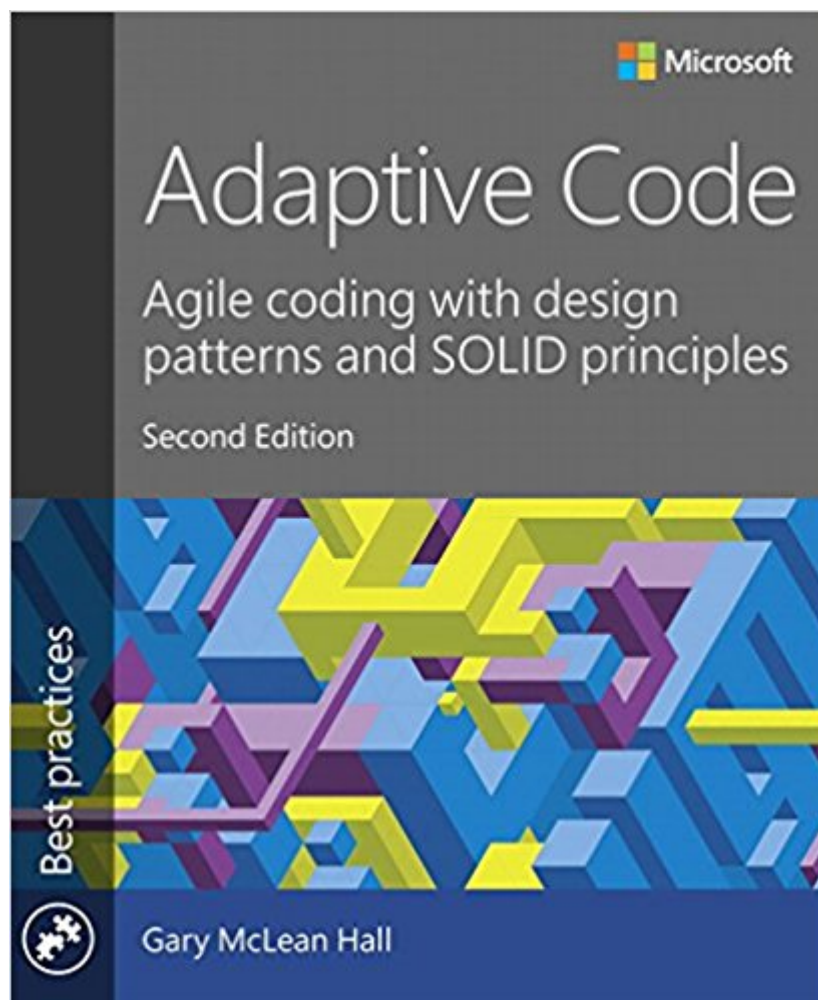




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Adaptive Code: Agile Coding With Design Patterns And SOLID Principles (2nd Edition) (Developer Best Practices)



Synopsis

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, 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 insights on Kanban, dependency inversion, and creating reusable abstractions. Drawing on over a decade of Agile consulting and development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, pure dependency injection, and more. Master powerful new ways to:

- Write code that enables and complements Scrum, Kanban, or any other Agile framework
- Develop code that can survive major changes in requirements
- Plan for adaptability by using 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-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 inversion with the Stairway 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. Most readers will have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

Book Information

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Customer Reviews

Gary McLean Hall is a software developer, architect, and consultant with more than a decade of experience optimizing processes and practices in diverse Agile environments. He recently founded Igrisu to provide developer training for TDD, continuous integration, refactoring, design patterns, SOLID principles, and Git source control; cultural coaching towards Agile; and related services. His book, *Adaptive Code via C#* (Microsoft Press, 2014), has been translated into German, Japanese, and Korean, and won the Society for Technical Communications Distinguished Award in 2015.

I am not done with the book yet but even half way through I can say that every serious programmer has to read this book. I have a lot of books that are really great for references on how to most effectively use certain technologies. This is a very different book, though. It teaches you how to write code that is 'future-proof', i.e. that allows you to make changes to existing code without breaking other code that depends on the modified code. The importance of this cannot be overemphasized. Not only does it changes, unit tests, etc much easier but it also makes things so much easier for the users of your code, be it fellow programmers that base their code on your code, customers that use your libraries, etc.

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