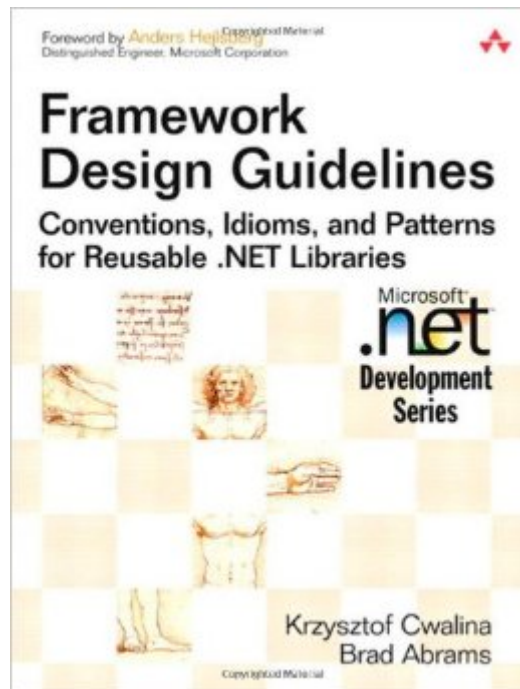The book was found

Framework Design Guidelines: Conventions, Idioms, And Patterns For Reusable .NET Libraries

Synopsis

A new edition of this title is available, ISBN-10: 0321545613 ISBN-13: 9780321545619 Â Â "This book is an absolute must-read for all .NET developers. It gives clear do and don't guidance on how to design class libraries for .NET. It also offers insight into the design and creation of .NET that really helps developers understand the reasons why things are the way they are. This information will aid developers designing their own class libraries and will also allow them to take advantage of the .NET class library more effectively." --Jeffrey Richter, author/trainer/consultant, Wintellect "Framework Design Guidelines will help you in two important ways. First, any .NET developer will benefit from a greater understanding of the design principles that govern the .NET Base Class Library. Second, a deeper understanding of these principles will help you to create software that integrates well with the .NET environment. Quite frankly, this book should be on every .NET developer's bookshelf." --Bill Wagner, founder and consultant, SRT Solutions, author of Effective C# "Not since Brooks' The Mythical Man Month has the major software maker of its time produced a book so full of relevant advice for the modern software developer. This book has a permanent place on my bookshelf and I consult it frequently." --George Byrkit, senior software engineer, Genomic Solutions "This book is a must-read for all architects and software developers thinking about frameworks. The book offers insight into some driving factors behind the design of the .NET Framework. It should be considered mandatory reading for anybody tasked with creating application frameworks." --Peter Winkler, senior software engineer, Balance Technology Inc. "Frameworks are valuable but notoriously difficult to construct: Your every decision must be geared towards making them easy to be used correctly and difficult to be used incorrectly. This book takes you through a progression of recommendations that will eliminate many of those downstream 'I wish I'd known that earlier' moments. I wish I'd read it earlier." --Paul Besly, principal technologist, QA "Filled with information useful to developers and architects of all levels, this book provides practical guidelines and expert background information to get behind the rules. Framework Design Guidelines takes the already published guidelines to a higher level, and it is needed to write applications that integrate well in the .NET area." --Cristof Falk, software engineer Framework Design Guidelines: Conventions, Idioms, and Patterns for Reusable .NET Libraries teaches developers the best practices for designing system frameworks and reusable libraries for use with the Microsoft .NET Framework and WinFX. This book focuses on the design issues that directly affect the programmability of a framework, specifically its publicly accessible APIs. This book can improve the work of any .NET developer producing code that other developers will use. An added benefit is a collection of annotations to the guidelines by various members of the

Microsoft .NET Framework and WinFX teams, which provide a lively discussion of the motives behind the guidelines, along with examples of good reasons for breaking the guidelines. Microsoft architects Krzysztof Cwalina and Brad Abrams offer guidelines for framework design from the top down. From their long experience and deep insight, you will learn The general philosophy of framework design Principles and guidelines that are fundamental to overall framework design Naming guidelines for the various parts of a framework, such as namespaces, types, and members Guidelines for the design of types and members of types Issues and guidelines that are important to ensure appropriate extensibilityin your framework Guidelines for working with exceptions, the preferred error reporting mechanism in the .NET Framework and WinFX Guidelines for extending and using types that commonly appear in frameworks Guidelines for and examples of common framework design patterns Guidelines in this book come in four major forms: Do, Consider, Avoid, and Do not. In general, a Do guideline should almost always be followed, a Consider guideline should generally be followed, an Avoid guideline indicates that something is generally not a good idea, and a Do not guideline indicates something you should almost never do. Every guideline includes a discussion of its applicability, and most guidelines include a code example. A companion DVD includes the Designing .NET Class Libraries video series, instructional presentations by the authors on design guidelines for developing classes and components that extend the .NET Framework. A sample API specification and other useful resources are also included.

Book Information

Hardcover: 384 pages

Publisher: Addison-Wesley Professional; Har/Dvdr edition (September 29, 2005)

Language: English

ISBN-10: 0321246756

ISBN-13: 978-0321246752

Product Dimensions: 7.2 x 1.2 x 9.4 inches

Shipping Weight: 2 pounds

Average Customer Review: 4.8 out of 5 starsÂ Â See all reviewsÂ (36 customer reviews)

Best Sellers Rank: #864,731 in Books (See Top 100 in Books)   #9 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Software Reuse   #266 inÂ Books > Computers & Technology > Programming > Microsoft Programming > .NET   #1095 inÂ Books > Textbooks > Computer Science > Networking

Customer Reviews

Depending on your experience with the .NET framework, you may consider the contents of this book as everything from invaluable insights to mildly amusing explanations of a few details of .NET you've always wondered about.Krzysztof Cwalina and Brad Abrams have worked with designing the public API of the .NET framework from its beginning, and during that process they have compiled a comprehensive guideline for framework design. It is basically this internal guideline they are now publishing as a book.The text is easy to read and makes for a good reference book. It is littered with more free-form comments from lots of other experts such as Jeffrey Richter, Christopher Brumme, and the occasional comment from Anders Hejlsberg. However, it is mostly reminiscent of a Word document with lots of revision comments liberally sprinkled all over, and I suspect this is how book was made: Take an internal guideline document and polish it off; pass it around to a lot of collegues in Microsoft and ask them to comment on it; incorporate most comments verbatim in the text; and publish.That said, I still found myself using lots of the little insights in the book in my work in the weeks after having read it. Most of those insights actually came from the free-form comments, so I'm not complaining.If you use FxCop and are familiar with many of the rules in this tool, most of the guidelines in this book will come as no surprise to you. FxCop was originally a project of Krzysztof's and Brad's designed to automate much of their code review work, so you can learn most of the contents of this book just by using FxCop.As such, almost all the guidelines in the book are publicly known material, but it's still a well organized reference, and the little extra comments from the authors and lots of other people are what made this book a worthwhile read for me.I wouldn't consider this book essential reading for .NET developers, but it basically supplements FxCop pretty well.

At Microsoft I work on a development team that has been using the guidelines from this book for nearly 4 years. I am not always a fan of coding standards, thinking they are a necessary evil, often simply arbitrary choices made for consistency.The Framework Design Guidelines are different. These ensure deep consistency across not just source code, but more importantly the public classes themselves. They include critical, not to be ignored rules on security, cross-language access and localization, as well as the usual good practice type guidelines. But even these "good" practices are always backed with well reasoned argument and examples. As an added bonus FxCop provides a static analysis tool that enforces the guidelines.Finally, the Framework Design Guidelines provide deep insight into how the .NET Frameworks are designed and used. With the guidelines in mind it is far easier to remember or even guess what classes are provided and how they should be used. This just makes the libraries that much more productive.Full disclosure: I know

Brad and Krzysztof personally, but I would simply remain silent if I didn't think highly of the work.

The title I chose for this review is no clichÃ©. This book earns each and every penny you spend (or have already spent) on it.I was deceived into thinking that the book was the work of only Cwalina and Abrams and that it's merely a rehash of FxCop guidelines that we have already known and been using for a while now until I read book and encountered the annotations. To have .NET gods (dare I say) like Richter and Hejlsberg contributing suggestions (whether you already knew them or not) in the same book along with other greats like Mariani, Gunnerson, Chris Sells, and Paul Vick to name just a few is simply a slam dunk.One myth about the book is that it's only useful for folks building APIs. That is so far away from the truth. This book "should" be read by both .NET architects and developers. The suggestions and tips presented in this book can help you write better and more efficient and re-usable code whether it is for a little program or a class library.And if all this book material was not enough to quench your thirst, the book comes with a bonus: a DVD containing video presentations and seminars on topics related to the book's material (Rico Mariani's presentation is a must see), a sample "real-life" API specification example for the .NET Framework 2.0's System.Diagnostics.StopWatch class, and a .NET 2.0 tool with source code that can be helpful in code reviewing API classes (even though it still has some minor bugs).This book contains a wealth of material in so small a book and so easy a read that it won't take you too long to read. If you are like me, you would not be able to let go of it before finishing it.The only take I have on this book is that it should have been available a long time ago, probably when .NET 1.0 was shipped out (blame Microsoft?). It would have helped prevent all the .NET spaghetti that we still see these days.If this book ever gets any negative reviews, they would probably come from either someone clueless or from someone utterly jealous. It would be naÃƒÂ ve to think of this as just a book. Get it, read it, and you'll see for yourself what I mean.

Download to continue reading...

Framework Design Guidelines: Conventions, Idioms, and Patterns for Reusable .NET Libraries (2nd Edition) Framework Design Guidelines: Conventions, Idioms, and Patterns for Reusable .NET Libraries MCPD Self-Paced Training Kit (Exams 70-536, 70-528, 70-547): MicrosoftÃ Â® .NET Framework Web Developer Core Requirements: Microsoft .Net Framework Web ... Requirements (Microsoft Press Training Kit) Pro ASP.NET MVC Framework (Expert's Voice in .NET) Patterns in Java: A Catalog of Reusable Design Patterns Illustrated with UML, 2nd Edition, Volume 1 Patterns in Java, Volume 1, A Catalog of Reusable Design Patterns Illustrated with UML Reusable Software : The Base Object-Oriented Component Libraries (Prentice Hall Object-Oriented Series)

MCAD/MCSD Self-Paced Training Kit: Developing WindowsÃ Â®-Based Applications with MicrosoftÃ Â® Visual BasicÃ Â® .NET and Microsoft Visual C#Ã Â® .NET, Second Ed: ... C#(r) .Net, Second Ed (Pro-Certification) Data as a Service: A Framework for Providing Reusable Enterprise Data Services Parallel Programming with MicrosoftÃ Â® .NET: Design Patterns for Decomposition and Coordination on Multicore Architectures (Patterns & Practices) Johns Hopkins Nursing Evidence Based Practice Model and Guidelines (Second Edition) (Dearholt, John Hopkins Nursing Evidence-Based Practice Model and Guidelines (previous) Graphic Artist's Guild Handbook of Pricing and Ethical Guidelines (Graphic Artists Guild Handbook: Pricing & Ethical Guidelines) Design Patterns CD: Elements of Reusable Object-Oriented Software (Professional Computing) Design Patterns: Elements of Reusable Object-Oriented Software Design Patterns: Elements of Reusable Object-Oriented Software (Adobe Reader) Oop: Building Reusable Components with Microsoft Visual Basic .Net .NET Framework Standard Library Annotated Reference, Volume 2: Networking Library, Reflection Library, and XML Library Programming MicrosoftÃ Â® LINQ in Microsoft .NET Framework 4 (Developer Reference) ASP.NET MVC Framework Unleashed Event Planning: The Ultimate Guide To Successful Meetings, Corporate Events, Fundraising Galas, Conferences, Conventions, Incentives and Other Special Events

[Dmca](#)