

## <<.NET设计规范>>

### 图书基本信息

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作者：Krzysztof Cwalina,,Brad Abrams

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## 前言

.NET Framework一推出，我就立即对它着了迷。

这种技术让CLR（通用语言运行库）及其大量API，以及C#语言的优势立刻彰显无遗。

这些技术无不体现了API的通用设计风格和始终贯彻的一系列约定。

这就是.NET文化。

一旦你了解了这种文化，就容易把有关知识运用到框架设计的其他领域中去。

过去16年里，我一直在从事开源软件工作。

由于开源的特点，开发者不仅文化背景不同，连开发时间也会跨越好几年，这时坚守一种风格和编码约定就显得特别重要。

虽然我们有维护人员，其日常的工作就是重写或修改提交来的软件，保证代码遵守项目编码标准和风格，但是，如果参与软件项目的所有人一开始就使用项目的约定，当然就更为理想。

通过实践和标准所传达出的信息越多，未来新加入的人员就越容易上手。

这有利于项目汇聚和融合新老代码。

.NET Framework在成长，其开发者社区也在成长，人们不断确定了新的实践、模式和约定。

Brad和Krzysztof挺身而出，成为了这些规则的“监护人”，他们把这些新知识转变为现在这本规范。

他们通常会在博客里介绍新的约定，收集社区的反馈，再记录下这些规范。

在我看来，任何人若有兴趣用好.NET Framework，则必须要常看他们的博客。

这本书第1版出版以后，立即成为整个Motto社区传诵的经典，其原因大体有两个。

首先，我们可以由此了解各种.NET API实现的原委和方式；其次，我们珍视其为无价的规范，也努力贯彻在自己的程序和库的设计过程中。

第2版不仅建立在第1版成功的基础之上，而且还添加了不少新的知识。

许多规范还增加了注解，注解者本身就是行业里首屈一指的.NET架构师和伟大的程序员，正是他们帮助确定了这些规范。

最后我要说，这本书远不止是一本规范。

它是我们热爱的一部经典，可以帮助我们成为一名杰出的程序员，而这样的程序员在我们行业里现在还为数不多。

## <<.NET设计规范>>

### 内容概要

本书关注直接影响框架可编程能力的设计问题，为框架设计师和广大开发人员设计高质量的软件提供了权威的指南，这一版更新至.NET 3.5。

书中内容涉及框架设计的基本原则和规范，常用设计惯用法，为命名空间、类型、成员等框架各部分命名的规范，框架中常用设计模式的规范等。

同时，书中添加了来自经验丰富的框架设计师、业界专家及用户给出的评注，为书中的许多规范增色不少。

本书为框架设计师必读之作，也可用作.NET开发人员的技术参考书。

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### 作者简介

作者：(美国)克瓦琳娜(Krzysztof Cwalina) (美国)艾布拉姆斯(Brad Abrams)克瓦琳娜 (Krzysztof Cwalina)，微软公司.NET Framework开发组项目经理。

他为.NET Framework设计了多个API。

还开发了FxCop等框架开发工具。

目前，他正致力于在微软内部开发推广设计规范。

将其应用到.NET Framework中。

同时负责核心.NET Framework API的交付。

艾布拉姆斯 (Brad Abrams)，微软公司CLR开发组和.NET Framework开发组的创始人之一，目前是项目经理主管。

他参与制定了CLS、.NET Framework设计规范以及ECMA / ISOCLI标准中程序库标准。

著有Programming in the .NET Environment、.NET Framework Standard Library Annotated Reference (卷1和卷2) 等书。

读者可以从他的博客<http://blogs.msdn.com/bradA/>中了解他的最新想法。

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## 章节摘录

插图：F YOU COULD STAND over the shoulder of every developer who is using your framework to write code and explain how it is supposed to be used, guidelines would not be necessary. The guidelines presented in this book give you, as the framework author, a palette of tools that allow you to create a common language between framework authors and the developers who will use the frameworks. For example, exposing an operation as a property instead of exposing it as a method conveys vital information about how that operation is to be used. In the early days of the PC era, the main tools for developing applications were a programming language compiler, a very small set of standard libraries, and the raw operating system application programming interfaces ( APIs ) - a very basic set of low-level programming tools. Even as developers were building applications using such basic tools, they were discovering an increasing amount of code that was repetitive and could be abstracted away through higher-level APIs. Operating system vendors noticed that they could make it cheaper for developers to create applications for their systems if they provided them with such higher-level APIs. The number of applications that could run on the system would increase, which would then make the system more appealing to end users who demanded a variety of applications. Also, independent tool and component vendors quickly recognized the business opportunities offered by raising the API abstraction level.

## 媒体关注与评论

“ 本书第1版出版以后,立即成为整个Mono社区传诵的经典……这一版弥补了上一版的很多不足。而众多参与规范制定的核心.NET架构师及顶尖程序员所做的评注也极大地丰富了本书的内涵。”  
——Miguel de Icaza.GNOME和Mono项目创建者 “ 本书绝对是所有.NET开发人员的必读之作。它总结了.NET本身设计和开发过程中获得的经验和教训。不仅使你对.NET能够知其所以然。还能极大地帮助你更高效地使用.NET类库。”  
——Jeffrey Richter , 微软技术大师 , 名著《Windows核心编程》作者



## 编辑推荐

《.NET设计规范:约定、惯用法与模式(第2版·英文版)》:数千名微软精锐开发人员的经验和智慧。最终浓缩在这本设计规范之中。

与上一版相比。

书中新增了许多评注。

解释了相应规范的背景和历史,从中你能聆听到微软技术大师Andem Hejlsberg、Jeffrey Richter和Paul Vick等的声音。

读来令人兴趣盎然,欲罢不能。

《.NET设计规范:约定、惯用法与模式(第2版·英文版)》虽然是针对.NET平台上的框架设计的。但对其他平台的框架设计同样具有借鉴意义。

新版根据.NET Framework 3.0和3.5的新特性做了全面更新,主要关注的是直接影响框架可编程能力的设计问题。

遵守这些规范对于使用.NET Framework创建高质量的应用程序至关重要。

微软.NET Framework设计组的智慧结晶洞悉.NET技术内幕.NET开发者的必备图书《.NET设计规范:约定、惯用法与模式(第2版·英文版)》提供配套光盘。

内含Designing.NET Class Libraries等13个演讲视频(时长近13小时)。

此外,光盘还包括.NETFramework类和组件设计指南、API规范样例以及其他有用的资源和工具。

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