Cruisecontrol Net

Greg Pearman, James Goodwill

Expert .NET Delivery Using NAnt and CruiseControl.NET Josh Holmes,2006-11-03 * Includes selection of patterns and anti-patterns to describe ideal environment for success. * Looks in-depth at specific tools, and extensions of these tools. * Focuses on how projects are actually handled in real world—drawing on author's vast field experience. * Includes code examples like NAnt automation tasks, case studies, and facilitation utilities.

Test Driven .NET Development with FitNesse Gojko Adzic,2008-02-01 Test Driven .NET Development with FitNesse takes you on a journey through the wonderful world of FitNesse, a great web-based tool for software acceptance testing. FitNesse enables software developers and business people to build a shared understanding of the domain and helps produce software that is genuinely fit for purpose.

Pro ASP.NET for SQL Server Brennan Stehling,2007-09-01 This book explains how to use ASP.NET 2.0 and SQL Server 2005 most efficiently together. It covers all crucial performance issues and illustrates optimal techniques with enterprise-quality development. Performance is always an issue, and optimizing database access is one of the most daunting performance challenges facing web developers. With Brennan Stehling as your guide, you'll explore the many overlaps of web and database technologies, including configuration, programming, performance tuning, and deployment. You'll learn how to make high-performance database access not just a goal, but a reality.

Extreme Programming and Agile Processes in Software Engineering Michele Marchesi,Giancarlo Succi,2003-05-13 The LNCS series reports state-of-the-art results in computer science research, development, and education, at a high level and in both printed and electronic form. Enjoying tight cooperation with the R & D community, with numerous individuals, as well as with prestigious organizations and societies, LNCS has grown into the most comprehensive computer science research forum available. The scope of LNCS, including its subseries LNAI, spans the whole range of computer science and information technology including interdisciplinary topics in a variety of application fields. Book jacket.

Continuous Integration Duvall,2007

Pro Agile .NET Development with SCRUM Scott Millett, Jerrel Blankenship, Matthew Bussa, 2011-12-14 Pro Agile .NET Development with SCRUM guides you through a real-world ASP.NET project and shows how agile methodology is put into practice. There is plenty of literature on the theory behind agile methodologies, but no book on the market takes the concepts of agile practices and applies these in a practical manner to an end-to-end ASP.NET project, especially the estimating, requirements and management aspects of a project. Pro Agile .NET Development with SCRUM takes you through the initial stages of a project—gathering requirements and setting up an environment—through to the development and deployment stages using an agile iterative approach: namely, Scrum. In the book, you'll focus on delivering an enterprise-level ASP.NET project. Each chapter is in iterations or sprints, putting into practice the features of agile—user stories, test-driven development (TDD), behavior-driven development (BDD), continuous integration, user acceptance testing, extreme programming, Scrum, design patterns and principles, insideout development, lean developent, KanBan boards, and more. An appendix features code katas designed for the reader to get up-to-speed with some of the features of extreme programming, while also showcasing popular open-source frameworks to assist in automated testing and mocking. In addition, popular open-source architectural foundation projects such as S#arp and NCommons are demonstrated to allow you to base future projects on these frameworks, which already have many best-practice design patterns and principles built in.

Professional VMware Server Eric Hammersley,2007 Developing software and testing within virtual machines provides you with countless advantages in terms of automation, stability, disaster recovery, and overall code quality. With this book as your guide, you get

the tools you need to create a fleet of virtual machine images that you can use to build your own secure applications. Beginning with the basics of virtualization and its place within the development and testing environment, the book then delves into the APIs and provides a deep, example-rich reference to their function and purpose. VMware expert Eric Hammersley shares his vast experience in using VMware in the development process and shows you how you can streamline your own development with the new VMware Server. You'll learn to integrate VMware Server into your existing environment using CruiseControl.NET and Visual Studio® Team System as examples. Plus, you'll get a clear understanding of virtual hardware, networks, and the server console, and find out how to build base images. You'll discover the benefits of software development and testing within virtual machines and the advantages they have to offer. This will help you rapidly deploy new machines, set up multiple platforms on a single machine, and dramatically increase the utilization of your hardware. What you will learn from this book Steps on how to install and configure VMware Server Tips to follow when creating development base images Methods on how to organize your image libraries and prepare them for use Best practices for using VmCOM, VmPerl, and the Programming API How to integrate VMware Server into your existing environment and automate its functionality Ways to leverage VMware Server to provide banks of testing machines on demand Who this book is for This book is for software developers, lead developers, and software testing engineers who want to integrate VMware Server into their existing systems in order to create and test applications on various platforms. Wrox Professional guides are planned and written by working programmers to meet the real-world needs of programmers, developers, and IT professionals. Focused and relevant, they address the issues technology professionals face every day. They provide examples, practical solutions, and expert education in new technologies, all designed to help programmers do a better job.

Pro .NET Best Practices Stephen Ritchie, 2012-01-25 Pro .NET Best Practices is a practical reference to the best practices that you can apply to your .NET projects today. You will learn standards, techniques, and conventions that are sharply focused, realistic and helpful for achieving results, steering clear of unproven, idealistic, and impractical recommendations. Pro .NET Best Practices covers a broad range of practices and principles that development experts agree are the right ways to develop software, which includes continuous integration, automated testing, automated deployment, and code analysis. Whether the solution is from a free and open source or a commercial offering, you will learn how to get a continuous integration server running and executing builds every time code changes. You will write clearer and more maintainable automated testing code that focuses on prevention and helping your .NET project succeed. By learning and following the .NET best practices in this book, you will avoid making the same mistakes once. With this book at your side, you'll get: Real-world, no-nonsense approaches to continuous integration, automated testing, automated deployment, and code analysis Tips and tricks you'll need to clear hurdles that keep others from putting these common sense ideas into common practice Guidance from the minimal, essential approach all the way to what's necessary to deliver at the highest levels of quality and effectiveness Benefit immediately, even before finishing it, from the knowledge, workable advice, and experience found in Pro .NET Best Practices.

Windows Developer Power Tools James Avery, Jim Holmes, 2007 A wealth of open and free software is available today for Windows developers who want to extend the development environment, reduce development effort, and increase productivity. This encyclopedic guide explores more than 100 free and open source tools available to programmers who build applications for Windows desktops and servers.

Professional Team Foundation Server 2012 Ed Blankenship, Martin Woodward, Grant Holliday, Brian Keller, 2012-12-14 A comprehensive guide to using Microsoft Team

Foundation Server 2012 Team Foundation Server has become the leading Microsoft productivity tool for software management, and this book covers what developers need to know to use it effectively. Fully revised for the new features of TFS 2012, it provides developers and software project managers with step-by-step instructions and even assists those who are studying for the TFS 2012 certification exam. You'll find a broad overview of TFS, thorough coverage of core functions, a look at extensibility options, and more, written by Microsoft insiders and MVPs. An update of the leading Wrox book on Team Foundation Server, written by an expert team of Microsoft insiders and MVPs Provides a broad overview of Team Foundation Server for developers, software project managers, testers, business analysts, and others wanting to learn how to use TFS Offers administrators the necessary tools to efficiently monitor and manage the TFS environment Covers core TFS functions including project management, work item tracking, version control, test case management, build automation, reporting, and how to write extensions for TFS 2012 Professional Team Foundation Server 2012 builds on the proven Wrox Professional formula to give you a solid background in this software management tool.

<u>Game Development Tools</u> Marwan Ansari,2016-04-19 This book brings the insights of game professionals, DCC creators, hardware vendors, and current researchers together into a collection that focuses on the most underrepresented and critical part of game production: tools development. The first gems-type book dedicated to game tools, this volume focuses on practical, implementable tools for game de

Continuous Integration in .NET Craig Berntson,Marcin Kawalerowicz,2011-03-13 Continuous integration is a software engineering process designed to minimize integration hell. It's a coordinated development approach that blends the best practices in software delivery. For .NET developers, especially, adopting these new approaches and the tools that support them can require rethinking the development process altogether. Continuous Integration in .NET is a tutorial for developers and team leads that teaches readers how to re-imagine their development strategy by creating a consistent continuous integration process. This book shows how to build on the tools they already know - .NET Framework and Visual Studio - and to use powerful software like MSBuild, Subversion, TFS 2010, Team City, CruiseControl.NET, NUnit, and Selenium. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Pro .NET 2.0 Extreme Programming Greg Pearman, James Goodwill, 2006-11-22 * Explains current Extreme Programming practices now that .NET 1.1 has matured; also explains how new features of .NET 2.0 impact Extreme Programming techniques. * Provides real-world examples of Extreme Programming practice, by examining the complete release of an example project, so developers can learn practical details and principles. * Shows developers how to use test-first development techniques for web-based applications using the NUnit testing framework within the Visual Studio .NET IDE, plus critical coverage of Nant, Net Mock and CruiseControl.NET.

Practical Development Environments Matthew B. Doar,2005-09-23 This book doesn't tell you how to write faster code, or how to write code with fewer memory leaks, or even how to debug code at all. What it does tell you is how to build your product in better ways, how to keep track of the code that you write, and how to track the bugs in your code. Plus some more things you'll wish you had known before starting a project. Practical Development Environments is a guide, a collection of advice about real development environments for small to medium-sized projects and groups. Each of the chapters considers a different kind of tool - tools for tracking versions of files, build tools, testing tools, bug-tracking tools, tools for creating documentation, and tools for creating packaged releases. Each chapter discusses what you should look for in that kind of tool and what to avoid, and also describes some good ideas, bad ideas, and annoying experiences for each area. Specific instances of each type of tool are described in enough detail so that you can decide which ones you want to investigate further. Developers want to write code, not maintain makefiles. Writers want to write content instead of manage templates. IT provides machines, but doesn't have time to maintain all the different tools. Managers want the product to move smoothly from development to release, and are interested in tools to help this happen more often. Whether as a full-time position or just because they are helpful, all projects have toolsmiths: making choices about tools, installing them, and then maintaining the tools that everyone else depends upon. This book is especially for everyone who ends up being a toolsmith for his or her group.

IBM Rational ClearCase, Ant, and CruiseControl Kevin A. Lee,2006 No previous build experience is necessary: Lee thoroughly explains everything from configuring SCM environments and defining build scripts through to release packaging and deployment. He offers solutions and techniques for both Base ClearCase and Unified Change Management (UCM)-IBM Rational's best practice Software Configuration Management usage model. Key techniques are presented in real-world context, through a full-fledged three-tier application case study. Book jacket.--Jacket.

Code Leader Patrick Cauldwell, 2008-04-30 This book is for the career developer who wants to take his or her skill set and/or project to the next level. If you are a professional software developer with 3-4 years of experience looking to bring a higher level of discipline to your project, or to learn the skills that will help you transition from software engineer to technical lead, then this book is for you. The topics covered in this book will help you focus on delivering software at a higher guality and lower cost. The book is about practical techniques and practices that will help you and your team realize those goals. This book is for the developer understands that the business of software is, first and foremost, business. Writing code is fun, but writing high-quality code on time and at the lowest possible cost is what makes a software project successful. A team lead or architect who wants to succeed must keep that in mind. Given that target audience, this book assumes a certain level of skill at reading code in one or more languages, and basic familiarity with building and testing software projects. It also assumes that you have at least a basic understanding of the software development lifecycle, and how requirements from customers become testable software projects. Who This Book Is Not For: This is not a book for the entry-level developer fresh out of college, or for those just getting started as professional coders. It isn't a book about writing code; it's a book about how we write code together while keeping guality up and costs down. It is not for those who want to learn to write more efficient or literate code. There are plenty of other books available on those subjects, as mentioned previously. This is also not a book about project management or development methodology. All of the strategies and techniques presented here are just as applicable to waterfall projects as they are to those employing Agile methodologies. While certain strategies such as Test-Driven Development and Continuous Integration have risen to popularity hand in hand with Agile development methodologies, there is no coupling between them. There are plenty of projects run using SCRUM that do not use TDD, and there are just as many waterfall projects that do. Philosophy versus Practicality: There are a lot of religious arguments in software development. Exceptions versus result codes, strongly typed versus dynamic languages, and where to put your curly braces are just a few examples. This book tried to steer clear of those arguments here. Most of the chapters in this book deal with practical steps that you as a developer can take to improve your skills and improve the state of your project. The author makes no claims that these practices represent the way to write software. They represent strategies that have worked well for the author and other developers that he have worked closely with. Philosophy certainly has its place in software development. Much of the current thinking in project management has been influenced by the Agile philosophy, for example. The next wave may be influenced by

the Lean methodologies developed by Toyota for building automobiles. Because it represents a philosophy, the Lean process model can be applied to building software just as easily as to building cars. On the other hand, because they exist at the philosophical level, such methodologies can be difficult to conceptualize. The book tries to favor the practical over the philosophical, the concrete over the theoretical. This should be the kind of book that you can pick up, read one chapter of, and go away with some practical changes you can make to your software project that will make it better. That said, the first part of this book is entitled "Philosophy" because the strategies described in it represent ways of approaching a problem rather than a specific solution. There are just as many practical ways to do Test-Driven Development as there are ways to manage a software project. You will have to pick the way that fits your chosen programming language, environment, and team structure. The book has tried to describe some tangible ways of realizing TDD, but it remains an abstract ideal rather than a one-size-fits-all technical solution. The same applies to Continuous Integration. There are numerous ways of thinking about and achieving a Continuous Integration solution, and this book presents only a few. Continuous Integration represents a way of thinking about your development process rather than a concrete or specific technique. The second and third parts represent more concrete process and construction techniques that can improve your code and your project. They focus on the pragmatic rather than the philosophical. Every Little Bit Helps: You do not have to sit down and read this book from cover to cover. While there are interrelationships between the chapters, each chapter can also stand on its own. If you know that you have a particular problem such as error handling with your current project, read that chapter and try to implement some of the suggestions in it. Don't feel that you have to overhaul your entire software project at once. The various techniques described in this book can all incrementally improve a project one at a time. If you are starting a brand new project and have an opportunity to define its structure, then by all means read the whole book and see how it influences the way you design your project. If you have to work within an existing project structure, you might have more success applying a few improvements at a time. In terms of personal career growth, the same applies. Every new technique you learn makes you a better developer, so take them one at a time as your schedule and projects allow. Examples: Most of the examples in this book are written in C#. However, the techniques described in this book apply just as well to any other modern programming language with a little translation. Even if you are unfamiliar with the inner workings or details of C# as a language, the examples are very small and simple to understand. Again, this is not a book about how to write code, and the examples in it are all intended to illustrate a specific point, not to become a part of your software project in any literal sense. This book is organized into three sections, Philosophy, Process and Code Construction. The following is a short summary of what you will find in each section and chapter. Part I (Philosophy) contains chapters that focus on abstract ideas about how to approach a software project. Each chapter contains practical examples of how to realize those ideas. Chapter 1 (Buy, not Build) describes how to go about deciding which parts of your software project you need to write yourself and which parts you may be able to purchase or otherwise leverage from someplace else. In order to keep costs down and focus on your real competitive advantage, it is necessary to write only those parts of your application that you really need to. Chapter 2 (Test-Driven Development) examines the Test-Driven Development (or Test-Driven Design) philosophy and some practical ways of applying it to your development lifecycle to produce higher-quality code in less time. Chapter 3 (Continuous Integration) explores the Continuous Integration philosophy and how you can apply it to your project. Cl involves automating your build and unit testing processes to give developers a shorter feedback cycle about changes that they make to the project. A shorter feedback cycle makes it easier for developers to work together as a team and at a higher level of productivity. The

chapters in Part II (Process) explore processes and tools that you can use as a team to improve the guality of your source code and make it easier to understand and to maintain. Chapter 4 (Done Is Done) contains suggestions for defining what it means for a developer to "finish" a development task. Creating a "done is done" policy for your team can make it easier for developers to work together, and easier for developers and testers to work together. If everyone on your team follows the same set of steps to complete each task, then development will be more predictable and of a higher quality. Chapter 5 (Testing) presents some concrete suggestions for how to create tests, how to run them, and how to organize them to make them easier to run, easier to measure, and more useful to developers and to testers. Included are sections on what code coverage means and how to measure it effectively, how to organize your tests by type, and how to automate your testing processes to get the most benefit from them. Chapter 6 (Source Control) explains techniques for using your source control system more effectively so that it is easier for developers to work together on the same project, and easier to correlate changes in source control with physical software binaries and with defect or issue reports in your tracking system. Chapter 7 (Static Analysis) examines what static analysis is, what information it can provide, and how it can improve the guality and maintainability of your projects. Part III (Code Construction) includes chapters on specific coding techniques that can improve the guality and maintainability of your software projects. Chapter 8 (Contract, Contract, Contract!) tackles programming by contract and how that can make your code easier for developers to understand and to use. Programming by contract can also make your application easier (and therefore less expensive) to maintain and support. Chapter 9 (Limiting Dependencies) focuses on techniques for limiting how dependent each part of your application is upon the others. Limiting dependencies can lead to software that is easier to make changes to and cheaper to maintain as well as easier to deploy and test. Chapter 10 (The Model-View-Presenter Model) offers a brief description of the MVP model and explains how following the MVP model will make your application easier to test. Chapter 11 (Tracing) describes ways to make the most of tracing in your application. Defining and following a solid tracing policy makes your application easier to debug and easier for your support personnel and/or your customers to support. Chapter 12 (Error Handing) presents some techniques for handling errors in your code that if followed consistently make your application easier to debug and to support. Part IV (Putting It All Together) is simply a chapter that describes a day in the life of a developer who is following the guiding principles and using the techniques described in the rest of the book. Chapter 13 (Calculator Project: A Case Study) shows many of this book's principles and techniques in actual use.

Programming Microsoft Dynamics CRM 4.0 Jim Steger, Mike Snell, Brad Bosak, Corey O'Brien, Philip Richardson, 2008-10-15 Get answers to common questions about setting up the design environment and building custom solutions with Microsoft Dynamics CRM. Delve into core architecture, tools, and techniques, and learn how to exploit powerful customization features. Authored by industry-leading experts, this book shows how to deliver intelligent CRM solutions that meet the unique challenges and requirements of your business. Discover how to: Set up the development environment Enhance the product's APIs with your own code Execute business logic using plug-ins Build custom workflows that extend native workflow functions Create user-friendly integration with scripts and application extensions Code custom pages optimized for Microsoft Outlook with Offline Access Extend Microsoft Dynamics CRM using ASP.NET Create advanced Windows Workflow Foundation solutions Extend multilingual and multicurrency features Construct a custom security-access solution Get code samples on the Web.

<u>Ship it!</u> Jared Richardson, William A. Gwaltney, 2005-06-01 Ship It! is a collection of tips that show the tools and techniques a successful project team has to use, and how to use

themwell. You'll get quick, easy-to-follow advice on modernpractices: which to use, and when they should be applied. This bookavoids current fashion trends and marketing hype; instead, readersfind page after page of solid advice, all tried and tested in thereal world. Aimed at beginning to intermediate programmers, Ship It! will show you: Which tools help, and which don't How to keep a project moving Approaches to scheduling that work How to build developers as well as product What's normal on a project, and what's not How to manage managers, end-users and sponsors Danger signs and how to fix them Few of the ideas presented here are controversial or extreme; most experiencedprogrammers will agree that this stuff works. Yet 50 to 70 percent of allproject teams in the U.S. aren't able to use even these simple, well-acceptedpractices effectively. This book will help you get started. Ship It! begins by introducing the common technicalinfrastructure that every project needs to get the job done. Readerscan choose from a variety of recommended technologies according totheir skills and budgets. The next sections outline the necessarysteps to get software out the door reliably, using well-accepted, easy-to-adopt, best-of-breed practices that really work. Finally, and most importantly, Ship It! presents commonproblems that teams face, then offers real-world advice on how tosolve them.

Extreme Programming and Agile Processes in Software Engineering Jutta Eckstein,Hubert Baumeister,2004-06-01 Software development is being revolutionized. The heavy-weight processes of the 1980s and 1990s are being replaced by light-weight, so called agile processes. Agile processes move the focus of software development back to what really matters: running software. This is only made possible by accepting that software developmentisacreativejobdoneby,with,andforindividualhumanbeings.For this reason, agile software development encourages interaction, communication, and fun. This was the focus of the Fifth International Conference on Extreme P-

grammingandAgileProcessesinSoftwareEngineeringwhichtookplacebetween June 6 and June 10, 2004 at the conference center in Garmisch-Partenkirchen at the foot of the Bavarian Alps near Munich, Germany. In this way the conference provided a unique forum for industry and academic professionals to discuss their needs and ideas for incorporating Extreme Programming and Agile Metho- logies into their professional life under consideration of the human factor. We celebrated this year's conference by re?ecting on what we had achieved in the last half decade and we also focused on the challenges we will face in the near future.

<u>Agile Technologies in Open Source Development</u> Russo, Barbara,Scotto, Marco,Sillitti, Alberto,Succi, Giancarlo,2009-07-31 The aim of this book is to analyze the relationship between agile methods and open source, presenting the basic principles and practices and providing evidence through a set of specific empirical investigations--Provided by publisher.

This book delves into Cruisecontrol Net. Cruisecontrol Net is an essential topic that needs to be grasped by everyone, from students and scholars to the general public. The book will furnish comprehensive and in-depth insights into Cruisecontrol Net, encompassing both the fundamentals and more intricate discussions.

- 1. This book is structured into several chapters, namely:
 - Chapter 1: Introduction to Cruisecontrol Net
 - Chapter 2: Essential Elements of Cruisecontrol Net
 - Chapter 3: Cruisecontrol Net in Everyday Life
 - Chapter 4: Cruisecontrol Net in Specific Contexts
 - Chapter 5: Conclusion
- 2. In chapter 1, this book will provide an overview of Cruisecontrol Net. The first chapter will explore what Cruisecontrol Net is, why Cruisecontrol Net is vital, and how to effectively

learn about Cruisecontrol Net.

- 3. In chapter 2, this book will delve into the foundational concepts of Cruisecontrol Net. This chapter will elucidate the essential principles that must be understood to grasp Cruisecontrol Net in its entirety.
- 4. In chapter 3, the author will examine the practical applications of Cruisecontrol Net in daily life. The third chapter will showcase real-world examples of how Cruisecontrol Net can be effectively utilized in everyday scenarios.
- 5. In chapter 4, the author will scrutinize the relevance of Cruisecontrol Net in specific contexts. This chapter will explore how Cruisecontrol Net is applied in specialized fields, such as education, business, and technology.
- 6. In chapter 5, the author will draw a conclusion about Cruisecontrol Net. The final chapter will summarize the key points that have been discussed throughout the book. The book is crafted in an easy-to-understand language and is complemented by engaging illustrations. It is highly recommended for anyone seeking to gain a comprehensive understanding of Cruisecontrol Net.

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Cruisecontrol Net Introduction

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