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## *9781118808573 Data Structures And Algorithms In Java*

Data Structures and Algorithms in Java John Wiley & Sons

An updated, innovative approach to data structures and algorithms Written by an author team of experts in the fields, this authoritative guide demystifies even the most difficult mathematical concepts so that you can gain a clear understanding of data structures and algorithms in C++. The unparalleled author team incorporates the object-oriented design paradigm using C++ as the

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implementation language, while also providing intuition and analysis of fundamental algorithms. Offers a unique multimedia format for learning the fundamentals of data structures and algorithms Allows you to visualize key analytic concepts, learn about the most recent insights in the field, and do data structure design Provides clear approaches for developing programs Features a clear, easy-to-understand writing style that breaks down even the most difficult mathematical concepts Building on the success of the first edition, this new version offers you an innovative approach to fundamental data structures and algorithms.

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One of the field's most respected introductory texts, Modern Physics provides a deep exploration of fundamental theory and experimentation. Appropriate for second-year undergraduate science and engineering students, this esteemed text presents a comprehensive introduction to the concepts and methods that form the basis of modern physics, including examinations of relativity, quantum physics, statistical physics, nuclear physics, high energy physics, astrophysics, and cosmology. A balanced pedagogical approach examines major concepts first from a historical perspective, then through a modern lens using relevant experimental

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evidence and discussion of recent developments in the field. The emphasis on the interrelationship of principle and methods provides continuity, creating an accessible "storyline" for students to follow. Extensive pedagogical tools aid in comprehension, encouraging students to think critically and strengthen their ability to apply conceptual knowledge to practical applications. Numerous exercises and worked examples reinforce fundamental principles.

While other books only touch on the subject, this book is designed to provide in-depth guidance so that the reader can become a java master. There are lots of examples

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this book guides the reader from a beginner to advanced level. The reader will learn:

- Chapter 1: Java Basics
- Chapter 2: Java Data Structures and Algorithms
- Chapter 3: Java Web Development
- Chapter 4: Java GUI Programming
- Chapter 5: Object-Oriented Programming
- Chapter 6: Java Interview Questions

Essentials of College Physics  
Object-oriented Programming in Python  
Grokking Algorithms  
C++ Programming in Easy Steps  
A Brain-Friendly Guide  
Think Java

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Career Paths English: Secretarial is a new educational resource for secretarial professionals who want to improve their English communication skills in a work environment. Incorporating career-specific vocabulary and contexts, each unit offers step-by-step instruction that immerses students in the four key language components: reading, listening, speaking and writing. Career Paths English: Secretarial addresses topics including equipment, bookkeeping, business correspondence, communications and computers. The series is organized into three levels of difficulty and offers over 400 vocabulary terms and phrases. Every unit includes a test of reading comprehension, vocabulary, and listening skills, and leads students through written and oral production.

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Summary The Well-Grounded Rubyist, Third Edition is a beautifully written tutorial that begins with your first Ruby program and takes you all the way to sophisticated topics like reflection, threading, and recursion. Ruby masters David A. Black and Joe Leo distill their years of knowledge for you, concentrating on the language and its uses so you can use Ruby in any way you choose. Updated for Ruby 2.5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Designed for developer productivity, Ruby is an easy-to-learn dynamic language perfect for creating virtually any kind of software. Its famously friendly development community, countless libraries, and amazing tools, like the Rails framework, have established it

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as the language of choice for high-profile companies, including GitHub, SlideShare, and Shopify. The future is bright for the well-grounded Rubyist! About the Book In The Well-Grounded Rubyist, Third Edition, expert authors David A. Black and Joseph Leo deliver Ruby mastery in an easy-to-read, casual style. You'll lock in core principles as you write your first Ruby programs. Then, you'll progressively build up to topics like reflection, threading, and recursion, cementing your knowledge with high-value exercises to practice your skills along the way. What's Inside Basic Ruby syntax Running Ruby extensions FP concepts like currying, side-effect-free code, and recursion Ruby 2.5 updates About the Reader For readers with beginner-level programming skills. About the Authors



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David A. Black is an internationally known Ruby developer and author, and a cofounder of Ruby Central. Ruby teacher and advocate Joseph Leo III is the founder of Def Method and lead organizer of the Gotham Ruby Conference.

Table of Contents

PART 1 RUBY FOUNDATIONS

Bootstrapping your Ruby literacy

Objects, methods, and local variables

Organizing objects with classes

Modules and program organization

The default object (self), scope, and visibility

Control-flow techniques

PART 2 BUILT-IN CLASSES AND MODULES

Built-in essentials

Strings, symbols, and other scalar objects

Collection and container objects

Collections central: Enumerable and Enumerator

Regular expressions and regexp-based string operations

File and I/O operations

PART 3 RUBY DYNAMICS

Object individuation

Callable

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and runnable objects Callbacks, hooks, and runtime introspection Ruby and functional programming

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

Based on the authors' market leading data structures books in Java and C++, this textbook offers a

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comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++.

A Common-Sense Guide to Data Structures and Algorithms  
C# 9.0 in a Nutshell

Software Engineering, Global Edition

A Common-Sense Guide to Data Structures and Algorithms,  
Second Edition

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43 Years JEE Advanced (1978 - 2020) + JEE Main  
Chapterwise & Topicwise Solved Papers Physics 16th  
Edition

Python Programming

Data Mining, Second Edition, describes data mining techniques and shows how they work. The book is a major revision of the first edition that appeared in 1999. While the basic core remains the same, it has been updated to reflect the changes that have taken place over five years, and now has nearly double

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the references. The highlights of this new edition include thirty new technique sections; an enhanced Weka machine learning workbench, which now features an interactive interface; comprehensive information on neural networks; a new section on Bayesian networks; and much more. This text is designed for information systems practitioners, programmers, consultants, developers, information technology managers, specification

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writers as well as professors and students of graduate-level data mining and machine learning courses.

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of chapter-specific diagnostics to gauge your unique study needs, then provides a Personalized Learning Plan that maximizes your study time by focusing on the concepts you need to review most. PhysicsNow™ also allows you to access Personal Tutor with SMARTHINKING, a live web-based tutoring service. Personal Tutor with SMARTHINKING features two-way audio, an interactive whiteboard for displaying presentation materials, and instant



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messaging for easy communication with your personal tutor.

Intermediate level, for programmers fairly familiar with Java, but new to the functional style of programming and lambda expressions. Get ready to program in a whole new way. Functional Programming in Java will help you quickly get on top of the new, essential Java 8 language features and the functional style that will change and improve your code. This short,

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targeted book will help you make the paradigm shift from the old imperative way to a less error-prone, more elegant, and concise coding style that's also a breeze to parallelize. You'll explore the syntax and semantics of lambda expressions, method and constructor references, and functional interfaces. You'll design and write applications better using the new standards in Java 8 and the JDK. Lambda expressions are lightweight, highly

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concise anonymous methods backed by functional interfaces in Java 8. You can use them to leap forward into a whole new world of programming in Java. With functional programming capabilities, which have been around for decades in other languages, you can now write elegant, concise, less error-prone code using standard Java. This book will guide you through the paradigm change, offer the essential details about the new features, and show you

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how to transition from your old way of coding to an improved style. In this book you'll see popular design patterns, such as decorator, builder, and strategy, come to life to solve common design problems, but with little ceremony and effort. With these new capabilities in hand, Functional Programming in Java will help you pick up techniques to implement designs that were beyond easy reach in earlier versions of Java. You'll see how you

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can reap the benefits of tail call optimization, memoization, and effortless parallelization techniques. Java 8 will change the way you write applications. If you're eager to take advantage of the new features in the language, this is the book for you. What you need: Java 8 with support for lambda expressions and the JDK is required to make use of the concepts and the examples in this book.

C# 5.0 Pocket Reference

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***This book arms engineers with the tools to apply key physics concepts in the field. A number of the key figures in the new edition are revised to provide a more inviting and informative treatment. The figures are broken into component parts with supporting commentary***

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*so that they can more readily see the key ideas. Material from The Flying Circus is incorporated into the chapter opener puzzlers, sample problems, examples and end-of-chapter problems to make the subject more engaging. Checkpoints enable them to check their understanding of a question with some reasoning based on the narrative or sample problem they just read. Sample Problems also demonstrate how engineers can solve problems with reasoned solutions. INCLUDES PARTS 1-4 PART 5 IN FUNDAMENTALS OF PHYSICS, EXTENDED*

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***This book presents a balanced and flexible approach to the incorporation of object-oriented principles in introductory courses using Python. Familiarizes readers with the terminology of object-oriented programming, the concept of an***

***object's underlying state information, and its menu of available behaviors. Includes an exclusive, easy-to-use custom graphics library that helps readers grasp both basic and more advanced concepts. Lays the groundwork for transition to other languages such as Java and C++. For those interested in learning more about object-oriented programming using Python.***

***Introductory Chemistry***

***Fundamentals of Physics***

***Modern Physics***

***5th International Workshop, WADS '97, Halifax, Nova Scotia, Canada, August 6-8, 1997.***

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### ***Proceedings Java For Dummies Chemistry***

Data Mining: A Tutorial-Based Primer, Second Edition provides a comprehensive introduction to data mining with a focus on model building and testing, as well as on interpreting and validating results. The text guides students to understand how data mining can be employed to solve real problems and recognize whether a data mining solution is a feasible alternative for a specific problem. Fundamental data mining strategies, techniques, and evaluation methods are presented and implemented with

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the help of two well-known software tools. Several new topics have been added to the second edition including an introduction to Big Data and data analytics, ROC curves, Pareto lift charts, methods for handling large-sized, streaming and imbalanced data, support vector machines, and extended coverage of textual data mining. The second edition contains tutorials for attribute selection, dealing with imbalanced data, outlier analysis, time series analysis, mining textual data, and more. The text provides in-depth coverage of RapidMiner Studio and Weka's Explorer interface. Both software tools are used for stepping students through the tutorials depicting the knowledge

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discovery process. This allows the reader maximum flexibility for their hands-on data mining experience.

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface.

Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is

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organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Data Structures in Java: A visual introduction uses a visually-based approach designed to help students appreciate concepts using their prior experiences and expectations. This vibrant visual approach is as rigorous and content-filled as the typical text-based approach but is a better match for today's students who already have experience with how computers are used in their lives. The

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text provides applications and labs for subjects of interest such as Biology, Business, Sports, and Entertainment that are presented in visually-appealing presentations students can explore with little technical support from instructors. An accompanying website provides handouts, animations, and links to additional interactive resources.

Database System Concepts by Silberschatz, Korth and Sudarshan is now in its 6th edition and is one of the cornerstone texts of database education. It presents the fundamental concepts of database management in an intuitive manner geared toward allowing students to begin working with databases as quickly as possible. The text is



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designed for a first course in databases at the junior/senior undergraduate level or the first year graduate level. It also contains additional material that can be used as supplements or as introductory material for an advanced course. Because the authors present concepts as intuitive descriptions, a familiarity with basic data structures, computer organization, and a high-level programming language are the only prerequisites. Important theoretical results are covered, but formal proofs are omitted. In place of proofs, figures and examples are used to suggest why a result is true.

Harnessing the Power Of Java 8 Lambda Expressions

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Data Mining

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through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any

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number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented

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programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

Offers information on using the C++ programming language using the new C++11 standard, covering such topics as concurrency, facilities, standard libraries, and design techniques. Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no

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programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes

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exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles,

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and playing cards

Cutnell and Johnson has been the Number one text in the algebra-based physics market for over 20 years. Over 250,000 students have used the book as the equipment they need to build their problem-solving confidence, push their limits, and be successful. The tenth edition continues to offer material to help the development of conceptual understanding, and show the relevance of physics to readers lives and future careers. Helps the reader to first identify the physics concepts, then



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associate the appropriate mathematical equations, and finally to work out an algebraic solution

Algorithm Design and Applications

Algorithms and Data Structures

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**The book is an introduction to the theory of cubic metaplectic forms on the 3-dimensional hyperbolic space and the author's research on cubic metaplectic**

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**forms on special linear and symplectic groups of rank 2. The topics include: Kubota and Bass-Milnor-Serre homomorphisms, cubic metaplectic Eisenstein series, cubic theta functions, Whittaker functions. A special method is developed and applied to find Fourier coefficients of the Eisenstein series and cubic theta functions. The book is intended for readers, with beginning graduate-level background, interested in further research in the theory of metaplectic forms and in possible applications.**

**The C# Quick Syntax Reference is a condensed code and syntax reference to the C# programming language. It presents the essential C# syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C# programmer. In the C# Quick Syntax Reference, you will**

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**find:** · A concise reference to the C# language syntax. · Short, simple and focused code examples. · A well laid out table of contents and a comprehensive index allowing easy review. What you'll learn How to write your first C#-based HelloWorld as well as compile and run What are variables, operators, strings, arrays, conditionals, loops, methods What are and how to use the rich set of Classes in C# How to do inheritance, member redefinitions, access levels, statics, properties and more How to work with indexers, interfaces,

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**abstracts, namespaces, and more How to use enums, exception handling, operator overloading, custom conversions, constants What are and how to use preprocessor, delegates, events, generics and struct Who this book is for This book is a handy, pocket quick syntax reference for experienced C# as well as perhaps other programmers even new to C#. Table of Contents**

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- 2. Compile and Run**
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- 5. String**
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**Access Levels 14. Static 15. Properties 16. Indexers 17. Interface 18. Abstract 19. Namespaces 20. Enum 21. Exception Handling 22. Operator Overloading 23. Custom Conversions 24. Constants 25. Preprocessor 26. Delegates 27. Events 28. Generics 29. Struct 30. Asynchronous Methods**

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"College Physics," Second Edition is the best solution for today's college physics market. With a unique, new, approach to physics that builds a conceptual framework as motivation for the physical principles, consistent problem solving coverage strategies, stunning art, extensive end-of-chapter material, and superior media support, Giambattista, Richardson, and Richardson delivers a product that addresses today's market needs with the

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best tools available..

Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun,



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illustrated, and friendly examples you'll find in *Grokking Algorithms* on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with *Algorithms in Motion*, a practical, hands-on video course available exclusively at [Manning.com](http://Manning.com) ([www.manning.com/livevideo/algorithms-in-motion](http://www.manning.com/livevideo/algorithms-in-motion)). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered,

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tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data

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compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author

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Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at [adit.io](http://adit.io).

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Selection sort Recursion Quicksort Hash  
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If you program in C++ you've been neglected. Test-driven development (TDD) is a modern software development practice that can dramatically reduce the number of defects in systems, produce more maintainable code, and give you the confidence to change your

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software to meet changing needs. But C++ programmers have been ignored by those promoting TDD--until now. In this book, Jeff Langr gives you hands-on lessons in the challenges and rewards of doing TDD in C++. *Modern C++ Programming With Test-Driven Development*, the only comprehensive treatment on TDD in C++ provides you with everything you need to know about TDD, and the challenges and benefits of implementing it in your C++ systems. Its many detailed code examples take you step-by-step from TDD basics to advanced concepts. As a veteran C++ programmer, you're already writing high-

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quality code, and you work hard to maintain code quality. It doesn't have to be that hard. In this book, you'll learn: how to use TDD to improve legacy C++ systems how to identify and deal with troublesome system dependencies how to do dependency injection, which is particularly tricky in C++ how to use testing tools for C++ that aid TDD new C++11 features that facilitate TDD As you grow in TDD mastery, you'll discover how to keep a massive C++ system from becoming a design mess over time, as well as particular C++ trouble spots to avoid. You'll find out how to prevent your tests from being a

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maintenance burden and how to think in TDD without giving up your hard-won C++ skills. Finally, you'll see how to grow and sustain TDD in your team. Whether you're a complete unit-testing novice or an experienced tester, this book will lead you to mastery of test-driven development in C++. What You Need A C++ compiler running under Windows or Linux, preferably one that supports C++11. Examples presented in the book were built under gcc 4.7.2. Google Mock 1.6 (downloadable for free; it contains Google Test as well) or an alternate C++ unit testing tool. Most examples in the book are written for Google

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Mock, but it isn't difficult to translate them to your tool of choice. A good programmer's editor or IDE. cmake, preferably. Of course, you can use your own preferred make too. CMakeLists.txt files are provided for each project. Examples provided were built using cmake version 2.8.9. Various freely-available third-party libraries are used as the basis for examples in the book. These include: cURL JsonCpp Boost (filesystem, date\_time/gregorian, algorithm, assign) Several examples use the boost headers/libraries. Only one example uses cURL and JsonCpp.



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