BOOKS

Books and articles recommended by ASMT experts in .NET discipline in 2017-2018 years. Books are ordered based on the amount of references from summary feedbacks.

Book name	Author	Amount of recommendations
Patterns of Enterprise Application Architecture	Martin Fowler	33
Building Microservices: Designing Fine-Grained Systems	Sam Newman	24
Enterprise Integration Patterns: Designing, Building, and Deploying Messaging Solutions	Gregor Hohpe	24
Dependency Injection in .NET	Mark Seemann	23
The Clean Coder : A Code of Conduct for Professional Programmer	Robert C. Martin	23
Test Driven Development: By Example	Kent Beck	22
Refactoring to Patterns	Joshua Kerievsky	17
User Story Mapping: Discover the Whole Story, Build the Right Product	Jeff Patton	15
Designing Data-Intensive Applications: The Big Ideas Behind Reliable, Scalable, and Maintainable Systems	Martin Kleppmann	14
The Art of Unit Testing : With Examples in .NET	Roy Osherove	13
CLR via C#	Jeffry Richter	10
Adaptive code via C #: agile coding with design principles and patterns	Gary McLean Hall	6
Lean Software Development : An Agile Toolkit	Mary Poppendieck , Tom Poppendieck .	6
Pro .NET Performance	Sasha Goldshtein	6
SCRUM from the Trenches	Henrik Kniberg	6
The Agile Samurai: How Agile Masters Deliver Great Software	Jonathan Rasmusson	6
The Deadline	Tom DeMarco	6
Advanced .NET Debugging	Mario Hewardt	5
Continuous Delivery : Reliable software releases through build , Test , and Deployment Automation	Jez Humble	5
Essential Scrum: A Practical Guide To The Most Popular Agile Process	Kenneth S. Rubin	5
Refactoring : Improving the Design of Existing Code	Martin Fowler	5
xUnit Test Patterns : Refactoring Test Code	Kent Beck	5
Applying UML and Patterns : An Introduction to Object-Oriented Analysis and Design and Iterative Development (3rd Edition)	Craig Larman	4
Code Complete	Steve McConnel	4
Kanban and Scrum - Making the Most of Both	Henrik Kniberg and Matthias Skari	4
Microsoft .net : Architecting Applications for Enterprise	Dino Esposito	4
Patterns : Elements of Reusable Object-Oriented Softwar	GoF or Erich Gamma , John Vlissides , Ralph Johnson , and Richard Helm	4
Scaling Software Agility: Best Practices for Large Enterprises	Dean Leffingwell	4
Article "12 steps to better code"	Joel Spolsky	3

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