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A must-read for developers willing to build maintainable, testable and scalable software. It teaches you the basics for agile "software development", TDD, SOLID principles, design patterns and much more. Also, you really need to try out the patterns and practices presented in this book so you can feel how it is to create a "Clean Architecture".

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This book really covers two topics: Agile management methods and development practices used by agile team. Section I, the description of the Agile methodology is brief. This is obviously the intent of the author and agile is meant to be documentation-light. This section only consists of 100 pages.

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