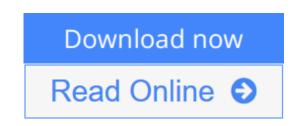# Adaptive Code via C#: Agile coding with design patterns and SOLID principles (Developer Reference)

By Gary McLean Hall

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Agile coding with design patterns and SOLID principles
As every developer knows, requirements are subject to change. But when you build adaptability into your code, you can respond to change more easily and avoid disruptive rework. Focusing on Agile programming, this book describes the best practices, principles, and patterns that enable you to create flexible, adaptive code--and deliver better business value.

Expert guidance to bridge the gap between theory and practice

- Get grounded in Scrum: artifacts, roles, metrics, phases
- Organize and manage architectural dependencies
- Review best practices for patterns and anti-patterns
- Master SOLID principles: single-responsibility, open/closed, Liskov substitution
- Manage the versatility of interfaces for adaptive code
- Perform unit testing and refactoring in tandem
- See how delegation and abstraction impact code adaptability
- Learn best ways to implement dependency interjection
- Apply what you learn to a pragmatic, agile coding project

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About the Author
Gary McLean Hall specializes in patterns and practices, with particular focus on creating code that is adaptive to change.

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