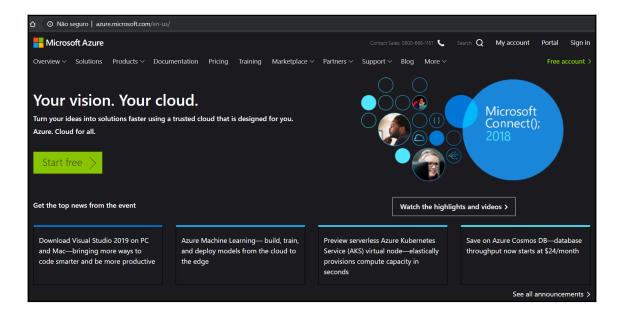
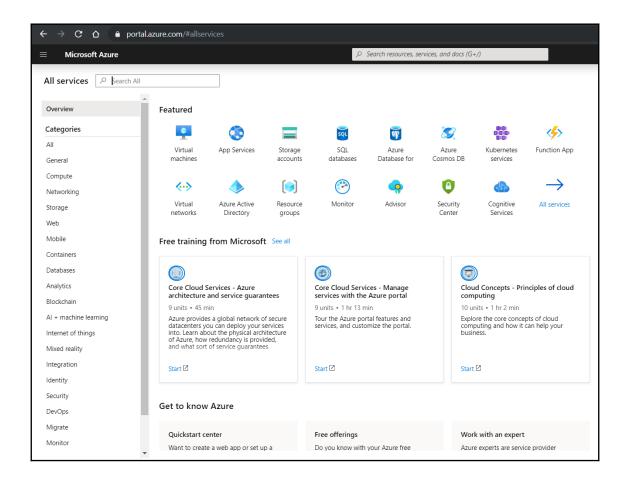
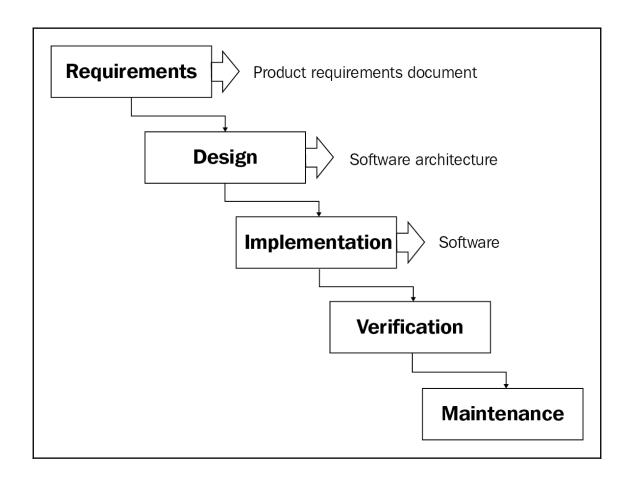
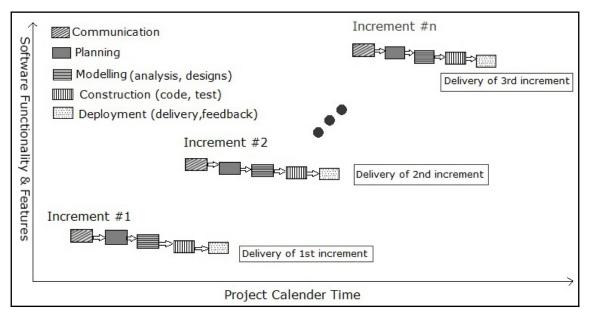
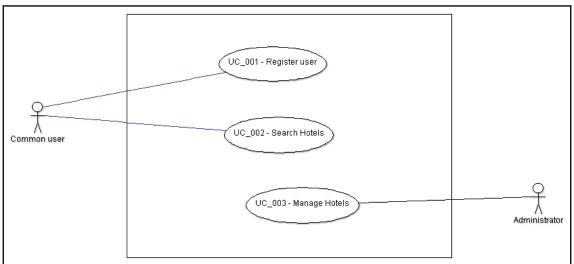
Chapter 1: Understanding the Importance of Software Architecture



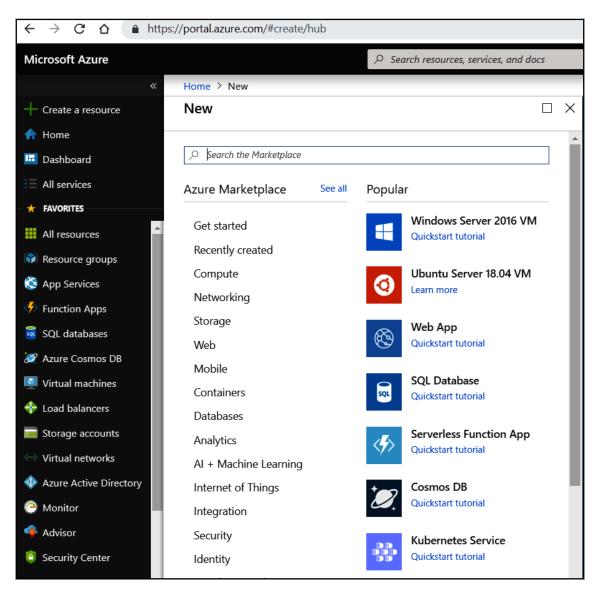


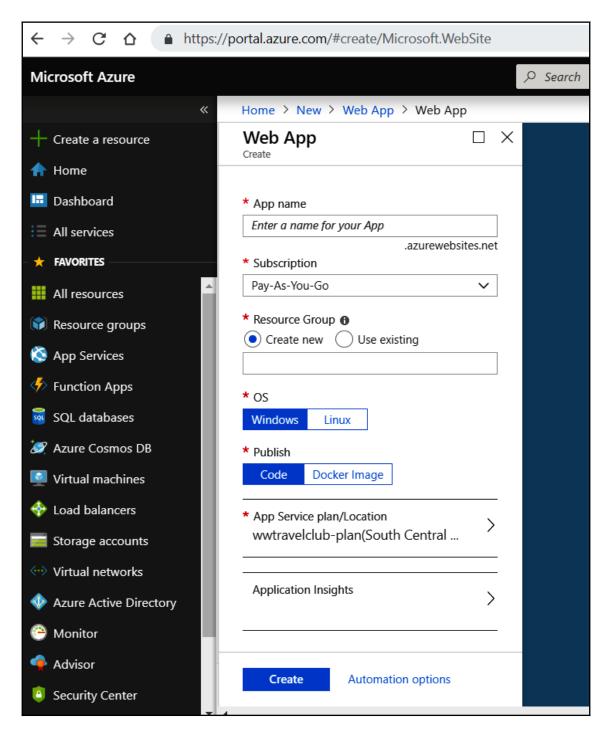


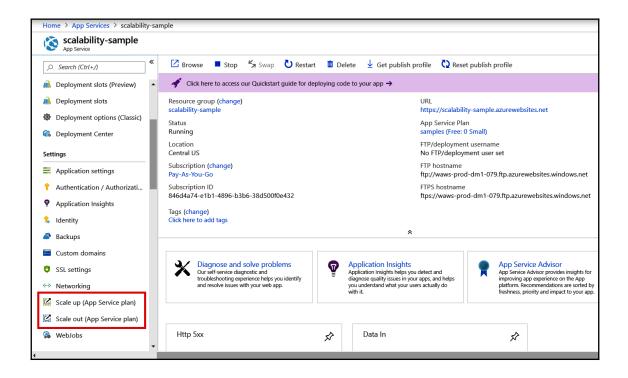


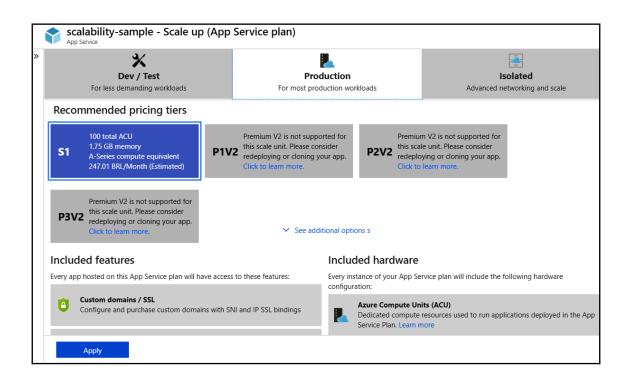


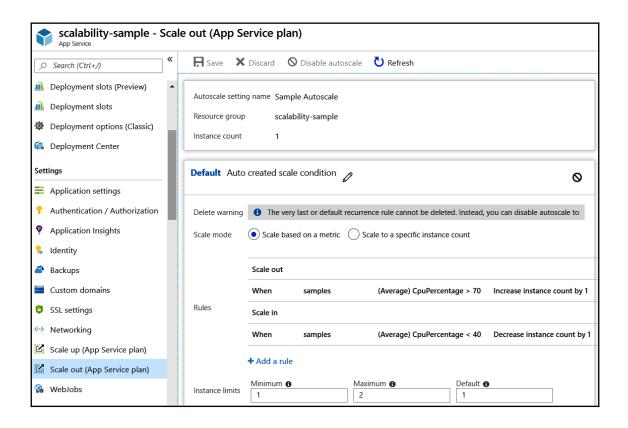
Chapter 2: Functional and Nonfunctional Requirements

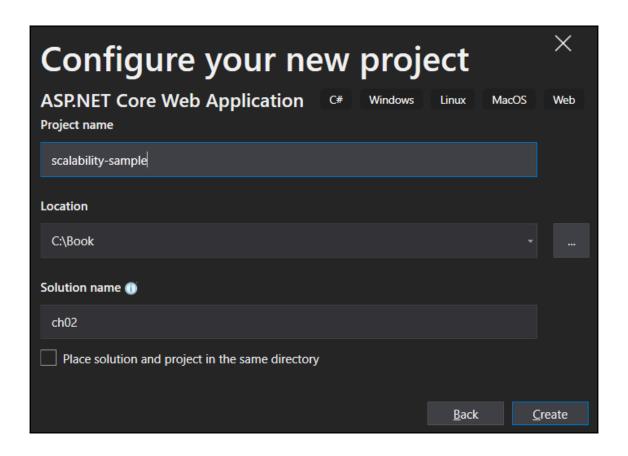


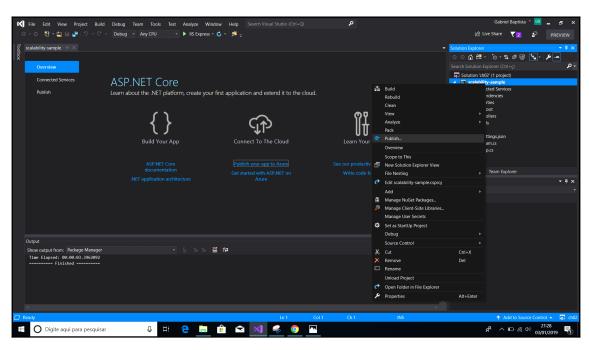


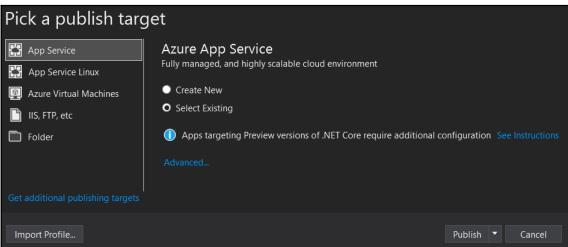


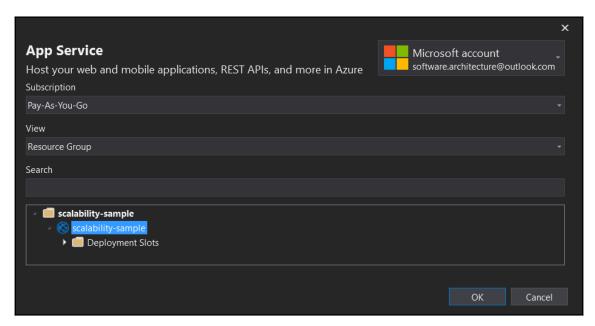


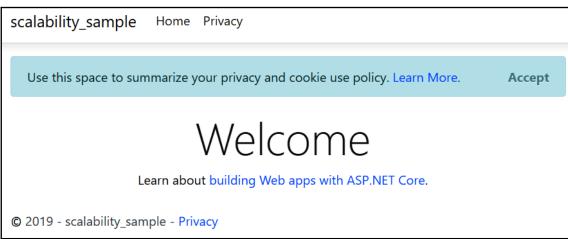


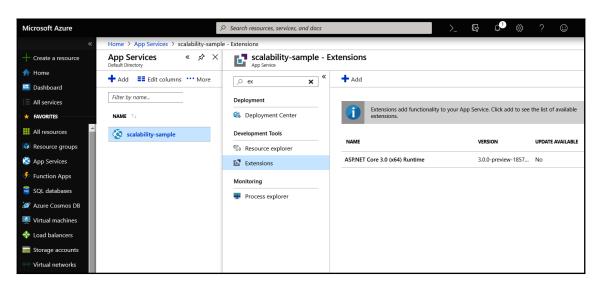


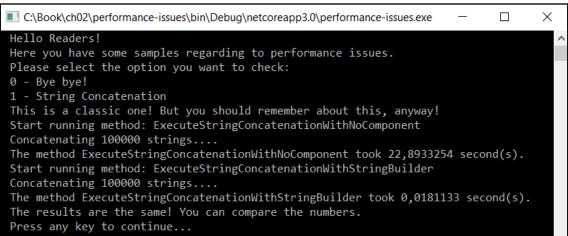


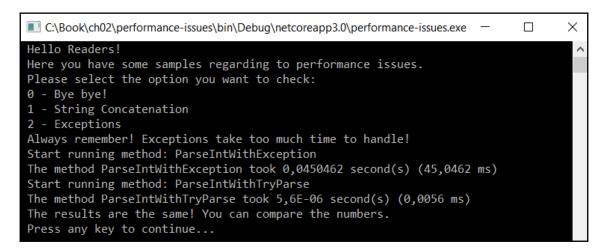












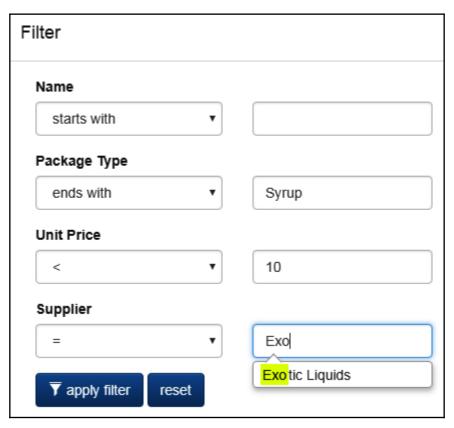




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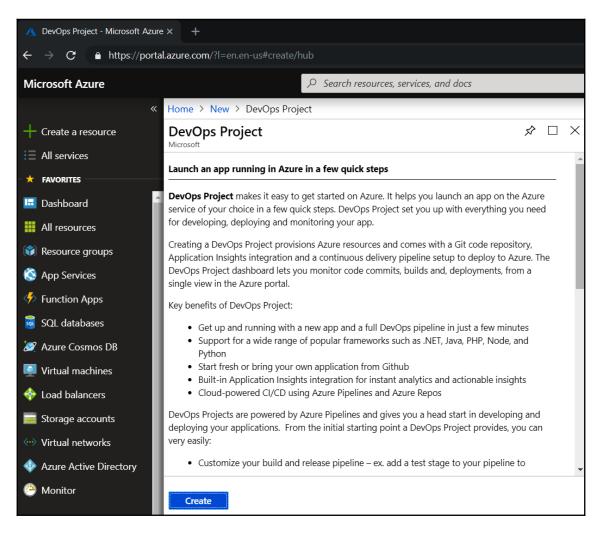


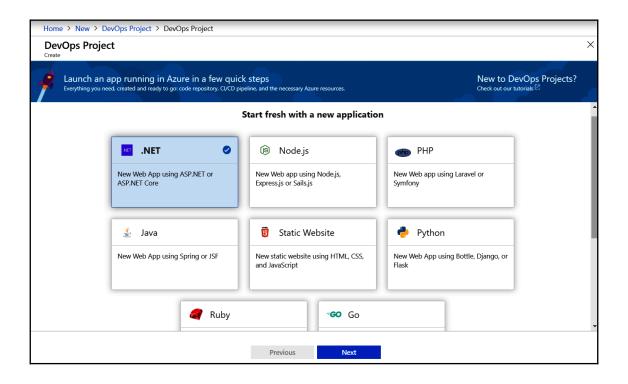


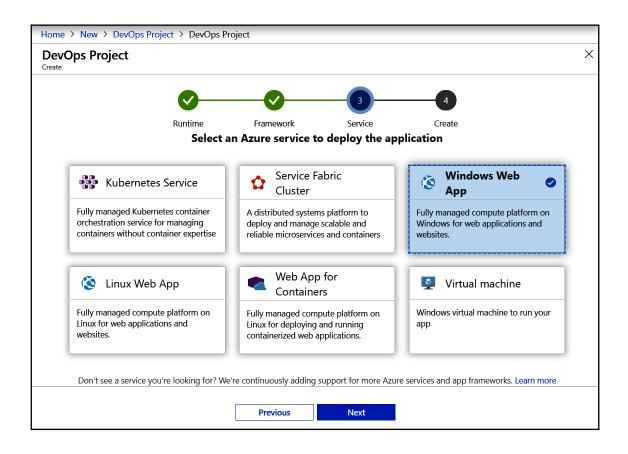
Ş:/	Console App (.NET Core)	Visual C#
	Class Library (.NET Core)	Visual C#
 Z∷	MSTest Test Project (.NET Core)	Visual C#
区	NUnit Test Project (.NET Core)	Visual C#
区	xUnit Test Project (.NET Core)	Visual C#
∰	ASP.NET Core Web Application	Visual C#

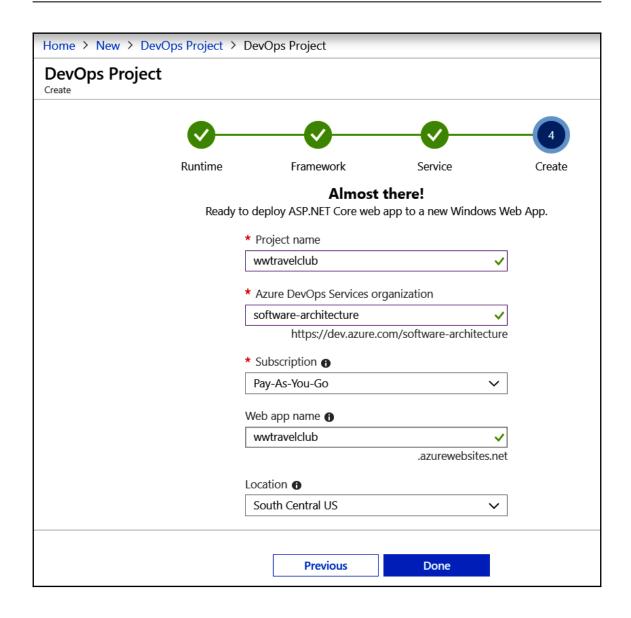
\$	ASP.NET Core Web Application	Visual C#
	Service Fabric Application	Visual C#
\oplus	ASP.NET Web Application (.NET Framework)	Visual C#

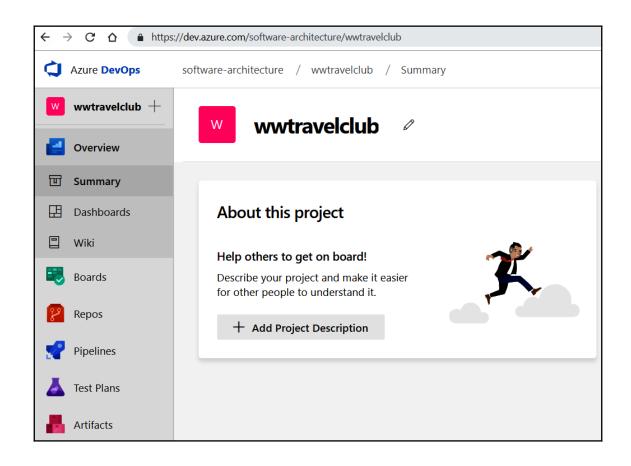
Chapter 3: Documenting Requirements with Azure DevOps

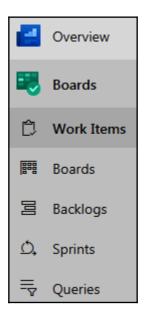


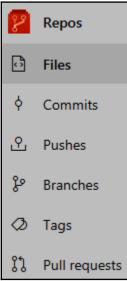


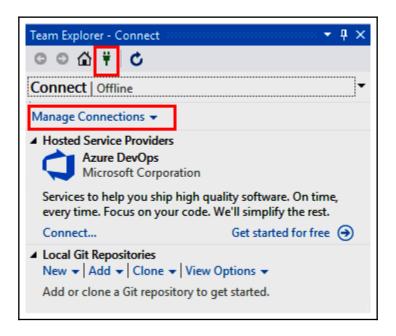


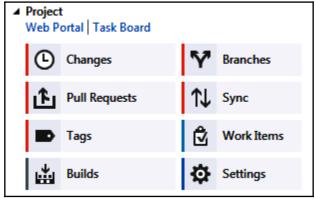


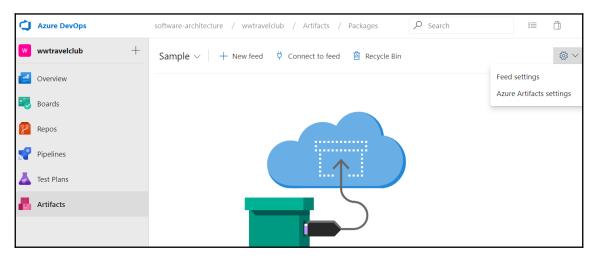


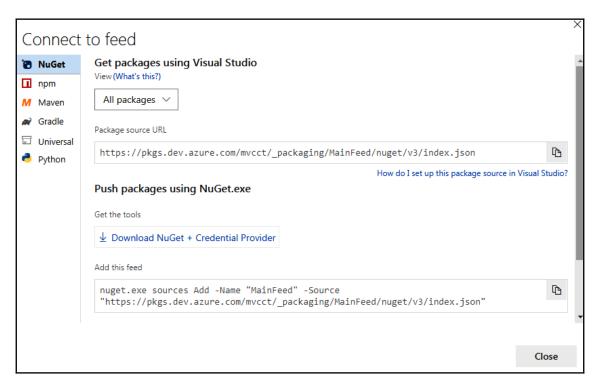


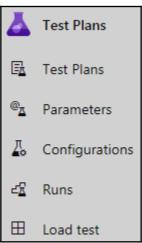


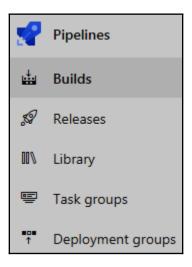


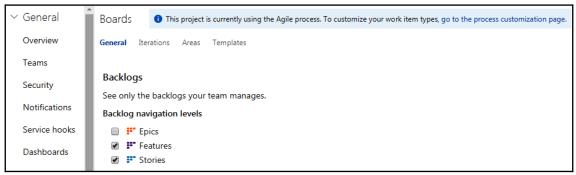


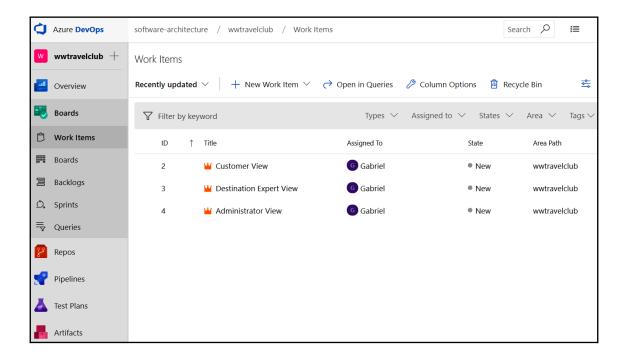


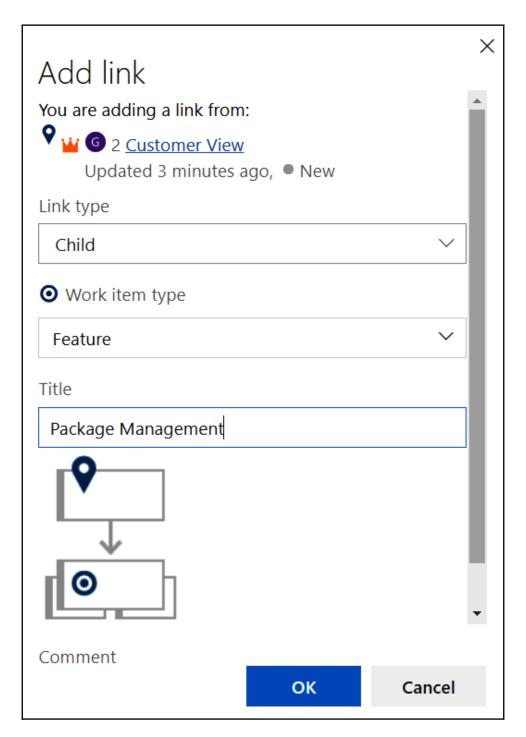


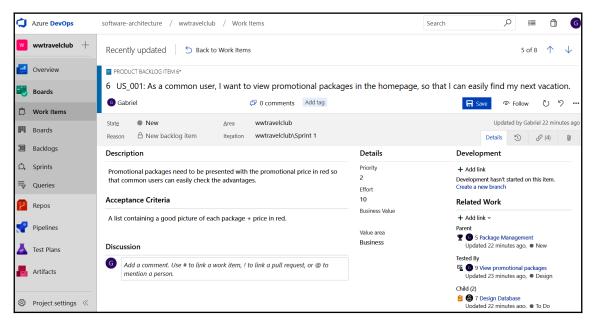


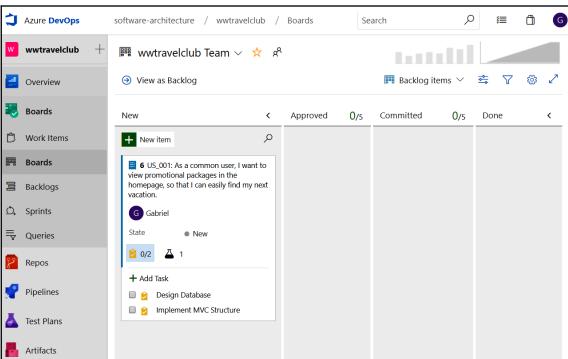


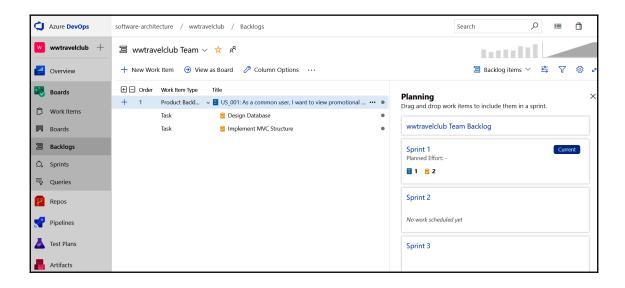




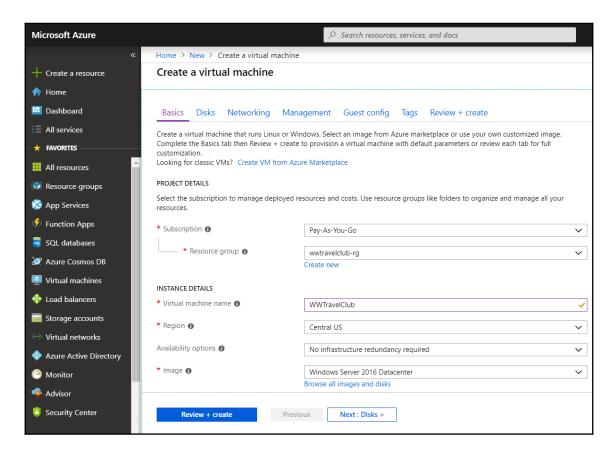


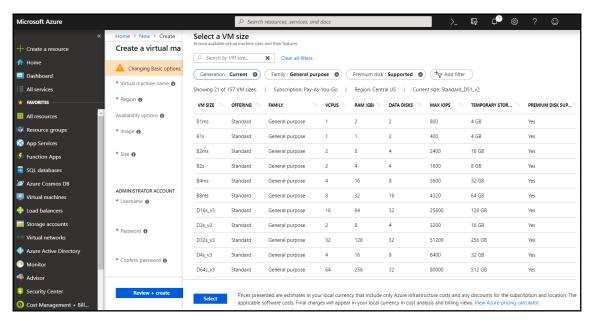


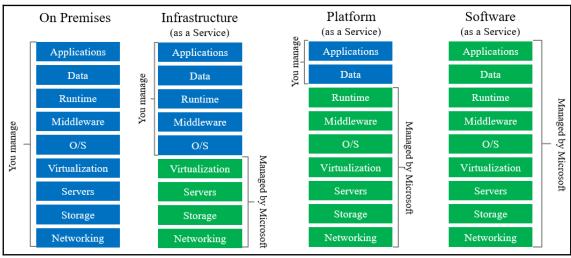


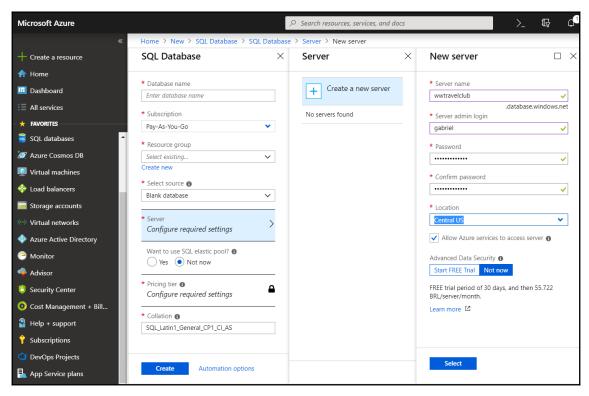


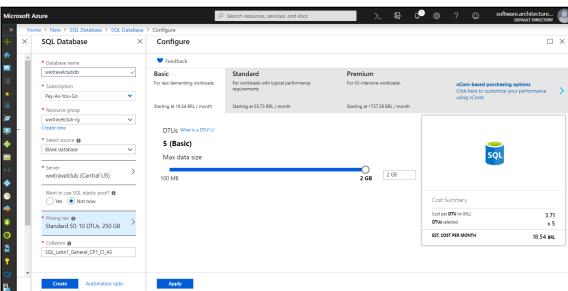
Chapter 4: Deciding the Best Cloud-Based Solution

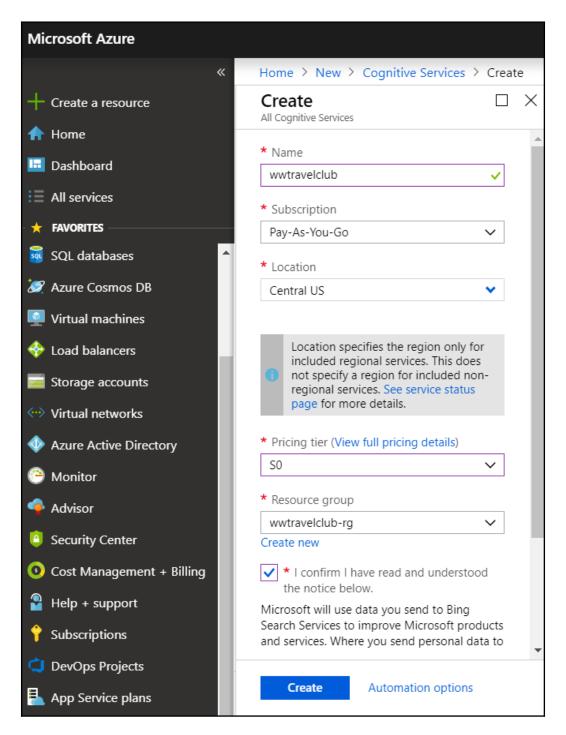


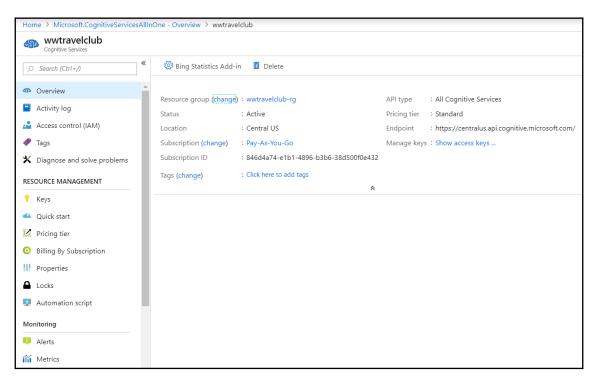


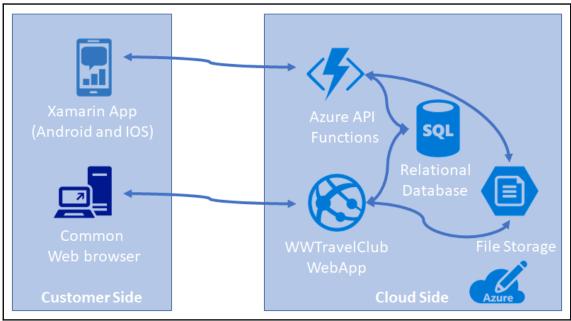




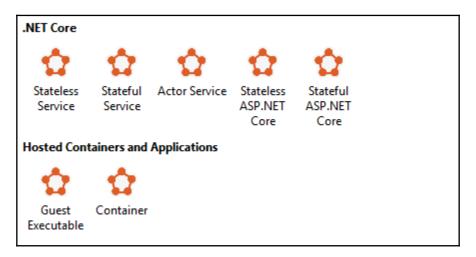


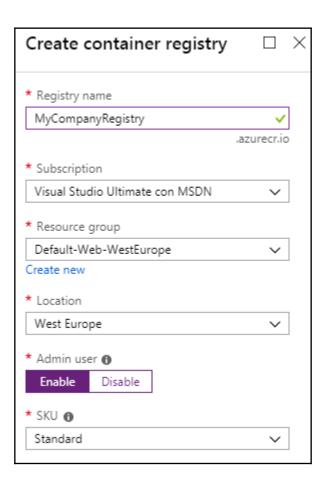


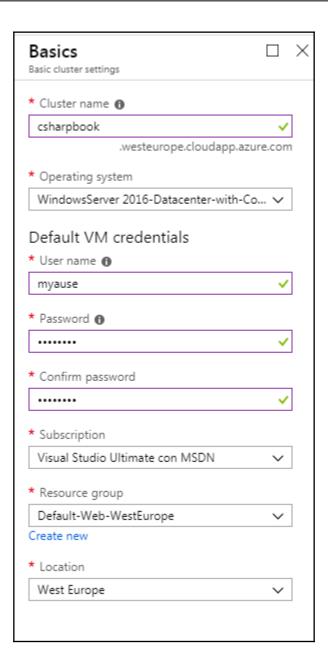


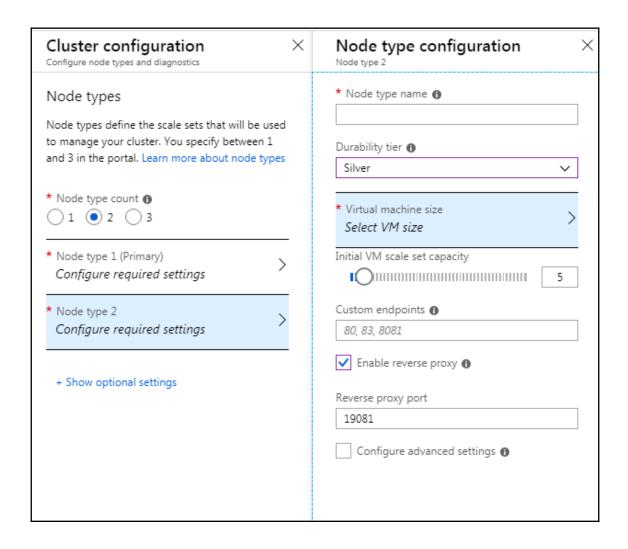


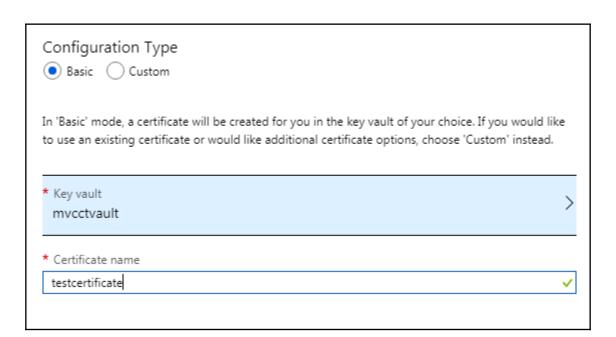
Chapter 5: Applying a Microservice Architecture to Your Enterprise Application

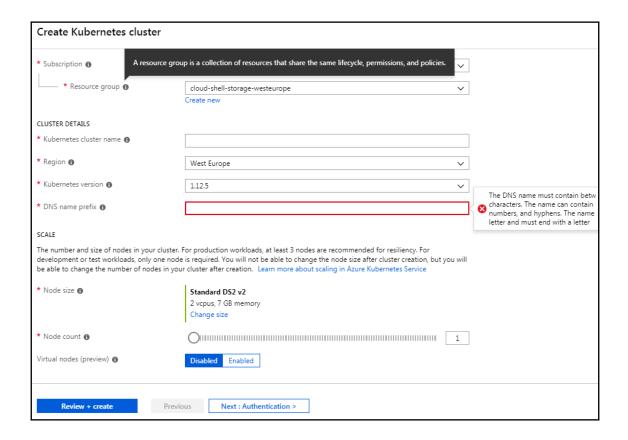




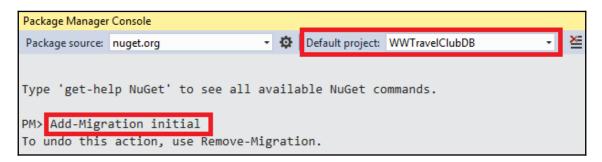








Chapter 6: Interacting with Data in C# - Entity Framework Core



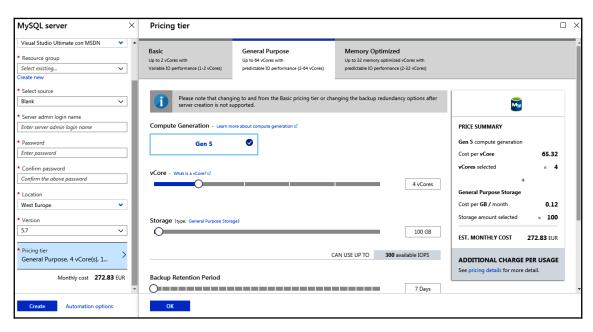
■ Migrations

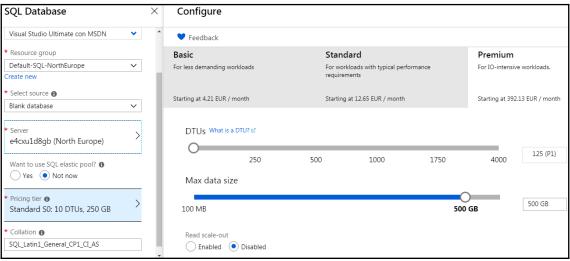
b c# 20190205102637_initial.cs

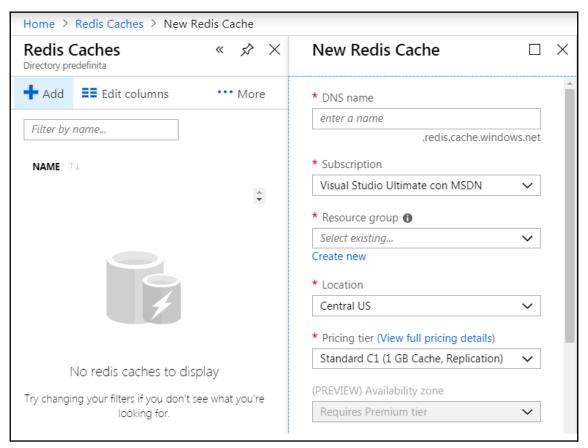
c# 20190205102637_initial.Designer.cs

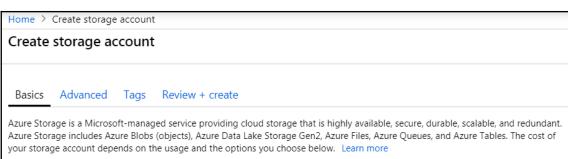
c# MainDBContextModelSnapshot.cs

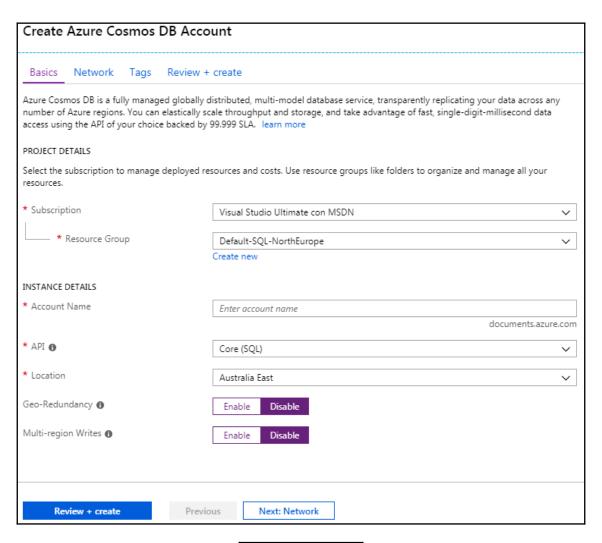
Chapter 7: How to Choose Your Data Storage in the Cloud

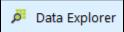


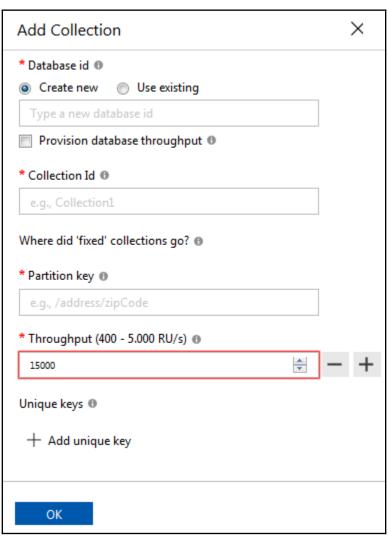












📍 Keys

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Read-write Keys Read-only Keys

URI

https://533a17b5-0ee0-4-231-b9ee.documents.azure.com:443/

PRIMARY KEY

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SECONDARY KEY

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PRIMARY CONNECTION STRING

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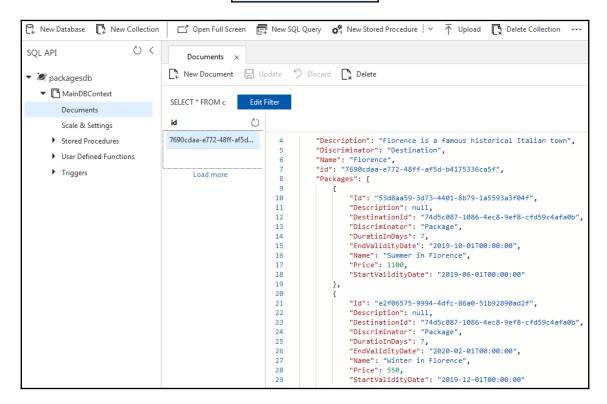
SECONDARY CONNECTION STRING

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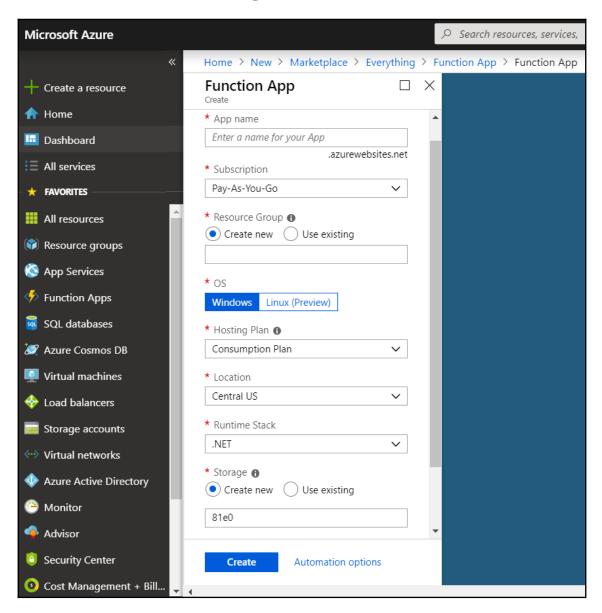
SECONDARY CONNECTION STRING

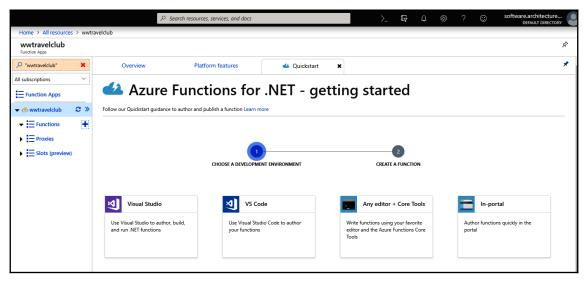
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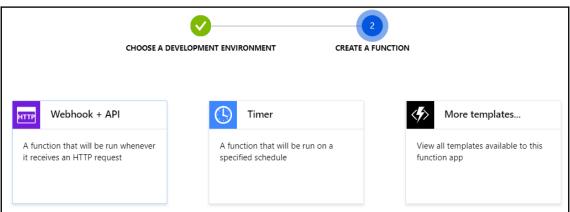
E Default consistency

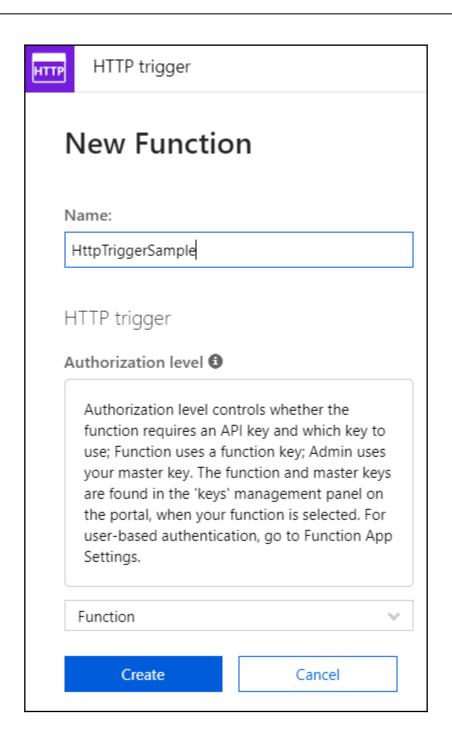


Chapter 8: Working with Azure Functions

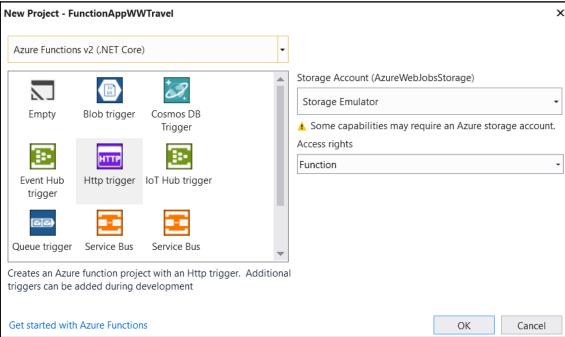




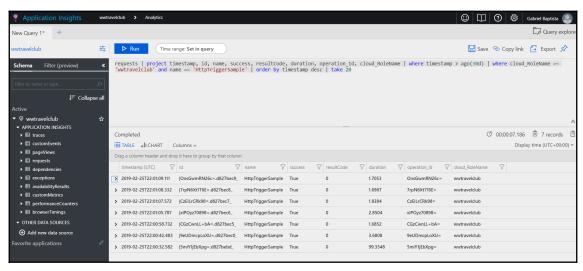


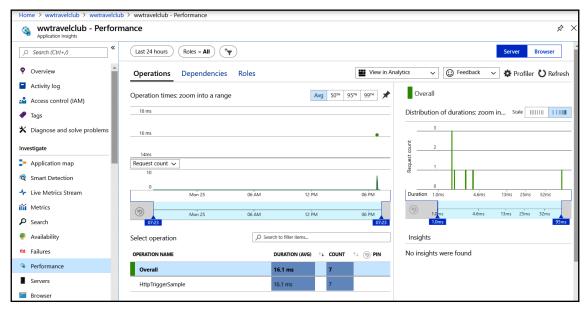


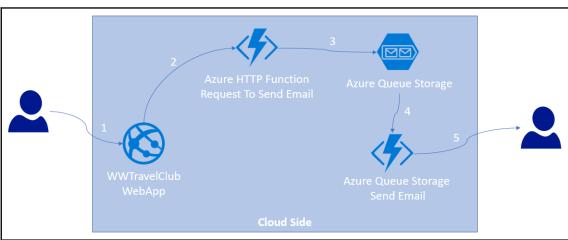


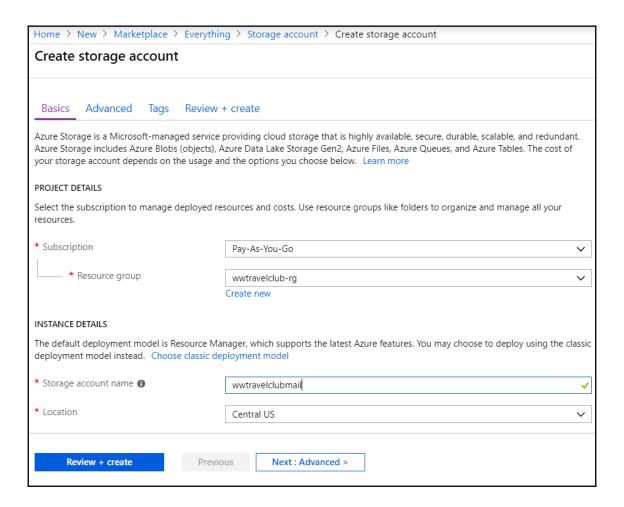


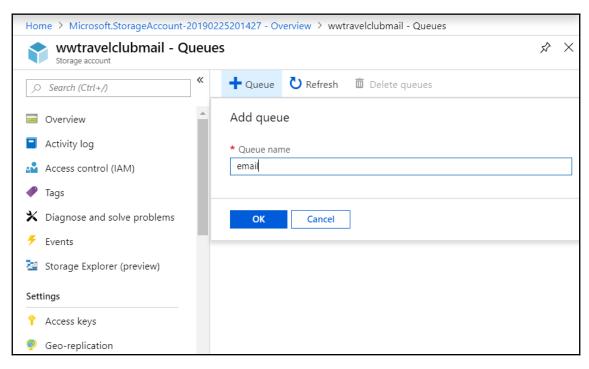


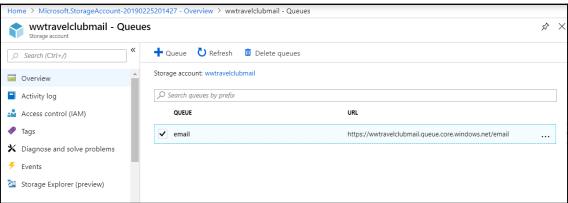


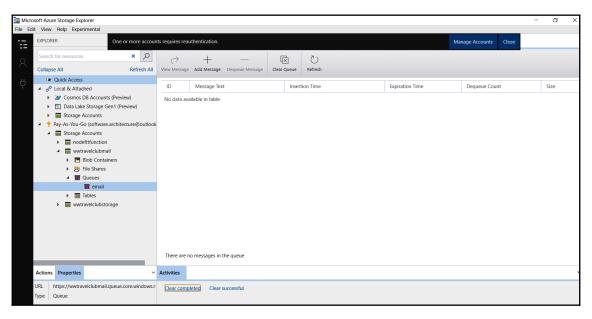


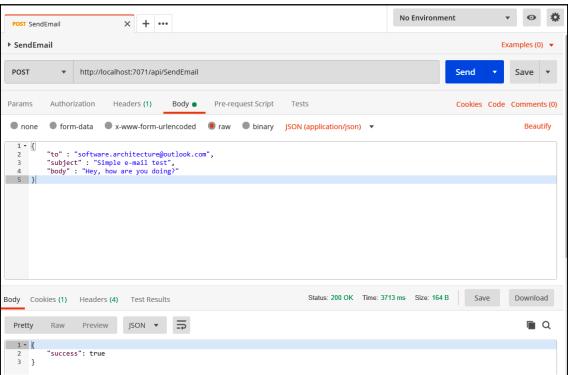


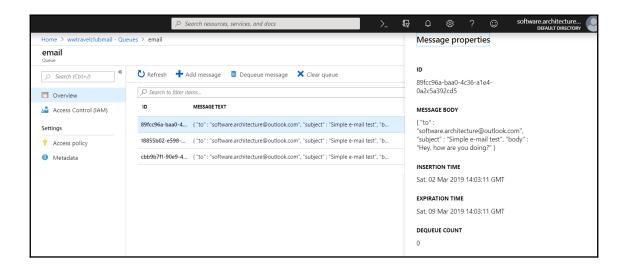


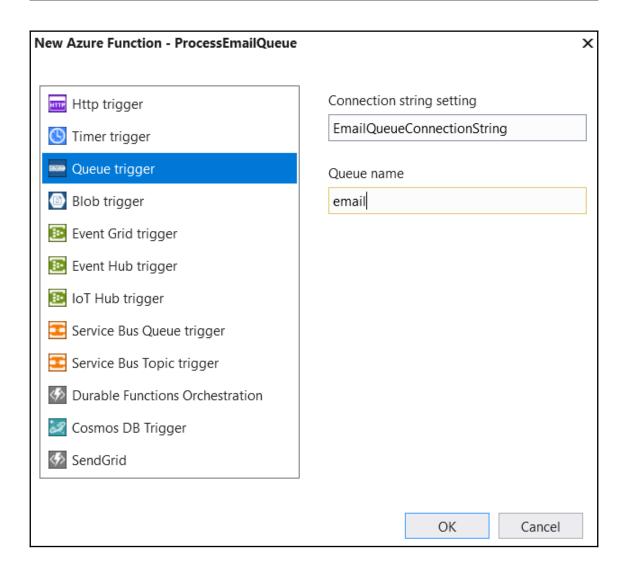






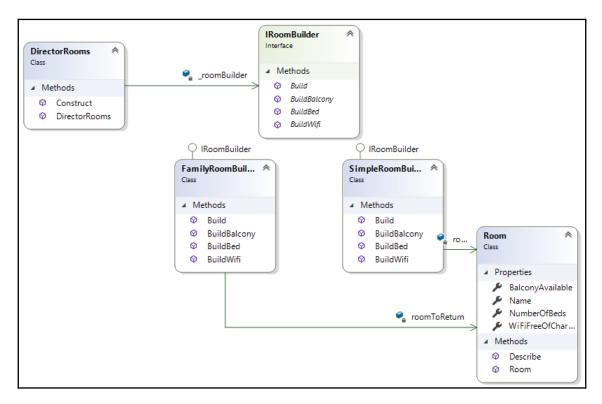






```
using Microsoft.Azure.WebJobs;
 using Microsoft.Azure.WebJobs.Host;
using Microsoft.Extensions.Logging;
□namespace FunctionAppWWTravel
      O references | O changes | O authors, O changes 
public static class ProcessEmailQueue
           [FunctionName("ProcessEmailQueue")]
           0 references | 0 changes | 0 authors, 0 chan
           public static void Run([QueueTrigger("email", Connection = "EmailQueueConnectionString")]string myQueueItem, ILogger log)
                log.LogInformation($"C# Queue trigger function processed: {myQueueItem}"); ≤11.495mselapsed
                                                                                                  Text Visualizer
                                                                                                                                                                ×
[ }
                                                                                                   Expression:
                                                                                                                  myQueueltem
                                                                                                   Value:
                                                                                                            "to" : "software.architecture@outlook.com",
"subject" : "Simple e-mail test",
"body" : "Hey, how are you doing?"
                                                                                                   ✓ Wrap
                                                                                                                                                                 Help
```

Chapter 9: Design Patterns and .NET Core Implementation



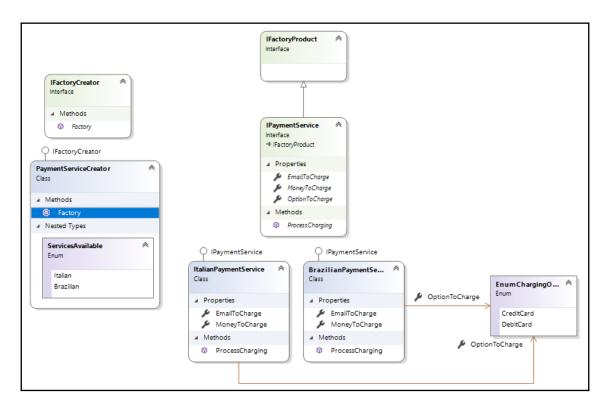
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C:\Program Files (x86)\dotnet\dotnet.exe — X

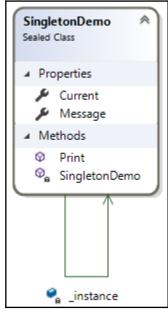
Simple room
Number of bed(s): 1

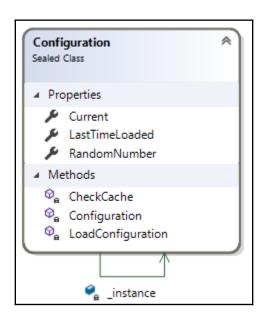
There is not a balcony.
This room is not wi-fi Free

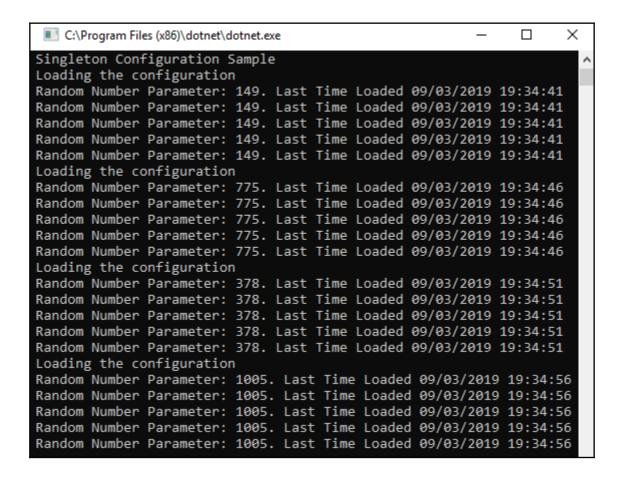
Family room
Number of bed(s): 3

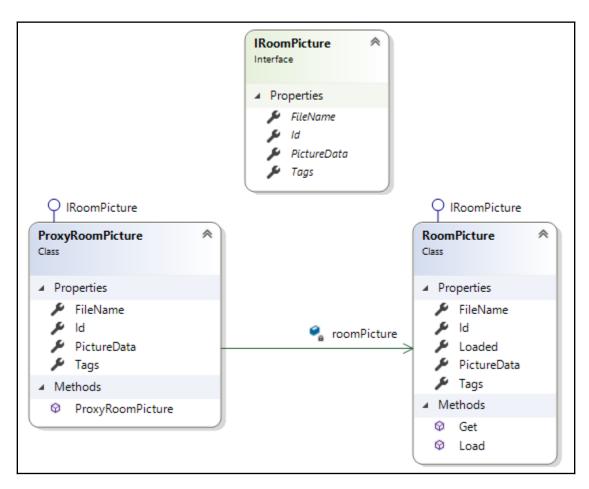
There is a balcony.
This room is wi-fi Free
```

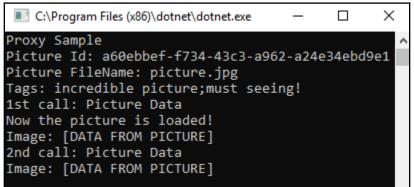


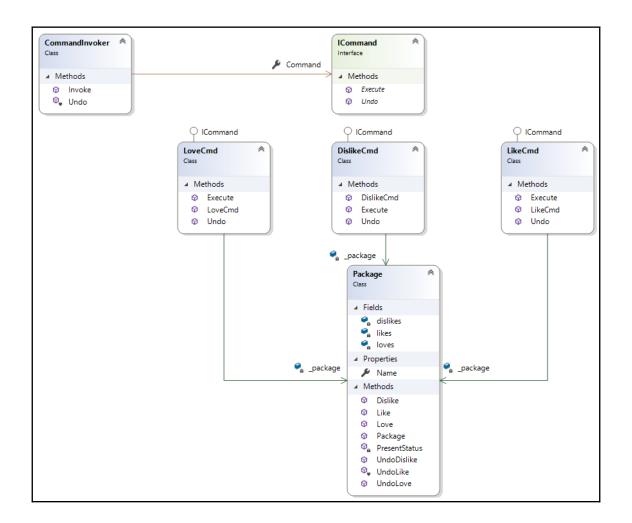


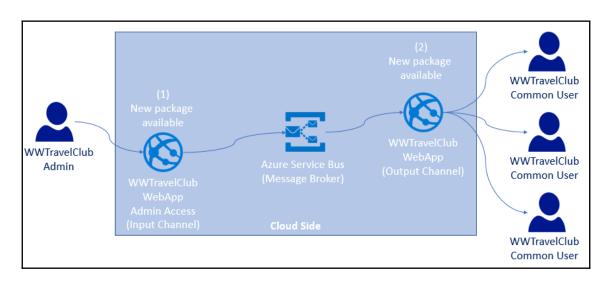


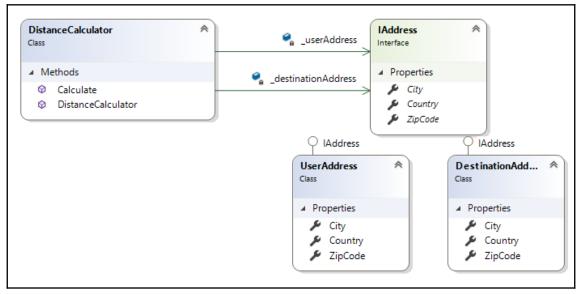




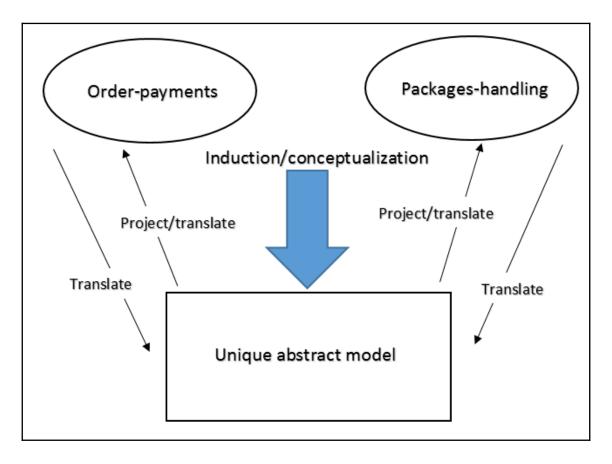


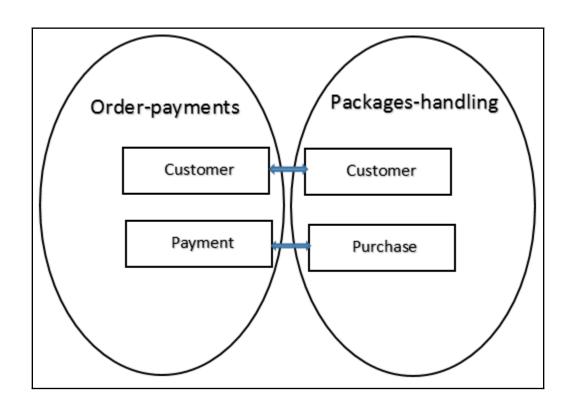


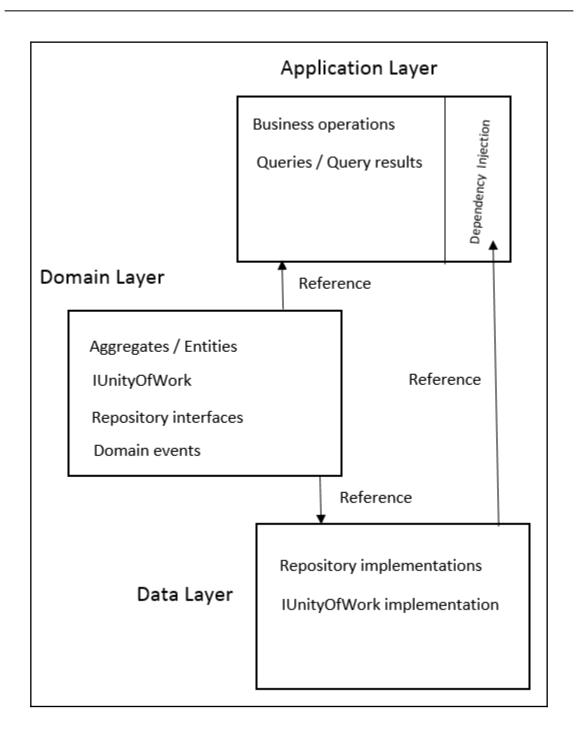


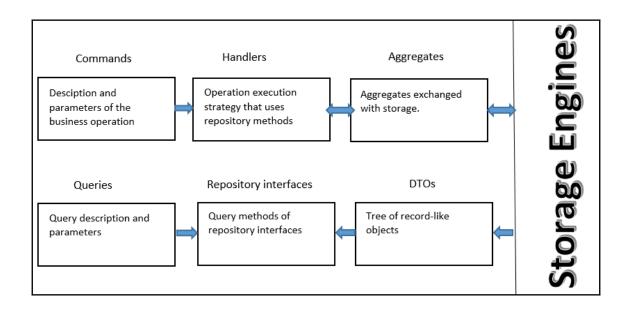


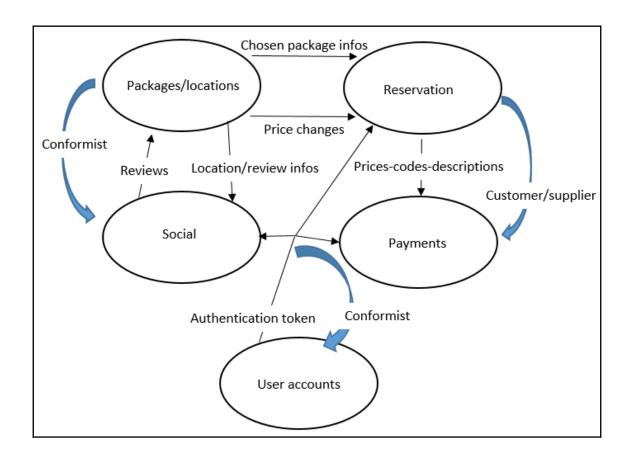
Chapter 10: Understanding the Different Domains in Software Solutions



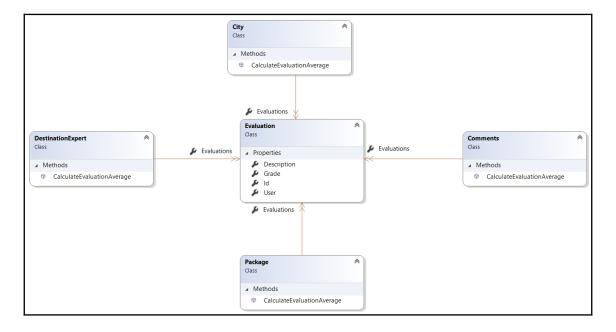


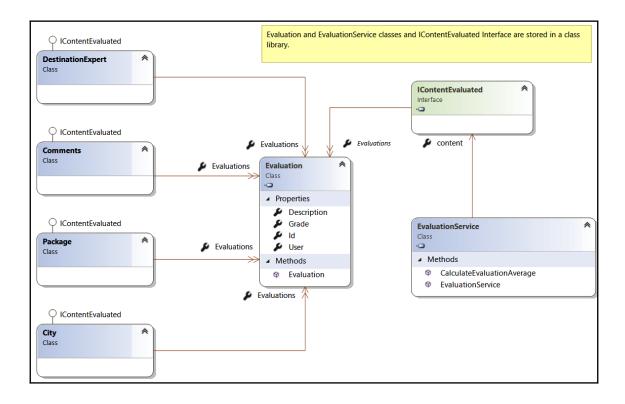


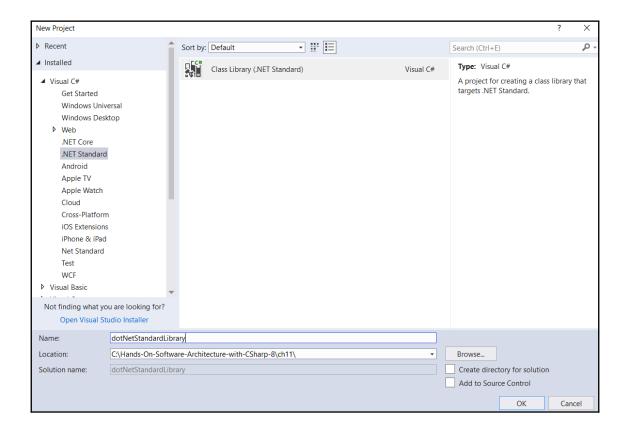


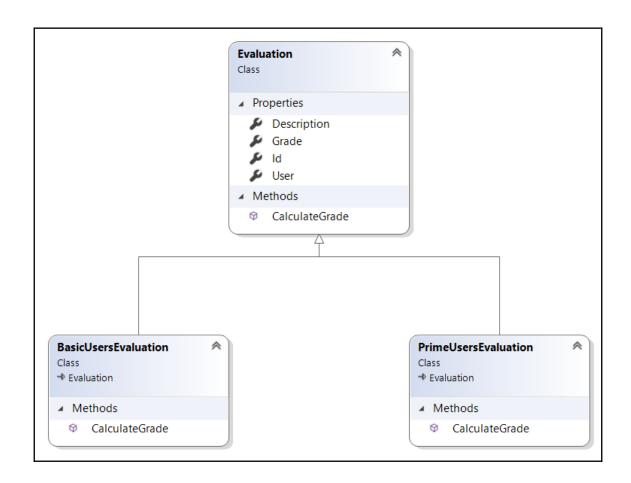


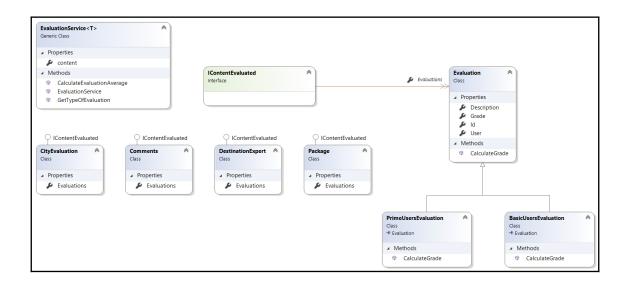
Chapter 11: Implementing Code Reusability in C# 8



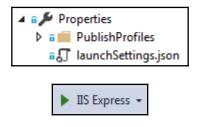


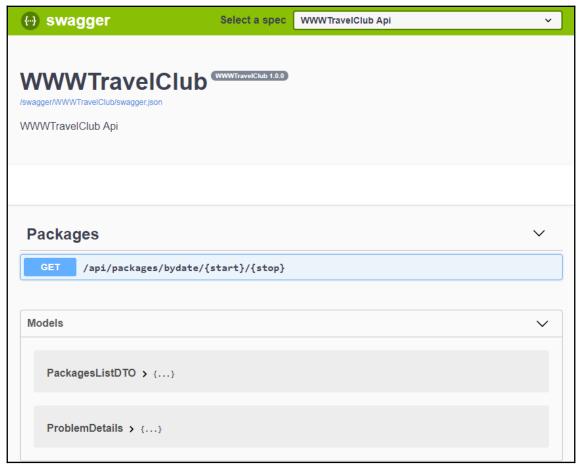


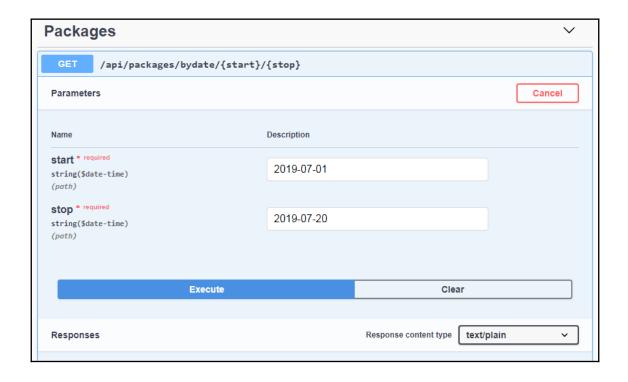




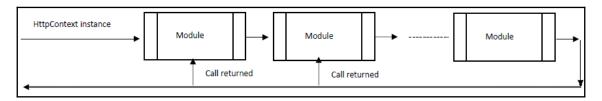
Chapter 12: Applying Service-Oriented Architectures with .NET Core

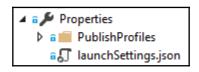


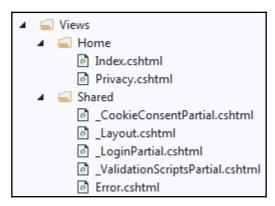


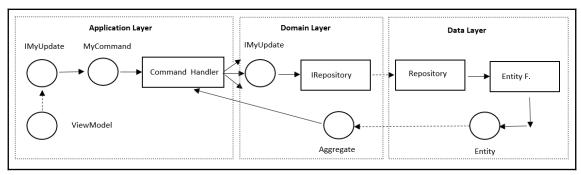


Chapter 13: Presenting ASP.NET Core MVC



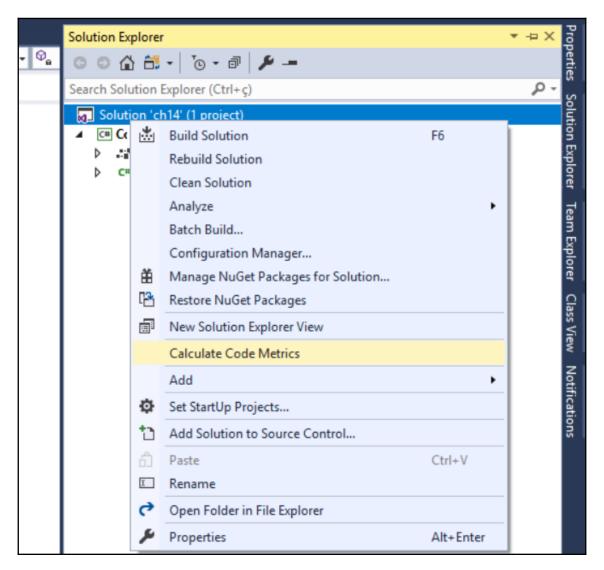


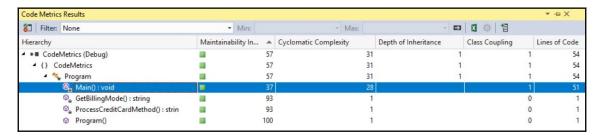


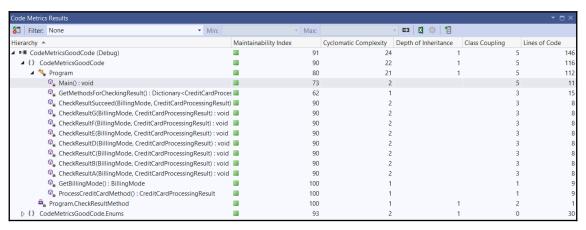


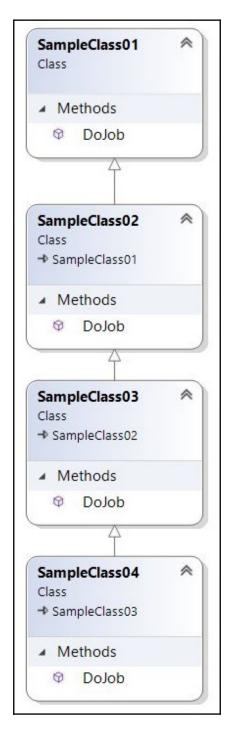
ckagesManagement Home Manage packages Logout Privacy Manage packages									
Delete	ge po Edit	Destination	Name	Duration/days	Price	Availble from	Availble to		
delete	edit	Florence	Winter in Florence	7	600.00	12/1/2019	2/1/2020		
delete	edit	Florence	Summer in Florence	7	1000.00	6/1/2019	10/1/2019		

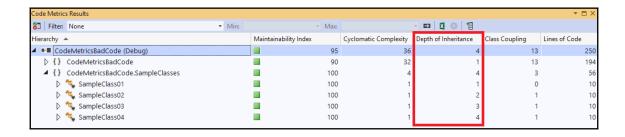
Chapter 14: Best Practices in Coding C# 8

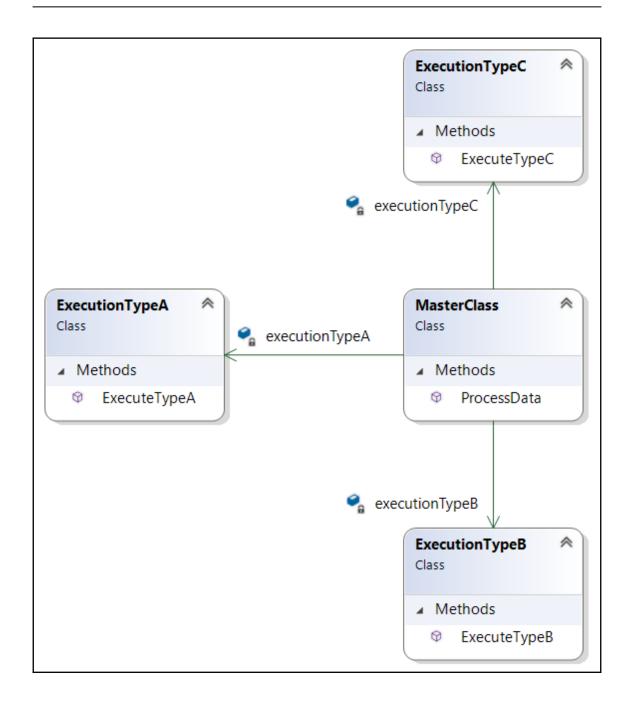


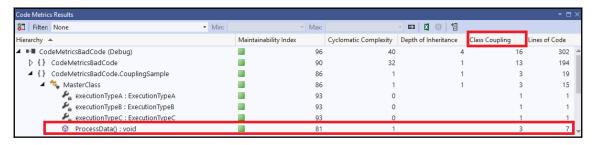


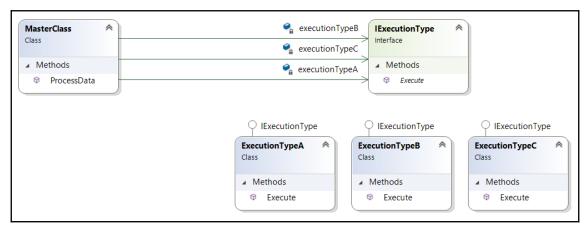


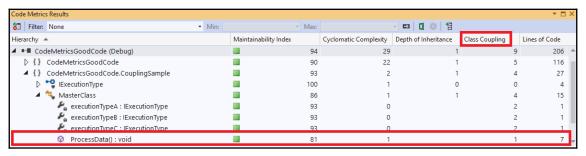


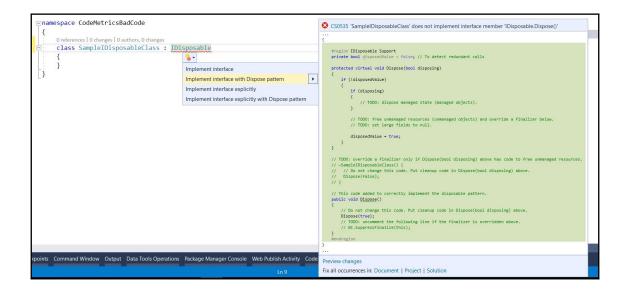




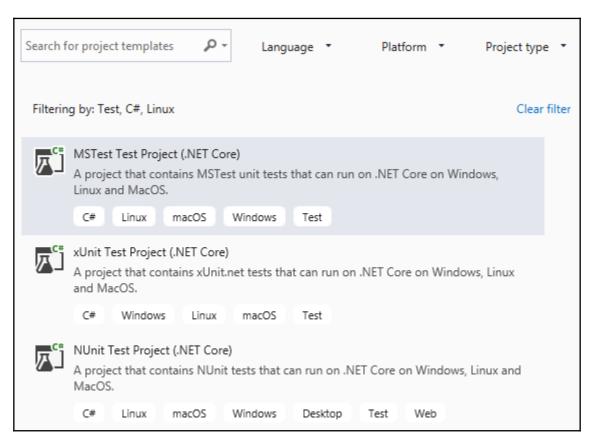




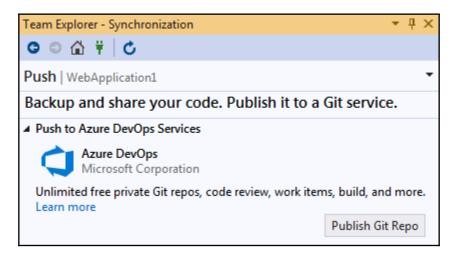




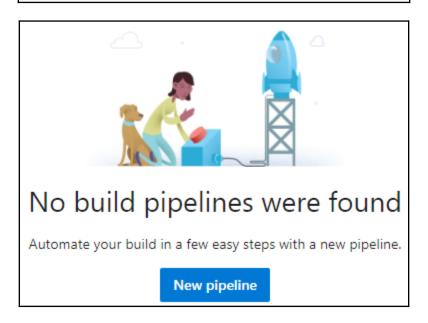
Chapter 15: Testing Your Code with Unit Test Cases and TDD

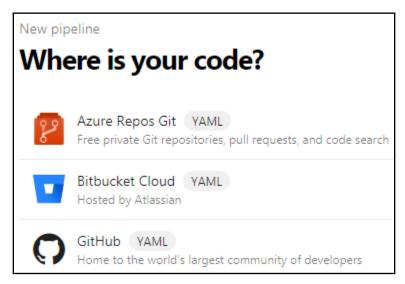


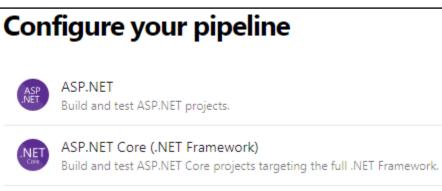
☼ The solution needs to be under source control on Azure DevOps or GitHub. Add it to source control now.					
Start a build and release now or whenever you check in code.	Setting up Azure Pipelines will:				
	Create an Azure App Service with the S1 Service Plan				
Select Target Azure Resources	Create a build pipeline on Azure DevOps that				





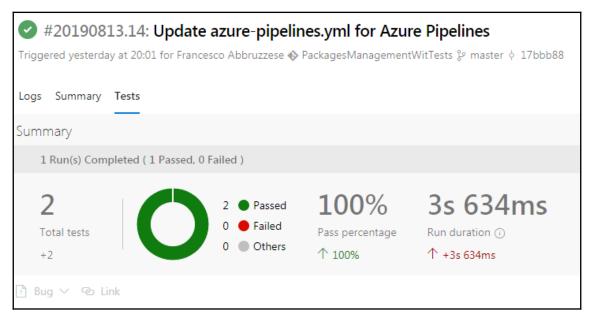


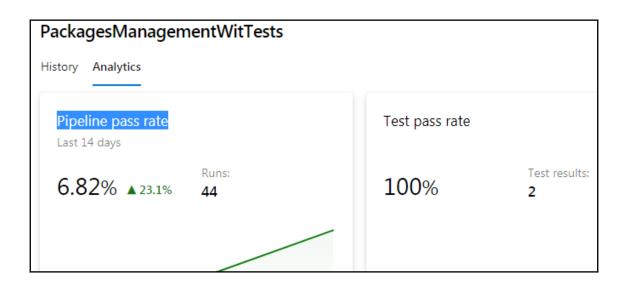




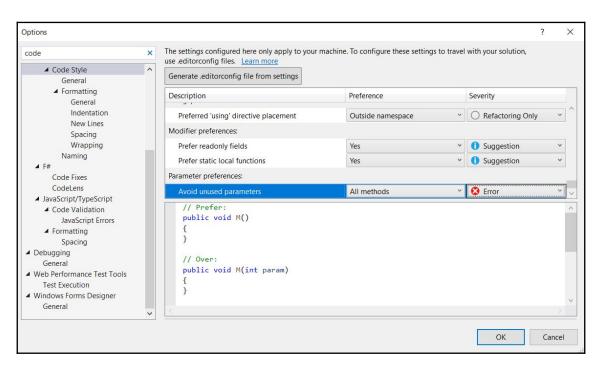
Save and run Saving will commit /azure-pipelines.yml to the repository.	×
Commit message	
Set up CI with Azure Pipelines	
Optional extended description	
Add an optional description	
Commit directly to the master branch.	
Create a new branch for this commit and start a pull request	st.

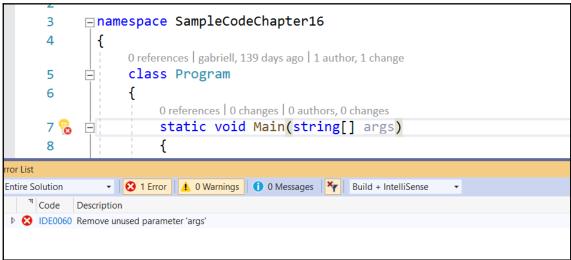
```
steps:
Settings
- task: NuGetToolInstaller@1
Settings
- task: NuGetCommand@2
· inputs:
···restoreSolution: '$(solution)'
Settings
- task: VSBuild@1
· inputs:
solution: '$(solution)'
msbuildArgs: '/p:DeployOnBuild=true /p:WebPublishMethod=Package /p:PackageAsSingleFil
platform: '$(buildPlatform)'
configuration: '$(buildConfiguration)'
Settings
- task: VSTest@2
· inputs:
platform: '$(buildPlatform)'
  configuration: '$(buildConfiguration)'
```

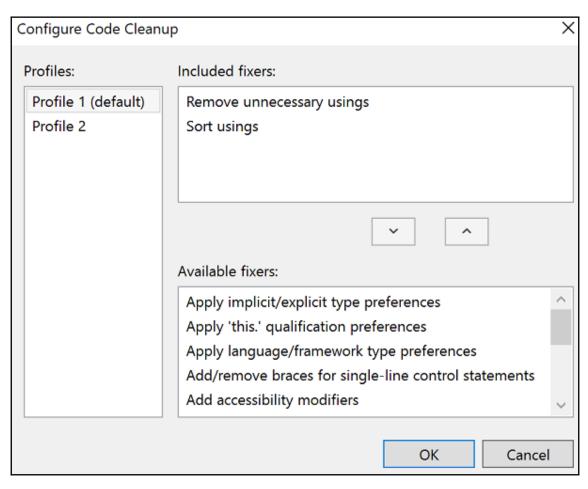


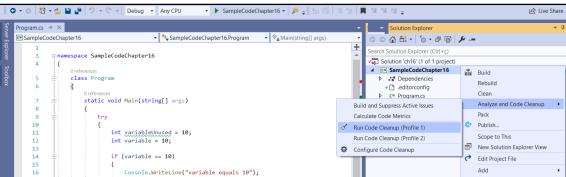


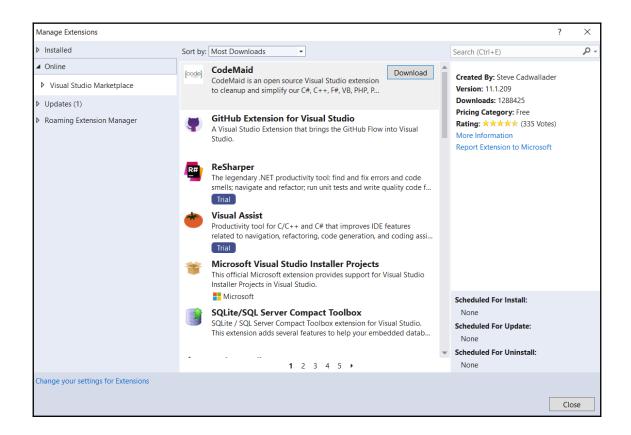
Chapter 16: Using Tools to Write Better Code







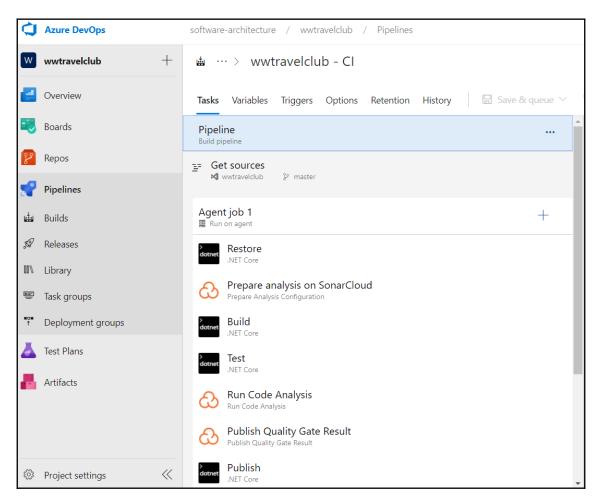


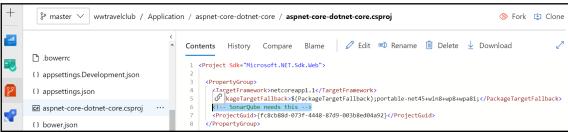


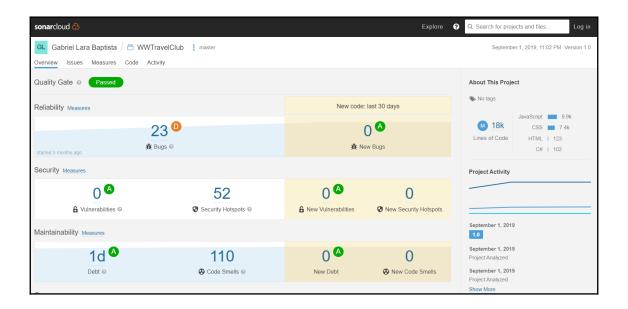
```
class Program
    0 references | gabriell, 139 days ago | 1 author, 1 change
    static void Main()
             int variable = 10:
              if (variable == 10)
                  Console.WriteLine("variable equals 10");
             else
                  switch (variable)
                       case 0:
                           Console.WriteLine("variable equals 0");
                           break;
             }
                                         catch
                            Code Description
                       ▲ ① CA1031 Modify 'Main' to catch a more specific exception type, or rethrow the exception.
                          A general exception such as System. Exception or System. System Exception is caught in a catch statement, or a general catch clause is used. General exceptions should not be caught.
    }
```

```
0 references | gabriell, 139 days ago | 1 author, 1 change
class Program
     0 references | gabriell, 139 days ago | 1 author, 1 change
     static void Main()
               int variable = 10:
                if (variable == 10)
                     Console.WriteLine("variable equals 10");
                ì
               else
                {
                     switch (var Error List
                                      Entire Solution
                                                           case 0:
                                           T Code Description
                                       ▲ S1118 Add a 'protected' constructor or the 'static' keyword to the class declaration.
                                          Utility classes, which are collections of static members, are not meant to be instantiated.
                                       ▲ $2486 Handle the exception or explain in a comment why it can be ignored.
          }
                                          When exceptions occur, it is usually a bad idea to simply ignore them. Instead, it is better to handle them properly, or at least to log them.
          catch
                                       ▲ S108 Either remove or fill this block of code.
                                           Most of the time a block of code is empty when a piece of code is really missing. So such empty block must be either filled or removed.
     }
```

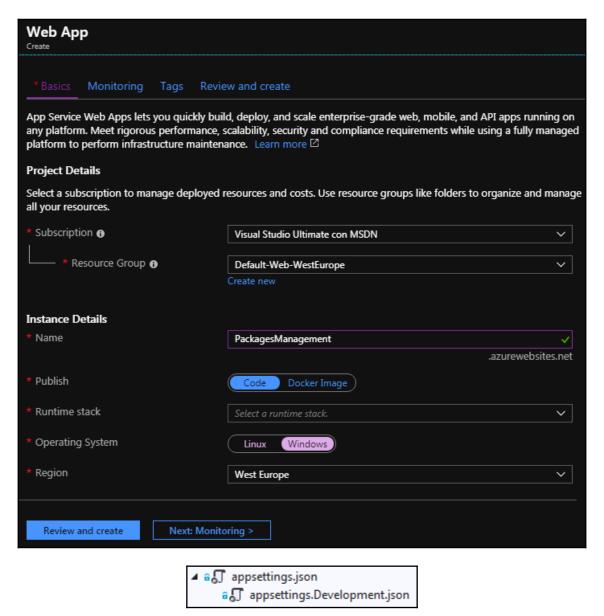
```
static void Main(string[] args)
        try
             int variable = 10;
              if (variable == 10)
                   Console.WriteLine("variable equals 10");
             else
                   switch (variable)
                        cas<u>e 0:</u>
                             Error List
                                                    ▼ 0 Errors 4 Warnings 0 of 1 Message W Build + IntelliSense
                              Entire Solution
                                   <sup>™</sup> Code Description ▼
                                                                                                                                          Project
                               ▲ CC0105 Use 'var' instead of specifying the type name.
                                                                                                                                          SampleCodeChapter16
                                  Usage of an implicit type improve readability of the code.
        catch
                                  Code depending on types for their readability should be refactored with better variable names or by introducing well-named methods.
                              ▲ CC0057 Parameter 'args' is not used.
                                                                                                                                          SampleCodeChapter16
                                   A method with an unused parameter creates unnecessary confusion and should be deleted.
                               ▲ CC0004 Empty Catch Block.
                                                                                                                                          SampleCodeChapter16
                                  An empty catch block suppress all errors and shouldn't be used.\r\nlf the error is expected consider logging it or changing the control flow such that it is explicit.
                                  ▲ CC0120 Consider put an default clause in Switch.
                                                                                                                                          SampleCodeChapter16
Data Tools Operations Code
```

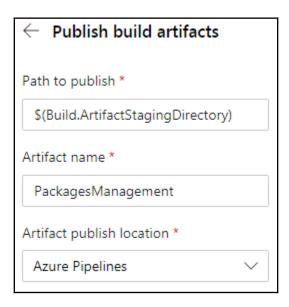






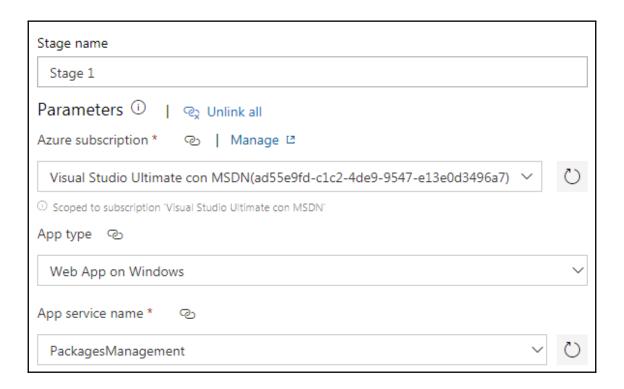
Chapter 17: Deploying Your Application with Azure DevOps

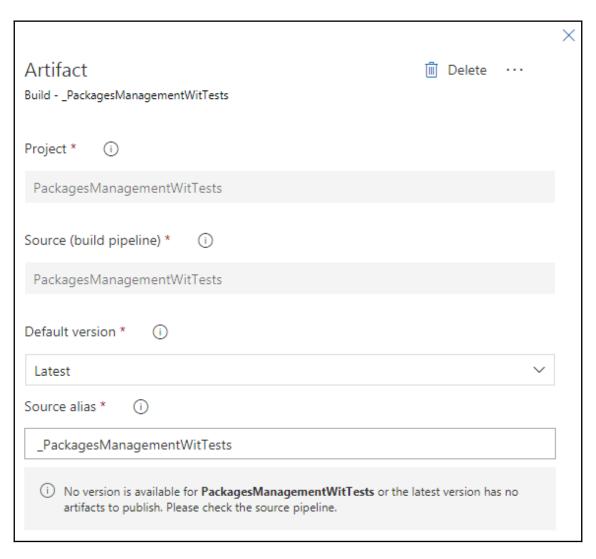


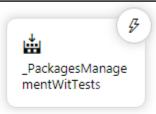


Stage 1

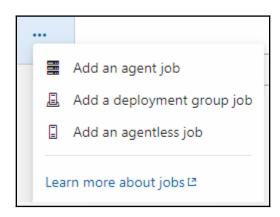
O Some settings need attention

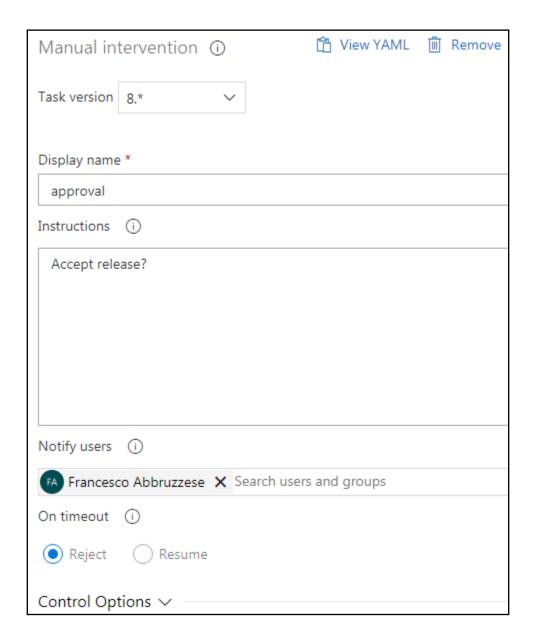


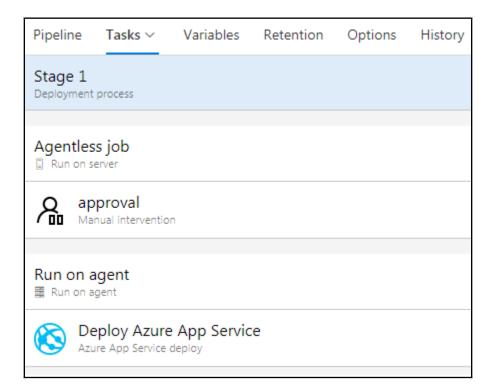


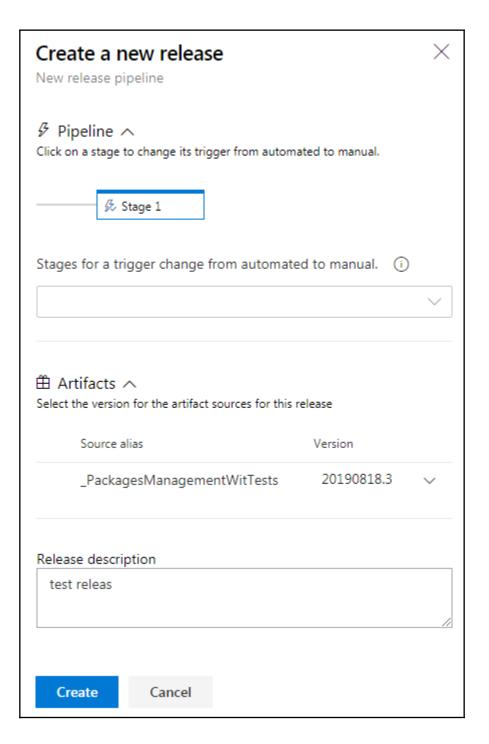


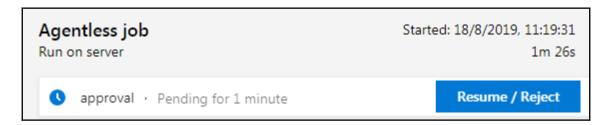
Continuous deployment trigger Build: _PackagesManagementWitTests Disabled i Enabling the trigger will create a new release every time a new build is available.





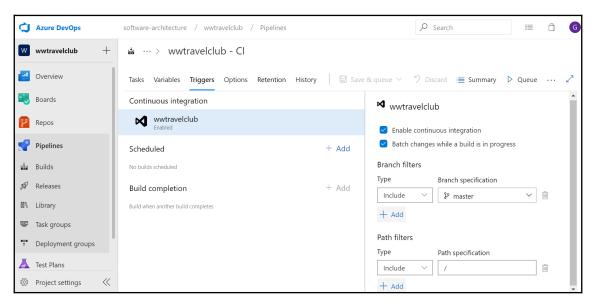


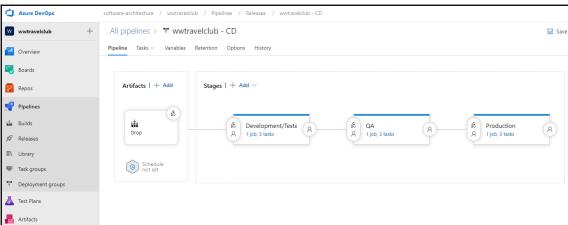


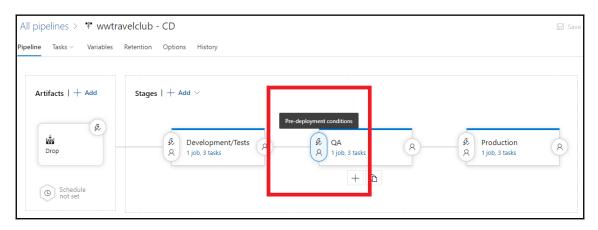


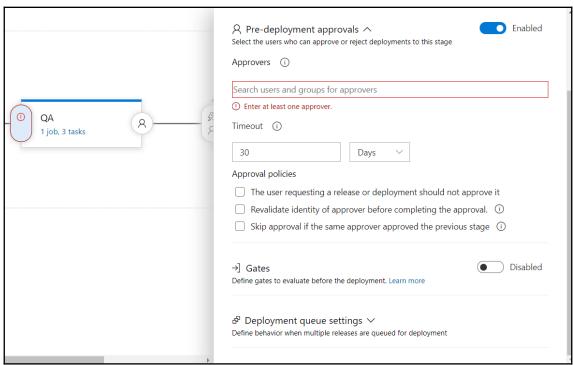


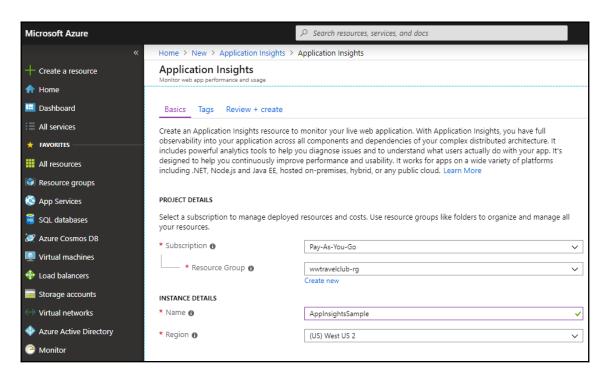
Chapter 18: Understanding DevOps Principles

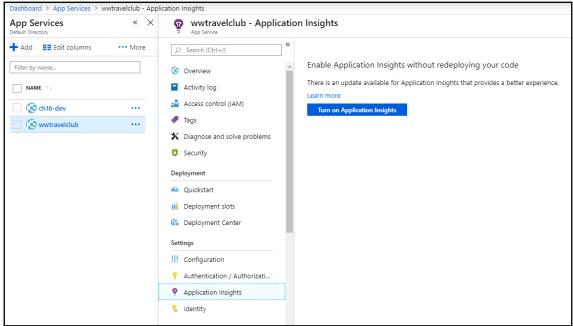


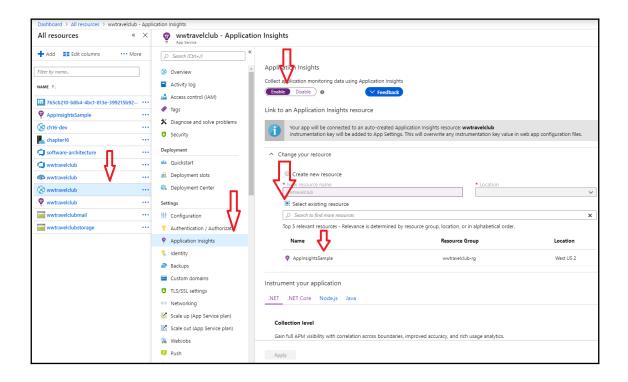


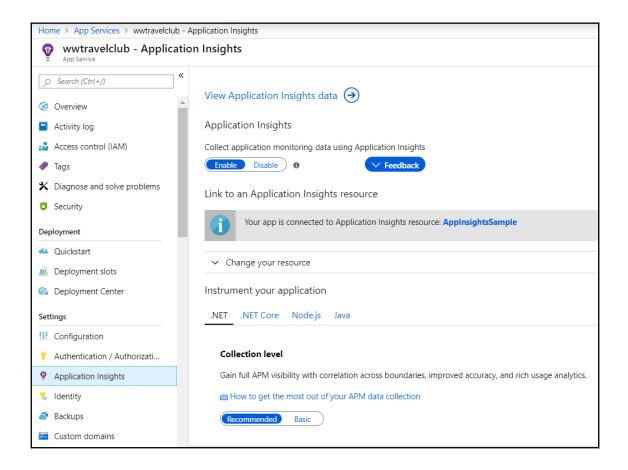


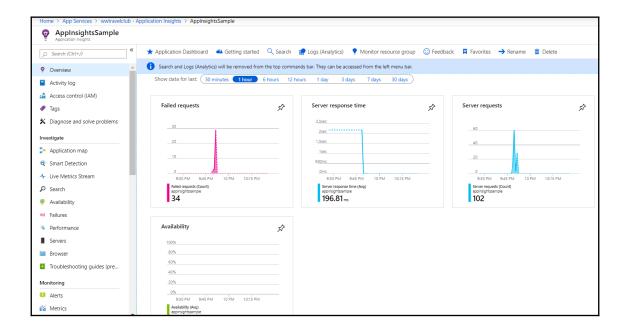


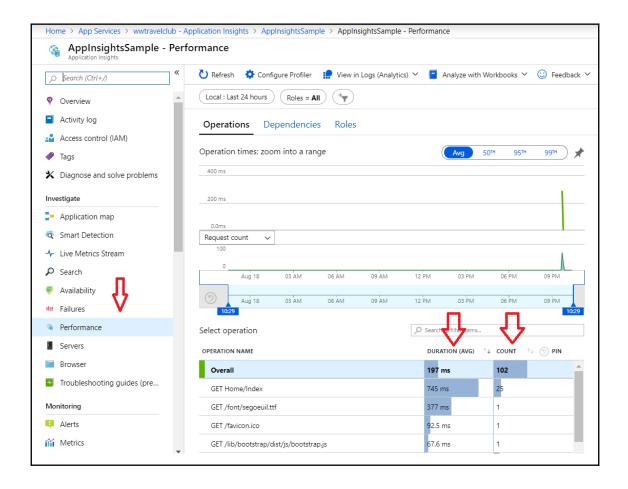


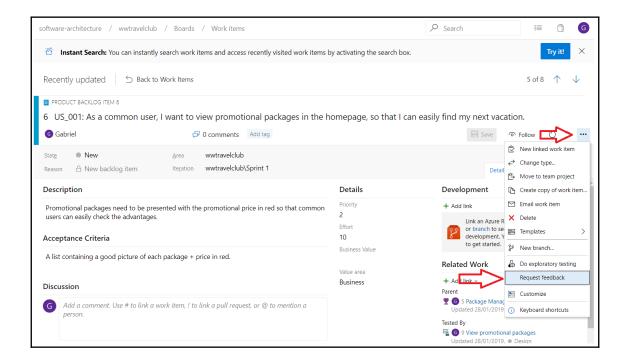


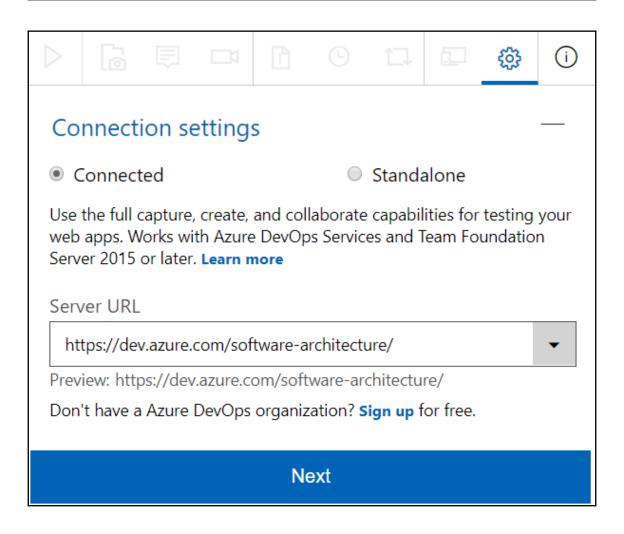


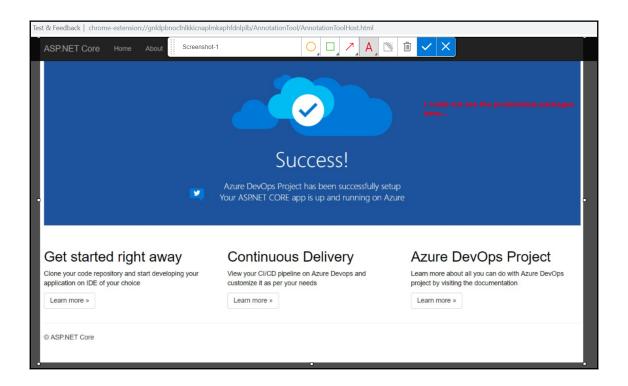


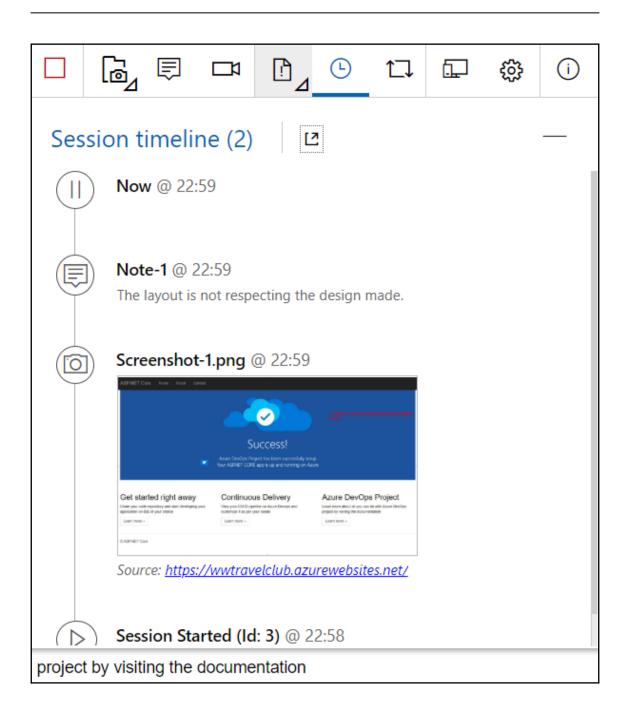


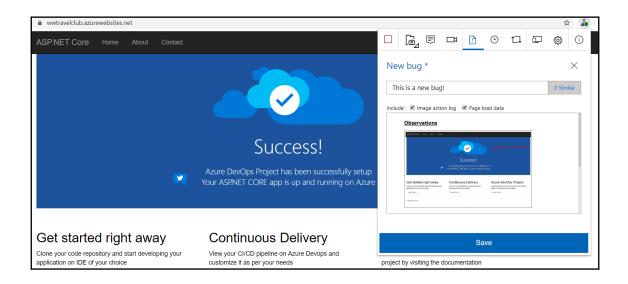


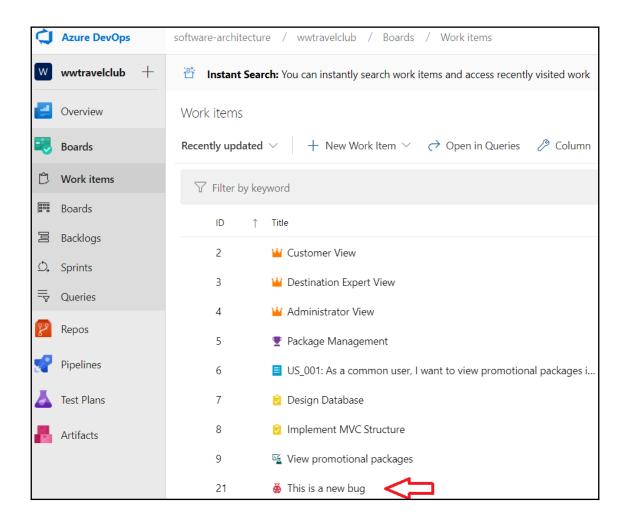












Chapter 19: Challenges of Applying Cl Scenarios in DevOps

