

Chapter 2: 1-Tier 1-Layer Architecture in ASP.NET	31
Default N-Tier Nature of Web Applications	31
Classic ASP Style: Inline Coding	33
Sample Project using Inline Code	35
Code-Behind Model: The Second UI Layer	37
Sample Project using Code-Behind	39
Limitations of Coding in the UI Layer	41
Data Source Controls	42
A Sample Project using inbuilt Data Source Controls	42
Summary	47
Chapter 3: ER Diagrams, Domain Model, and N-Layer Architecture	49
Entity-Relationship Diagram	50
Degree and Cardinality of a Relationship	52
OMS Project using 2-Layer	53
Sample Project	54
Domain Model using UML	57
Class Diagram	58
UML Relationships	59
Dependency Relationship	59
Association Relationship	60
Generalization Relationship	62
Realization Relationship	63
Multiplicity	64
1-tier 3-layer Architecture using a Domain Model	66
Layer 1: Data Access Layer (DAL)	67
Layer 2: Business Layer (BL)	69
Layer 3: The UI Layer	71
Object Data Source Controls	72
Summary	75
Chapter 4: N-Tier Architecture	77
Why N-Tier?	78
Performance	79
Scalability	82
Re-usability	83
Loose-Coupling	83
Plug and Play	84
A 4-Tier Approach	85
5-Tier Architecture	88
Data Transfer Objects	89

Lazy Loading	94
Updating Business Objects	102
GUI Tier	103
Generics and Custom Collections	105
Summary	107
Chapter 5: Model View Controller	109
<hr/>	
Page Controller Pattern in ASP.NET	109
Problems with Page Controller Design	110
GUI Unit Testing	110
MVC Design: A Front Controller based Approach	111
Front Controller Design	112
Basics of MVC	112
REST: Representation State Transfer	114
MVC and REST	115
ASP.NET MVC Framework	115
Sample Project	116
URL Routing Engine	119
The Controller	122
The View	123
The Model	123
Wiring Controller, Model, and View	124
Unit Testing and ASP.NET MVC	128
Summary	129
Chapter 6: Design Patterns	131
<hr/>	
Understanding Design Patterns	132
History of Patterns	132
Singleton Pattern	133
Understanding Singleton with Code Example	134
Factory Method	137
Core Principle: Programming to an Interface instead of an Implementation	139
The Need for Factory Design	143
Dependency Injection	145
Basic Approach	146
Command Design Pattern	151
Decoupling the GUI completely from the BL	151
Creating the Command Interface	152
Creating the Value Objects	153
Creating the Command Factory	155
Tying it all up with the GUI	156
Summary	157