blazor for frontend development, Entity Framework Core for data access, automated testing, security, debugging, and performance tuning, ensuring well-rounded expertise in ASP.NET Core development. By the end of this book, you will be equipped to design and implement sophisticated ASP.NET Core applications confidently, applying architectural principles, best practices, and advanced techniques to build high-quality web solutions.

WHAT YOU WILL LEARN: Design scalable and maintainable applications using popular principles like SOLID, DRY, and KISS. Understand the architecture of systems and how to apply these principles in real life. Implement secure, high-performance APIs and advanced deployment techniques. Use Docker and Kubernetes for modern systems. Solve real-world business problems with practical coding examples. Build modular architectures with real-time communication using SignalR.

WHO THIS BOOK IS FOR: This book is for developers and aspiring architects with a basic understanding of C# and ASP.NET Core. Additionally, software design professionals will find this book to be a refresher on contemporary backend development practices.

TABLE OF CONTENTS: 1 Introduction to ASP.NET Core 2 Basics of ASP.NET Core 3 Architectures and Core Components 4 Designing RESTful APIs 5 Implementing Routing in ASP.NET Core 6 Middleware and Extensibility 7 Architectural Principles 8 GoF

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