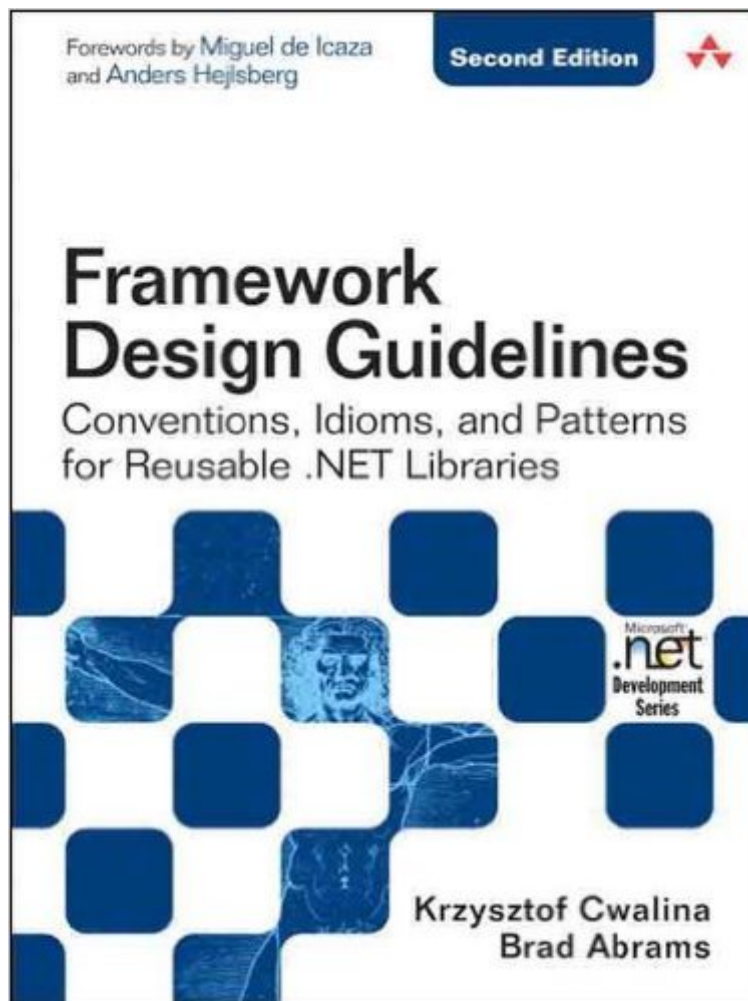# Framework Design Guidelines: Conventions, Idioms, And Patterns For Reusable .NET Libraries (Microsoft Windows Development Series)

Forewords by Miguel de Icaza and Anders Hejlsberg

Second Edition

Framework Design Guidelines

Conventions, Idioms, and Patterns for Reusable .NET Libraries

Microsoft .net Development Series

Krzysztof Cwalina
Brad Abrams

Synopsis

This is the eBook version of the print title, Â Framework Design Guidelines, Second Edition . Access toÂ all the samples, applications, and content on the DVDÂ is available through the product catalog pageÂ www.informit.com/title/9780321545619Â Navigate to theÂ â œDownloadsâ •Â tab and click on theÂ â œDVD Contentsâ •Â links - see instructions in back pages of your eBook. Â Framework Design Guidelines, Second Edition, teaches developers the best practices for designing reusable libraries for the Microsoft .NET Framework. Expanded and updated for .NET 3.5, this new edition focuses on the design issues that directly affect the programmability of a class library, specifically its publicly accessible APIs. Â This book can improve the work of any .NET developer producing code that other developers will use. It includes copious annotations to the guidelines by thirty-five prominent architects and practitioners of the .NET Framework, providing a lively discussion of the reasons for the guidelines as well as examples of when to break those guidelines. Â Microsoft architects Krzysztof Cwalina and Brad Abrams teach framework design from the top down. From their significant combined experience and deep insight, you will learn The general philosophy and fundamental principles of framework design Naming guidelines for the various parts of a framework Guidelines for the design and extending of types and members of types Issues affectingâ "and guidelines for ensuringâ "extensibility How (and how not) to design exceptions Guidelines forâ "and examples ofâ "common framework design patterns Guidelines in this book are presented in four major forms: Do, Consider, Avoid, and Do not. These directives help focus attention on practices that should always be used, those that should generally be used, those that should rarely be used, and those that should never be used. Every guideline includes a discussion of its applicability, and most include a code example to help illuminate the dialogue. Â Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. Â 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 and tools are also included. Â Â Â

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Customer Reviews

If you haven't bought this book yet, you really should. The first edition has been an invaluable asset to me on a number of past projects, and the second edition is even better with sections on newer language and framework features such as Linq and extension methods.I've seen, read, and even written a few standards documents in my time as a professional programmer, and I think this book is the last one I'll be needing. The format of the book is one I always enjoyed, with the guidance interspersed with comments from the "peanut gallery" of Microsoft architects. These asides give you a lot of insight into the "why"s, something which a lot of standards documents are missing (I'm talking about YOU, IDesign). It's one thing to be told to do something in a particular way, but it's a lot better when you are told why. Simple coding patterns that I wouldn't have given a second thought to have turned out to have a great impact on other aspects of my code once they were explained.The basics are covered, such as naming and formatting standards, but the book goes much further with sections about when and how to use certain interfaces, and provides some brief explanations of common design patterns as they relate to the .net framework. I'm not talking about "Visitor" or "Model View Presenter" here, I'm talking about "IDisposable"... muuuch lower level stuff.Basically, this book isn't just about what you ought to be doing, it's about explaining why Microsoft did what they did in the .net framework. It's refreshing at times in the book to find a discussion about how

something was a bad choice in retrospect, or how the framework designers wished they had done something differently knowing then what they know now.

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