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Agile Principles, Patterns, and Practices in C# by Robert C. Martin and Micah Martin describes how to write software using C#. Book covers also most important design patterns and object-oriented development principles. There are very good, close to reality examples for every topic and that makes this book pretty easy to read and understand.

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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 methology is brief. This is obviously the intent of the author and agile is meant to be documenation-light. This section only consists of 100 pages.

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