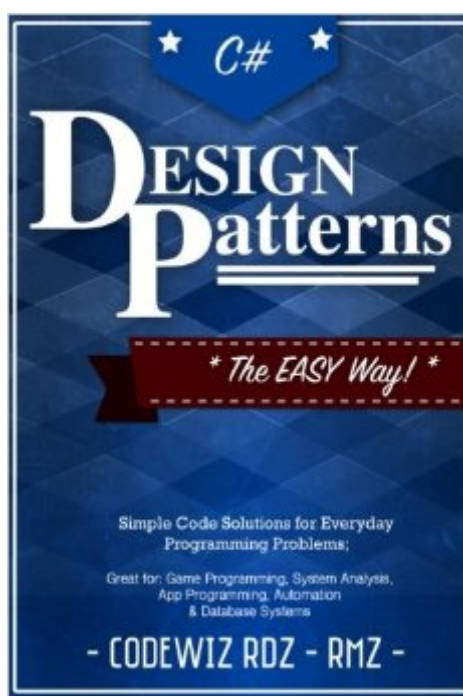# C#: Design Patterns: The Easy Way Standard Solutions For Everyday Programming Problems; Great For: Game Programming, System Administration, App ... & Database Systems (Design Patterns Series)

Synopsis

OVERCOME ANY PROGRAMMING OBSTACLE! 2nd Edition: Upgraded for *MORE* Content! â œ This is a great book for those who want to understand every design pattern in a clear and simple way. â œ - Ronald Conley, from .com â œ A good workbook style for learning patterns. â œ - Milit Yong, from .com â œ Very detailed but not complicated, very comprehensive. â œ - Fynn Arnio, from .com Are you READY to take your programming to the Next Level? Warning. Within these pages are special programming solutions that help you with plenty of common programming problems youâ ™ll encounter. What took YEARS of development, with collective programming experience from dozens of skilled programmers, is now available to you in a single download. This book is also outfitted in C# - Microsoftâ ™s key programming language for software development. And best of all, you wonâ ™t spend HUNDREDS of dollars for learning this information. For less than a cup of coffee, Download your copy today Topics include: - How to auto-update your data - so you donâ ™t have to - How to apply these patterns in another language - How to create Custom-Built Data Objects - Important things to know BEFORE implementing certain patterns... - A Special way to apply what youâ ™ve learned here and Much, much more! World-Class Training This book breaks your training down into easy-to-understand modules. Youâ ™ll learn each essential Design Pattern - one by one. Youâ ™ll learn how to apply them in your own code. Youâ ™ll have chances to improve your code in any way you like. so you can write great code - even as a beginner! Scroll to the top and select the "BUY" button for instant download. Youâ ™ll be happy you did!

Book Information

Series: Design Patterns Series

Paperback: 230 pages

Publisher: CreateSpace Independent Publishing Platform (September 2, 2016)

Language: English

ISBN-10: 1537385356

ISBN-13: 978-1537385358

Product Dimensions: 6 x 0.6 x 9 inches

Shipping Weight: 14.4 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 starsÂ Â See all reviewsÂ (39 customer reviews)

Best Sellers Rank: #360,233 in Books (See Top 100 in Books)   #58 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Design   #190 inÂ Books > Computers &

Customer Reviews

Loved the approach and the pragmatic development of all chapters. The technical depth is good for both developers and program managers to make software development more agile and sustainable by adopting sound principles and right tools for the job.Good stuff. No other book like it in the C# space.

This is a well-written and pragmatic approach to enabling teams to get on the same page about adaptive coding and SOLID principles. The book does a good job of marrying the topics of Agile, design patterns, and SOLID together by describing the relationship between them and how they complement one another. The author starts off with an overview of Agile, the need for adaptive code in order to adapt to rapidly changing requirements, and the importance of managing dependencies and creating a layered architecture such that the overall architecture is structured in a way that promotes adaptability.However, itâ ™s an excellent resource for intermediate to advanced developers looking to take their coding to the next level. I would recommended this book.

I highly recommend this book. This book contains fundamentals of the C# programming language. It is specifically written for beginners who have little knowledge on writing codes and running programs. It give the reader an overview of C# that even includes interesting facts such as its history and its advantage over other programming language. It also provides useful information regarding the installation of C#. This book will give beginners to fully understand C# and its powerful use.What I like the most about this book is the fact that it is very informative. There are many mindfulness books out there that are full of fluff, but this book isn't one of them. It gives you clear meaning and understanding on how to write your own C# codes and handle errors.

Propelled engineers will profit by a book which packs in the event that studies to delineate C# improvement and configuration schedules, and will likewise welcome the smooth move from models to C# code, which stream between beginning rationale and clarification to genuine applications and upward relocations of aptitudes levels. C# and also Visual Basic or Java developers will locate the dynamic, specialized lessons and applications a critical key to comprehension the establishments of

light-footed programming standards and shared qualities.

Advanced developers will benefit from a book which packs in case studies to illustrate C# development and design routines, and will also appreciate the smooth move from models to C# code, which flow between initial logic and explanation to actual applications and upward migrations of skills levels. C# as well as Visual Basic or Java programmers will find the progressive, technical lessons and applications an important key to understanding the foundations of agile software principles and shared strengths.

Has some interesting stuff in it. School never taught me "design patterns" per say, everything was simply an object, and programs centered around the input, and storage. Sometimes one would create objects which are a representation of more complex processes too, but this book has some good stuff in it. I can really see some of these patterns paying off. Adapters are interesting, freedom is sin if you give up control - all others use adapters. When you get there you will understand.

My brother is a graduate of Information Technology and when it comes to computer programming, I always consult him. But with C#: Design Patterns, I don't have to bother him anymore each time I need to perform programming. It is very beginner-friendly as it presents sufficient explanation and examples. I also have a friend who id in her senior year of Information System, and she liked this book.

A very hands-on book! It shows you how design patterns are promptly and effortlessly implemented using the C# Programming language. It provides a lot of workshops to help you apply the various design patterns by putting them to good use. C# programming is something that you can take advantage to make your own coding projects. It is great for programming games, apps, systems, automation and database. I recommend this book to those who would like to apply a new set of programming designs. Read on!

C#: Design Patterns: The Easy Way Standard Solutions for Everyday Programming Problems; Great for: Game Programming, System Administration, App Programming, ... & Database Systems (Design Patterns Series) C#: Design Patterns: The Easy Way Standard Solutions for Everyday Programming Problems; Great for: Game Programming, System Administration, App ... & Database Systems (Design Patterns Series) Apps: Make Your First Mobile App Today- App Design, App

Programming and Development for Beginners (ios, android, smartphone, tablet, apple, samsung, App ... Programming, Mobile App, Tablet App Book 1) Apps: Mobile App Trends in 2015 (iOS, Xcode Programming, App Development, iOS App Development, App Programming, Swift, Without Coding) ((Android, Android ... App Programming, Rails, Ruby Programming)) Android: Programming in a Day! The Power Guide for Beginners In Android App Programming (Android, Android Programming, App Development, Android App Development, ... App Programming, Rails, Ruby Programming) Android: App Development & Programming Guide: Learn In A Day! (Android, Rails, Ruby Programming, App Development, Android App Development, Ruby Programming) Android: Programming & App Development For Beginners (Android, Rails, Ruby Programming, App Development, Android App Development) App Inventor 2: Introduction: Step-by-step Guide to easy Android app programming (Pevest Guides to App Inventor Book 1) Apps: Beginner's Guide For App Programming, App Development, App Design Algorithms: C++: Data Structures, Automation & Problem Solving, w/ Programming & Design (app design, app development, web development, web design, jquery, ... software engineering, r programming) Mobile App Marketing And Monetization: How To Promote Mobile Apps Like A Pro: Learn to promote and monetize your Android or iPhone app. Get hundreds of thousands of downloads & grow your app business Crochet: Easy Crochet Patterns: Crochet Patterns for Beginners (Crochet: Step by Step Crochet, Crochet Patterns, Easy Crochet Patterns, Crochet Patterns for Beginners, and Crochet Projects) App Development: Swift Programming : Java Programming: Learn In A Day! (Mobile Apps, App Development, Swift, Java) Programming: Swift: Create A Fully Functioning App: Learn In A Day! (Apps, PHP, HTML, Python, Programming Guide, Java, App Development) Programming #57: C++ Programming Professional Made Easy & Android Programming in a Day (C++ Programming, C++ Language, C++for beginners, C++, Programming ... Programming, Android, C, C Programming) Solaris 10 System Administration Essentials (Oracle Solaris System Administration Series) My Child Won't Sleep Through the Night: 5 No-Cry Solutions to Solve Your Child's Sleep Issues (Baby Sleep Solutions, Toddler Sleep Problems, Child Sleep Solutions, No-Cry Sleep Solution) DB2/400: The New AS/400 Database: The Unabridged Guide to the New IBM Database Management System Database Design for Mere Mortals: A Hands-On Guide to Relational Database Design Database Design Using Entity-Relationship Diagrams, Second Edition (Foundations of Database Design)