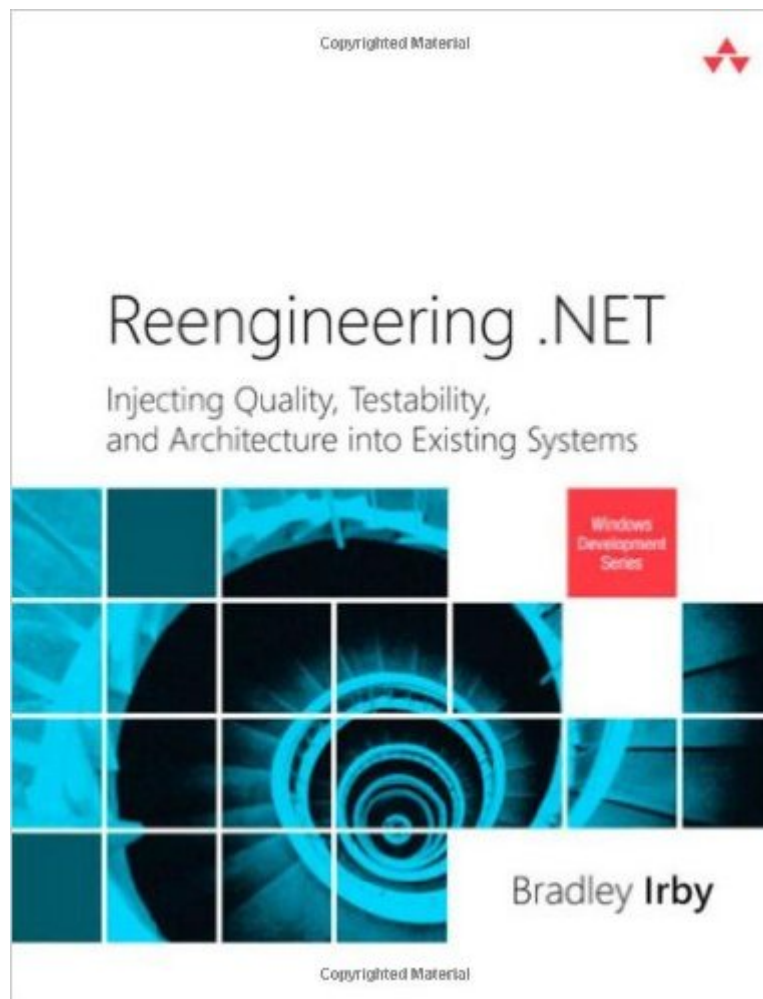# Reengineering .NET: Injecting Quality, Testability, And Architecture Into Existing Systems (Microsoft Windows Development Series)

Synopsis

Reengineer .NET Code to Improve Quality, Update Architecture, Access New Tools, and Accelerate Delivery of New Features As software ages, it becomes brittle: difficult to understand, fix, manage, use, and improve. Developers working withÂ many platforms have encountered this problem; now, developers working with Microsoftâ ™s .NET are facing it as well.Â In Reengineering .NET, leading .NET architect Bradley Irby introduces proven best practices for revitalizing older .NET code and integrating new architectural and development advances into business-critical systems that canâ ™t go offline.Â Using a step-by-step approach, .NET professionals can make legacy enterprise software more reliable, maintainable,Â attractive, and usableâ ”and make it easier to upgrade for years to come. Through real-world case studies and extensive downloadable sample code, Irby shows how to carefully plan a .NETÂ reengineering project, understand the true current state of your code, introduce unit testing and other agile methods, refactor to services and controllers, and leverage powerful .NET reengineering tools built into Microsoft Visual Studio 2012. This book is an indispensable resource for all developers, architects, and project managers responsible for existing .NET code bases and for a wide audience of non-technical managers and CTOs who want to understand the uniqueÂ challenges faced by .NET teams involved in application or system reengineering projects. Coverage includesâ ¢ Migrating legacy .NET software to more flexible, extensible, and maintainable architecturesâ ”without breaking itâ ¢ Reengineering web applications with the MVC pattern, Winforms software with MVP, and WPF/SilverlightÂ systems with MVVMâ ¢ Asking the right questions to predict refactoring problems before they happenâ ¢ Planning and organizing reengineering projects to apply the right expertise to each task at the right timeâ ¢ Using innovative Test Doubling to make unit testing even more effectiveâ ¢ Applying Dependency Inversion to break tight coupling and promote easier development and testingâ ¢ Leveraging source control, defect tracking, and continuous integrationâ ¢ â œCleaning upâ • legacy solutions to improve them before you even touch business logicâ ¢ Establishing solid development infrastructure to support your reengineering projectâ ¢ Refactoring to servicesâ ”including advanced techniques using Repositories, Domain Models,Â and the Command Dispatcherâ ¢ Refactoring to controller/view or ViewModel/View pairs

Book Information

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Average Customer Review: 5.0 out of 5 starsÂ Â See all reviewsÂ (6 customer reviews)

Best Sellers Rank: #2,653,639 in Books (See Top 100 in Books)   #11 inÂ Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Reengineering   #986 inÂ Books > Computers & Technology > Programming > Microsoft Programming > .NET   #1801 inÂ Books > Computers & Technology > Programming > Microsoft Programming > C & C++ Windows Programming

Customer Reviews

It's very refreshing to finally read a book on these topics that is based on real world experiences and not just the theory. The author has obviously had experience with reengineering real world systems where the reality can be very ugly. This book suggests solutions that make sense to me given the systems that I've encountered. Kudos...

It was a very easy read for a technical book. I breezed through most of it in two evenings. The chapters are practical, offering good advice that shows how to get from typical, old, messy code to cleaner, more maintainable code without a rewrite and without losing your already working functionality. It discusses how to make changes in phases that are reasonably sized with low likelihood of introducing new errors.I appreciated how it pointed out use the refactoring tools in Visual Studio to speed along the process. It also introduces some good spaghetti fighting patterns in an approachable way.I feel that programmers currently working to improve an older codebase will appreciate the subject the most.

Comprehensive coverage of the subject and easy to understand language. Was immediately helpful to me in completing a particular project and will be a reference for future work with older .NET code.

The material was well presented & helped me to finish my project with minimum of trouble. It was well written and I would highly recommend this book!

This book is well written and easy to read. Good/practical tips and approaches for this difficult task of updating old code.

This book has been an invaluable reference. There are lots of books out there about building systems using .NET but the reality most developers face is that we don't often get to build or design things from scratch. I find myself often working with systems that are already built and not always designed with the best practices in mind. This book is for those of us who find ourselves in that boat and wish to improve the overall design & quality without resorting to a complete rewrite (CFOs hate hearing that!). What is exceptional about the book is that the author is upfront and honest about when these approaches will work and when they won't. Furthermore the patterns and architecture recommended by the author are backed up by real working code - there are lots of examples in this book that you can literally plug into your system with a few tweaks here and there. But in the end what I most appreciated is how the book is organized - it starts with simple things you can do and gently works its way into more advanced topics. Great job!

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