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Professional ASP.NET Design Patterns: Demonstrates how to use the Gang of Four design patterns to improve your ASP.NET code. Shows how Fowler's enterprise patterns fit into an enterprise-level ASP.NET site. Provides details on how to layer an ASP.NET application and separate your concerns and responsibilities

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Design patterns are time-tested solutions to recurring problems, letting the designer build programs on solutions that have already proved effective Provides developers with more than a dozen ASP.NET examples showing standard design patterns and how using them helpsbuild a richer understanding of ASP.NET architecture, as well as better ASP.NET applications Builds a solid understanding of ASP.NET architecture that can be used over and over again in many projects Covers ASP.NET code to ...

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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 S.O.L.I.D. 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 S.O.L.I.D. 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 ViewMapper 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

Design patterns are time-tested solutions to recurring problems, letting the designer build programs on solutions that have already proved effective Provides developers with more than a dozen ASP.NET examples showing standard design patterns and how using them helpsbuild a richer understanding of ASP.NET architecture, as well as better ASP.NET applications Builds a solid understanding of ASP.NET architecture that can be used over and over again in many projects Covers ASP.NET code to implement many standard patterns including Model-View-Controller (MVC), ETL, Master-Master Snapshot, Master-Slave-Snapshot, Façade, Singleton, Factory, Single Access Point, Roles, Limited View, observer, page controller, common communication patterns, and more

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 S.O.L.I.D. 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 S.O.L.I.D. 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, Reservatio

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.

What is this book about? This comprehensive compendium provides a broad and thorough investigation of all aspects of programming with ASP.NET. Entirely revised and updated for the 1.0 Release of .NET, this book will give you the information you need to master ASP.NET and build dynamic, successful, enterprise Web applications. What does this book cover? Here are just a few of the topics covered in this book: What ASP.NET is, and how it makes building applications even easier How easy it is to work with ASP.NET pages and server-side controls Accessing data of all kinds in your ASP.NET pages An introduction to ADO.NET Getting started with ASP.NET and the .NET Framework Creating ASP.NET pages, working with server controls, and data management Developing, securing, and configuring web applications Exploring Base class libraries, components, and extensibility Working with Web Services and ASP.NET in the mobile arena Debugging, performance, migration, and interoperability Integrating this knowledge in real world development contexts Who is this book for? This book is aimed at experienced ASP developers working at the leading edge — rather than the casual ASP developer or beginner. We do not cover the basics of COM, ASP, or the .NET programming languages. This book is also ideal for Visual Basic developers who want to move into Web application design. What do you need to use this book? Here's what you need to know in order to use this book: A solid understanding of ASP Familiarity with VB or C-based syntax (C++, Java(TM), or C#) A desire to develop sophisticated ASP.NET applications using the .NET Framework A desire for a comprehensive and in-depth guide to this exciting new technology

* Explains through case studies how design patterns can improve the design of the individual tiers in an application. * Shows how design patterns can be used in conjunction with .NET Remoting across the tiers in an application. * The emphasis throughout is on how design patterns can be used in real applications to write more robust and flexible code.

Explore the world of .NET design patterns and bring the benefits that the right patterns can offer to your toolkit today About This Book Dive into the powerful fundamentals of .NET framework for software development The code is explained piece by piece and the application of the pattern is also showcased. This fast-paced guide shows you how to implement the patterns into your existing applications Who This Book Is For This book is for those with familiarity with .NET development who would like to take their skills to the next level and be in the driver's seat when it comes to modern development techniques. Basic object-oriented C# programming experience and an elementary familiarity with the .NET framework library is required. What You Will Learn Put patterns and pattern catalogs into the right perspective Apply patterns for software development under C#/.NET Use GoF and other patterns in real-life development scenarios Be able to enrich your design vocabulary and well articulate your design thoughts Leverage object/functional programming by mixing OOP and FP Understand the reactive programming model using Rx and RxJs Writing compositional code using C# LINQ constructs Be able to implement concurrent/parallel programming techniques using idioms under .NET Avoiding pitfalls when creating compositional, readable, and maintainable code using imperative, functional, and reactive code. In Detail Knowing about design patterns enables developers to improve their code base, promoting code reuse and making their design more robust. This book focuses on the practical aspects of programming in .NET. You will learn about some of the relevant design patterns (and their application) that are most widely used. We start with classic object-oriented programming (OOP) techniques, evaluate parallel programming and concurrency models, enhance implementations by mixing OOP and functional programming, and finally to the reactive programming model where functional programming and OOP are used in synergy to write better code. Throughout this book, we'll show you how to deal with architecture/design techniques, GoF patterns, relevant patterns from other catalogs, functional programming, and reactive programming techniques. After reading this book, you will be able to convincingly leverage these design patterns (factory pattern, builder pattern, prototype pattern, adapter pattern, facade pattern, decorator pattern, observer pattern and so on) for your programs. You will also be able to write fluid functional code in .NET that would leverage concurrency and parallelism! Style and approach This tutorial-based book takes a step-by-step approach. It covers the major patterns and explains them in a detailed manner along with code examples.

This book begins with you working along as Scott Guthrie builds a complete ASP.NET MVC reference application. He begins NerdDinner by using the File->New Project menu command within Visual Studio to create a new ASP.NET MVC Application. You'll then incrementally add functionality and features. Along the way you ' ll cover how to create a database, build a model layer with business rule validations, implement listing/details data browsing, provide CRUD (Create, Update, Delete) data form entry support, implement efficient data paging, reuse UI using master pages and partials, secure the application using authentication and authorization, use AJAX to deliver dynamic updates and interactive map support, and implement automated unit testing. From there, the bulk of the rest of the book begins with the basic concepts around the model view controller pattern, including the little history and the state of the MVC on the web today. We'll then go into the ways that MVC is different from ASP.NET Web Forms. We'll explore the structure of a standard MVC application and see what you get out of the box. Next we dig deep into routing and see the role URLs play in your application. We'll deep dive into controllers and views and see what role the Ajax plays in your applications. The last third of the book focuses entirely on advanced techniques and extending the framework. In some places, we assume that you're somewhat familiar with ASP.NET WebForms, at least peripherally. There are a lot of ASP.NET WebForms developers out there who are interested in ASP.NET MVC so there are a number of places in this book where we contrast the two technologies. Even if you're not already an ASP.NET developer, you might still find

these sections interesting for context, as well as for your own edification as ASP.NET MVC may not be the web technology that you're looking for.

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 Features Apply software design patterns effectively, starting small and progressing to cloud-scale Discover modern application architectures such as vertical slice, clean architecture, and event-driven microservices Explore ASP.NET design patterns, from options to full-stack web development using Blazor Book 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 Learn Apply the SOLID principles for building flexible and maintainable software Get to grips with .NET 5 dependency injection Work with GoF design patterns such as strategy, decorator, 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 alternative to layering Understand microservices, what they are, and what they are not Build ASP.NET UI from server-side to client-side Blazor Who this book is for This design patterns book is for beginners as well as 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.

Comprehensive coverage to help experienced .NET developers create flexible, extensible enterprise application code If you're an experienced Microsoft .NET developer, you'll find in this book a road map to the latest enterprise development methodologies. It covers the tools you will use in addition to Visual Studio, including Spring.NET and NUnit, and applies to development with ASP.NET, C#, VB, Office (VBA), and database. You will find comprehensive coverage of the tools and practices that professional .NET developers need to master in order to build enterprise more flexible, testable, and extensible .NET applications with minimal upfront costs. Helps C#, VB.Net, and ASP.NET developers who wish to migrate both their applications and their own skillsets to newer, more flexible enterprise methodologies Describes each new pattern or feature along with its benefits, then outlines the pros and cons of its implementation Includes an introduction to enterprise development and a comprehensive overview of the differences between new enterprise patterns and older, traditional Microsoft programming Explains how to implement these patterns by upgrading an existing code base Covers benefits including flexibility, automated testing, extensibility, and separation; modular code; test-driven development, unit test, test automation, and refactoring; inversion of control; and object relational mapping Also covers enterprise design patterns: MVC including Ruby on Rails, Monorail, and ASP.NET MVC, MVP, observer, and more Contains a primer on object-oriented design Professional Enterprise .NET focuses on the often-inevitable compromise between forward-thinking design and the needs of business, helping you build applications that serve both.

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