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The purpose of the Application Architecture Guide 2.0 is to improve your effectiveness when building applications on the Microsoft platform. The primary audience for this guide is solution architects and development leads. The guide provides design-level guidance for the architecture and design of applications built on the Microsoft .NET platform.

Application Architecture Guide 2

Microsoft Application Architecture Guide 2nd Edition, December 22, 2009. Free 560 page eBook from Microsoft: "Microsoft Application Architecture Guide 2nd Edition". The goal of this guide is to help developers and solution architects build effective, high quality applications on the Microsoft platform and the .NET Framework more quickly and with less risk by leveraging tried and trusted architecture and design principles and patterns.

Microsoft Application Architecture Guide 2nd Edition

Microsoft® Application Architecture Guide, 2nd Edition (Patterns & Practices) Second Edition. Microsoft® Application Architecture Guide, 2nd Edition (Patterns & Practices) Second Edition, by Microsoft Patterns & Practices Team (Author) 4.6 out of 5 stars 22 ratings. ISBN-13: 978-0735627109.

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Microsoft has released a final version of its book "Microsoft Application Architecture Guide, 2nd Edition". The book is described as: This guide is available online here in the MSDN Library and will be available in the Fall of 2009 as a Microsoft Press book, ISBN# 9780735627109, that you can purchase through local and online booksellers.

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Learn how to choose the most appropriate architecture and the best implementation technologies that the Microsoft application platform offers applications developers. Get critical design recommendations and guidelines organized by Get the definitive guide on designing applications on the Microsoft application platform—straight from the Microsoft patterns & practices team.

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Software Systems Architecture, Second Edition is a highly regarded, practitioner-oriented guide to designing and implementing effective architectures for information systems. It is both a readily accessible introduction to software architecture and a...

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Overview of load-balancing options in Azure. 04/2/2019; 4 minutes to read +9; In this article. The term load balancing refers to the distribution of workloads across multiple computing resources. Load balancing aims to optimize resource use, maximize throughput, minimize response time, and avoid overloading any single resource.

Get the definitive guide on designing applications on the Microsoft application platform€"straight from the Microsoft patterns & practices team. Learn how to choose the most appropriate architecture and the best implementation technologies that the Microsoft application platform offers applications developers. Get critical design recommendations and guidelines organized by application type€"from Web, mobile, and rich Internet applications to Office Business Applications. Youa€™ll also get links to additional technical resources that can help with your application development.

The definitive guide from the Microsoft patterns & practices team on designing applications for the Microsoft application platform.

Presented in a scenario-driven tutorial way, we lead you through fictitious example problems and present you with the best solutions. This book is intended for architects, developers, and managers who need to improve their knowledge of the Microsoft application platform. This book will appeal to anyone, especially consultants, who want to get up to speed on selecting the most appropriate platform for a particular problem. A good understanding of the general Windows platform and development technologies would be helpful.

A software architect's digest of core practices, pragmatically applied Designing effective architecture is your best strategy for managing project complexity—and improving your results. But the principles and practices of software architecting—what the authors call the "science of hard decisions"—have been evolving for cloud, mobile, and other shifts. Now fully revised and updated, this book shares the knowledge and real-world perspectives that enable you to design for success—and deliver more successful solutions. In this fully updated Second Edition, you will: Learn how only a deep understanding of domain can lead to appropriate architecture Examine domain-driven design in both theory and implementation Shift your approach to code first, model later—including multilayer architecture Capture the benefits of prioritizing software maintainability See how readability, testability, and extensibility lead to code quality Take a user experience (UX) first approach, rather than designing for data Review patterns for organizing business logic Use event sourcing and CQRS together to model complex business domains more effectively Delve inside the persistence layer, including patterns and implementation.

The practice of enterprise application development has benefited from the emergence of many new enabling technologies. Multi-tiered object-oriented platforms, such as Java and .NET, have become commonplace. These new tools and technologies are capable of building powerful applications, but they are not easily implemented. Common failures in enterprise applications often occur because their developers do not understand the architectural lessons that experienced object developers have learned. Patterns of Enterprise Application Architecture is written in direct response to the stiff challenges that face enterprise application developers. The author, noted object-oriented designer Martin Fowler, noticed that despite changes in technology—from Smalltalk to CORBA to Java to .NET—the same basic design ideas can be adapted and applied to solve common problems. With the help of an expert group of contributors, Martin distills over forty recurring solutions into patterns. The result is an indispensable handbook of solutions that are applicable to any enterprise application platform. This book is actually two books in one. The first section is a short tutorial on developing enterprise applications, which you can read from start to finish to understand the scope of the book's lessons. The next section, the bulk of the book, is a detailed reference to the patterns themselves. Each pattern provides usage and implementation information, as well as detailed code examples in Java or C#. The entire book is also richly illustrated with UML diagrams to further explain the concepts. Armed with this book, you will have the knowledge necessary to make important architectural decisions about building an enterprise application and the proven patterns for use when building them. The topics covered include · Dividing an enterprise application into layers · The major approaches to organizing business logic · An in-depth treatment of mapping between objects and relational databases · Using Model-View-Controller to organize a Web presentation · Handling concurrency for data that spans multiple transactions · Designing distributed object interfaces

This book constitutes the thoroughly refereed proceedings of ten international workshops held in London, UK, in conjunction with the 23rd International Conference on Advanced Information Systems Engineering, CAISE 2011, in June 2011. The 59 revised papers were carefully selected from 139 submissions. The ten workshops included Business/IT Alignment and Interoperability (BUSITAL), Conceptualization of Modelling Methods (CMM), Domain Specific Engineering (D&E/CAISE), Governance, Risk and Compliance (GRClS), Integration of IS Engineering Tools (INlSET), System and Software Architectures (IWSSA), Ontology-Driven Information Systems Engineering (ODISE), Ontology, Models, Conceptualization and Epistemology in Social, Artificial and Natural Systems (ONTOSE), Semantic Search (SSW), and Information Systems Security Engineering (WISSE).

This is the eBook version of the print title, Framework Design Guidelines, Second Edition . Access to all the samples, applications, and content on the DVD is available through the product catalog page www.informit.com/title/9780321545619 Navigate to the "Downloads" tab and click on the "DVD Contents" links - see instructions in back pages of your eBook. 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. 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. 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 affecting—and guidelines for ensuring—extensibility How (and how not) to design exceptions Guidelines for—and examples of—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. Framework Design Guidelines, Second Edition, is the only definitive source of best practices for managed code API development, direct from the architects themselves. 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.

This handbook is a concise yet complete guide to fundamental engineering requirements and quality characteristics that users, developers, and marketers of mobile applications should be aware of. It provides detailed definitions and descriptions of eight key software application features that are integral to the overall design and user experience goals, and which may often overlap with certain functionalities. The book explains the essential aspects of these features clearly to novice developers. Readers will also learn about how to optimize the listed features to tailor their applications to the needs of their users. Key Features: · Presents detailed information about eight different features which guide mobile application development: capability, reliability, usability, charisma, security, performance, mobility and compatibility · Reader-friendly, structured layout of each chapter including relevant illustrations and clear language, designed for quick learning · Focus on both software function and user perception of applications on mobile devices · Includes a handy appendix with information about mobile learning projects and related work packages Handbook of Mobile Application Development A Guide to Selecting the Right Engineering and Quality Features is the ideal learning tool for novice software developers, computer science students, IT enthusiasts and marketers who want to design or develop mobile apps for an optimal user experience.

You can have the best coders in the world working in your teams, but if your project management isn't up to scratch, your project is almost certain to be delayed, to come in over budget, and in some cases to fail entirely. By taking precise control of your application development process, you can make changes, both large and small, throughout your project's life cycle that will lead to better-quality finished products that are consistently delivered on time and within budget. Application lifecycle management (ALM) is an area of rapidly growing interest within the development community. Because its techniques allow you to deal with the process of developing applications across many areas of responsibility and across many different disciplines, its effects on your project can be wide ranging and pronounced. It is a project management tool that has practical implications for the whole team—from architects to designers, from developers to testers. Pre Application Lifecycle Management with Visual Studio 2012 focuses on the most powerful ALM tool available for the Microsoft .NET Framework: Visual Studio Team Foundation Server. It demonstrates the key concepts and techniques of ALM at first with a guide to the overall methodology, and then delves into architecture and testing—illustrating all of the concepts, tips and tricks using the tools TFS provides. The book serves as a complete guide to the ALM style—with no fluff and many relevant code samples and examples. After reading the book, you will understand how TFS can be used to generate continuous meaningful reporting on your project's health for the decision makers on your team as well as for your project's sponsors.

This volume constitutes the proceedings of the 5th International Conference on E-Technologies, MCETECH 2011, held in Les Diablerets, Switzerland, January 23-26, 2011. Originally 10 papers were selected from a total of 32 submissions. Seven additional papers were included following a second round of reviewing and improvement.The papers in this volume cover topics such as process modeling, organizational transformation, e-Business, e-Government, e-Education, and e-Health.

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