

Coders Work Reflections Craft Programming Book

Now available in paperback—with a new preface and interview with Jessica Livingston about Y Combinator! Founders at Work: Stories of Startups' Early Days is a collection of interviews with founders of famous technology companies about what happened in the very earliest days. These people are celebrities now. What was it like when they were just a couple friends with an idea? Founders like Steve Wozniak (Apple), Caterina Fake (Flickr), Mitch Kapor (Lotus), Max Levchin (PayPal), and Sabeer Bhatia (Hotmail) tell you in their own words about their surprising and often very funny discoveries as they learned how to build a company. Where did they get the ideas that made them rich? How did they convince investors to back them? What was it like to develop the day-to-day reality that surrounds each line of code. There are plenty of resources available to help the budding developer learn how to code, but what about everything else? Who Should Read This Book? This book is for anyone interested in getting a sneak peek inside the world of software. The new graduates about to jump into business reduced to its essence. The reason their founders become rich is that startups do create value—more intensely than almost any other part of the economy. How? What are the secrets that make successful startups so insanely productive? Read this book, and let the founders themselves tell you.

Om hvardan mikroprocessor funger, med undersøgelse af de nyeste mikroprocessorer fra Intel, IBM og Motorola.

Musical Instrument Digital Interface (MIDI) connects sound cards, musical instruments, and computers in order to make music. MIDI-based music programs can play music, teach music theory and technique, provide games with exciting scores, and allow musicians to record, edit, play, and print compositions. This book is the programmer's definitive source of information for developing MIDI-based Windows 95 applications.

Software Developer Life - Career, Learning, Coding, Daily Life, Stories We've made a dent into the 21st century and software has been eating the world. Suspenseful tech dramas play out in the news, boot camps churn out entry-level developers in a matter of months, and there's even an HBO show dedicated to Silicon Valley. In the midst of these trends lies a severe lack of attention to the daily life of the developer the day-to-day reality that surrounds each line of code. There are plenty of resources available to help the budding developer learn how to code, but what about everything else? Who Should Read This Book? This book is for anyone interested in getting a sneak peek inside the world of software. The new graduates about to jump into their first jobs The veterans who want a dose of nostalgia and a good chuckle The product managers looking to empathize more with their coding counterparts The disgruntled developers contemplating the meaning of life The high school students thinking about jumping on the computer science bandwagon The budding programmers looking to become more effective and gain more leverage at work What's Inside The Book? This book is a highlight reel of content revolving around Software Developer Life. Inside you will find 40 concise chapters covering 5 broad topics: Career Learning Coding Daily Life Stories Everyone has something unique to share. This book gathers together various perspectives and unique stories to give a well-rounded view of modern software development. This is not a technical book. This is everything else.

New Directions in Typesetting

The Clean Code

Questions, Analysis & Solutions

3 Books in 1- The Ultimate Beginner's Guide to Learn JavaScript Programming Effectively + Tips and Tricks to Learn JavaScript + Strategies

Coding Your Way Through the Interview

Coding Interviews

Software Developer Life: Career, Learning, Coding, Daily Life, Stories

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—extrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and most-known principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest-quality code. Discover the timeless techniques and strategies that help you Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

“One of the most significant books in my life.”—Obie Fernandez, Author, The Rails Way “Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for yours.”—Mike Cohn, Author of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied “... filled with practical advice, both technical and professional, that will serve you and your projects well for years to come.”—Andrea Goulet, CEO, Corqibytes, Founder, LegacyCode Rocks “... lightning does strike twice, and this book is proof.”—VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks The Pragmatic Programmer is one of those rare tech books you'll read, re-read, and read again over the years. Whether you're new to the field or an experienced practitioner, you'll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to: Fight software rot Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic Programmers Take responsibility for your work and career Test ruthlessly and effectively, including property-based testing Implement the Pragmatic Starter Kit Delight your users

Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best approaches and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers—including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

Release It!

The Passionate Programmer

Getting Started With Lazarus and Free Pascal

Hackers & Painters

Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software

Programming Pearls

JavaScript

The 5th edition of Johnny Saldaña's international bestseller provides an in-depth guide to the multiple approaches available for coding qualitative data. Fully up to date, it includes new chapters, more coding techniques and an additional glossary. Clear, practical and authoritative, the book -describes how coding initiates qualitative data analysis -demonstrates the writing of analytic memos -discusses available analytic software -suggests how best to use the Coding Manual for Qualitative Researchers for particular studies. In total, 32 coding methods are profiled that can be applied to a range of research genres from grounded theory to phenomenology to narrative inquiry. For each approach, Saldaña discusses the method's origins, a description of the method, practical applications, and a clearly illustrated example with analytic follow-up. A unique and invaluable reference for students, teachers, and practitioners of qualitative inquiry, this book is essential reading across the social sciences.

Coders at WorkReflections on the Craft of ProgrammingApress

Domain-Driven Design (DDD) software modeling delivers powerful results in practice, not just in theory, which is why developers worldwide are rapidly moving to adopt it. Now, for the first time, there's an accessible guide to the basics of DDD: What it is, what problems it solves, how it works, and how to quickly gain value from it. Concise, readable, and actionable, Domain-Driven Design Distilled never buries you in detail—it focuses on what you need to know to get results. Vaughn Vernon, author of the best-selling Implementing Domain-Driven Design, draws on his twenty years of experience applying DDD principles to real-world situations. He is uniquely well-qualified to demystify its complexities, illuminate its subtleties, and help you solve the problems you might encounter. Vernon guides you through each core DDD technique for building better software. You'll learn how to segregate domain models using the powerful Bounded Contexts pattern, to develop a Ubiquitous Language within an explicitly bounded context, and to help domain experts and developers work together to create that language. Vernon shows how to use Subdomains to handle legacy systems and to integrate multiple Bounded Contexts to define both team relationships and technical mechanisms. Domain-Driven Design Distilled brings DDD to life. Whether you're a developer, architect, analyst, consultant, or customer, Vernon helps you truly understand it so you can benefit from its remarkable power. Coverage includes What DDD can do for you and your organization—and why it's so important! The cornerstones of strategic design with DDD: Bounded Contexts and Ubiquitous Language Strategic design with Subdomains Context Mapping: helping teams work together and integrate software more strategically Tactical design with Aggregates and Domain Events Using project acceleration and management tools to establish and maintain team cadence

The Self-Taught Computer Scientist is Cory Allbott's follow-up to The Self-Taught Programmer, which inspired hundreds of thousands of professionals to learn how to program outside of school. In The Self-Taught Programmer, Cory showed readers why you don't need a computer science degree to program professionally and taught the programming fundamentals he used to go from a complete beginner to a software engineer at eBay while still in college. In The Self-Taught Computer Scientist, Cory shows you the computer science concepts that all self-taught programmers should understand to have outstanding careers. The Self-Taught Computer Scientist will not only make you a better programmer, it will also help you pass your technical interview: the interview all programmers have to pass to land a new job. Whether you are preparing to apply for jobs or sharpen your computer science knowledge, reading The Self-Taught Computer Scientist will improve your programming career. It's written for complete beginners, so you should have no problem reading it even if you've never studied computer science before.

The Beginner's Guide to Data Structures & Algorithms

Founders at Work

Debugging

Programming Interviews Exposed

Creating a Remarkable Career in Software Development

Python

Coding Freedom

Coding For Dummies, (9781119293323) was previously published as Coding For Dummies, (9781118951309). While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product. Hands-on exercises help you learn to code like a pro No coding experience is required for Coding For Dummies, your one-stop guide to a wide range of knowledge in writing computer code for web, application, and software development. It doesn't matter if you've dabbled in coding or never written a line of code; this book guides you through the basics. Using foundational web development languages like HTML, CSS, and JavaScript, it explains in plain English how coding works and why it's needed. Online exercises developed by Codecademy, a leading online code training site, help hone coding skills and demonstrate results as you practice. The site provides an environment where you can try out tutorials built into the text and see the actual output from your coding. You'll also gain access to end-of-chapter challenges to apply newly acquired skills to a less-defined assignment. So what are you waiting for? The current demand for workers with coding and computer science skills far exceeds the supply Teaches the foundations of web development languages in an easy-to-understand format Offers unprecedented opportunities to practice basic coding languages Readers can access online hands-on exercises and end-of-chapter assessments that develop and test their new-found skills If you're a student looking for an introduction to the basic concepts of coding or a professional looking to add new skills, Coding For Dummies has you covered.

In this much needed resource, Maryellen Weimer-one of the nation's most highly regarded authorities on effective college teaching-offers a comprehensive work on the topic of learner-centered teaching in the college and university classroom. As the author explains, learner-centered teaching focuses attention on what the student is learning, how the student is learning, the conditions under which the student is learning, whether the student is retaining and applying the learning, and how current learning positions the student for future learning. To help educators accomplish the goals of learner-centered teaching, this important book presents the meaning, practice, and ramifications of the learner-centered approach, and how this approach transforms the college classroom environment.

Learner-Centered Teaching shows how to tie teaching and curriculum to the process and objectives of learning rather than to the content delivery alone.

Who are computer hackers? What is free software? And what does the emergence of a community dedicated to the production of free and open source software—and to hacking as a technical, aesthetic, and moral project—reveal about the values of contemporary liberalism? Exploring the rise and political significance of the free and open source software (F/OSS) movement in the United States and Europe, Coding Freedom details the ethics behind hackers' devotion to F/OSS, the social codes that guide its production, and the political struggles through which hackers question the scope and direction of copyright and patent law. In telling the story of the F/OSS movement, the book unfolds a broader narrative involving computing, the politics of access, and intellectual property. E. Gabriella Coleman tracks the ways in which hackers collaborate and examines passionate manifestos, hacker humor, free software project governance, and festive hacker conferences. Looking at the ways that hackers sustain their productive freedom, Coleman shows that these activists, driven by a commitment to their work, reformulate key ideals including free speech, transparency, and meritocracy, and refuse restrictive intellectual protection. Coleman demonstrates how hacking, so often marginalized or misunderstood, sheds light on the continuing relevance of liberalism in online collaboration.

Peter Seibel interviews 15 of the most interesting computer programmers alive today in Coders at Work, offering a companion volume to Apress's highly acclaimed best-seller Founders at Work by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the Coders at Work web site: www.codersatwork.com. The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstrong: Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford: JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlibal Dan Ingalls: Smalltalk implementor and designer Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler Donald Knuth: Author of The Art of Computer Programming and creator of TeX Peter Norvig: Director of Research at Google and author of the standard text on AI Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress Ken Thompson: Inventor of UNIX Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

Domain-Driven Design Distilled

Conversations with the Creators of Major Programming Languages

your journey to mastery, 20th Anniversary Edition

A Beginners and Intermediate Guide to Free Pascal Using Lazarus lde

The Daily Show (The Book)

97 Things Every Programmer Should Know

A Code of Conduct for Professional Programmers

This book is about coding interview questions from software and Internet companies. It covers five key factors which determine performance of candidates: (1) the basics of programming languages, data structures and algorithms, (2) approaches to writing code with high quality, (3) tips to solve difficult problems, (4) methods to optimize code, (5) soft skills required in the interviews. The basics of languages, algorithms and data structures are discussed as well as questions that explore how to write robust solutions after breaking down problems into manageable pieces. It also includes examples to focus on modeling and creative problem solving. Interview questions from the most popular companies in the IT industry are taken as examples to illustrate the five factors above. Besides solutions, it contains detailed analysis, how interviewers evaluate solutions, as well as why they like or dislike them. The author makes clever use of the fact that interviewees will have limited time to program meaningful solutions which in turn, limits the options an interviewer has. So the author covers those bases. Readers will improve their interview performance after reading this book. It will be beneficial for them even after they get offers, because its topics, such as approaches to analyzing difficult problems, writing robust code and optimizing, are all essential for high-performing coders.

Whether you want to develop your own database application or develop a web application, or even 2D, 3D, or Animation programs. Getting Started with Lazarus & Free Pascal is quite simply the friendliest, most inspiring Lazarus with Free Pascal programming book available.In this book you will find out how to tackle Object-Oriented Programming using Lazarus with Free Pascal, with confidence. Getting Started with Lazarus & Free Pascal's simple, step-by-step format makes it a "must-have" book for aspiring programmers. Learn how to master key programming techniques, from simple topics to more advanced topics, following clear instructions with images. For example, find out how to write simple file handling, user-friendly GUI applications, graphics programming, database programming, error trapping, exception handling, debugging techniques, including code documentation and much more.Discover the strength of over 230 Lazarus Component Libraries. This book is packed with inspirational and practical hands-on projects that are easy-to-follow. Each chapter will take you from start to finish with clear step-by-step instructions, along with examples for you to try out. Each chapter ends with suggestions to try out allowing you to test yourself on what you have learnt. This book is very much a hands-on book and you are required to "roll your sleeves" up and get stuck-in!Perfect for enthusiasts who want to develop their programming skills and ideal for the beginner, intermediate and advanced developer wishing to migrate to Lazarus quickly.

When the pressure is on to resolve an elusive software or hardware glitch, what's needed is a cool head courtesy of a set of rules guaranteed to work on any system, in any circumstance. Written in a frank but engaging style, this book provides simple, foolproof principles guaranteed to help find any bug quickly. Recognized tech expert and author David Agans changes the way you think about debugging, making those pesky problems suddenly much easier to find and fix. Agans identifies nine simple, practical rules that are applicable to any software application or hardware system, which can help detect any bug, no matter how tricky or obscure. Illustrating the rules with real-life bug-detection war stories, Debugging shows you how to: Understand the system: how perceiving the ""roadmap"" can hasten your journey Quick thinking and look: when hands-on investigation can't be avoided Isolate critical factors: why changing one element at a time can be an essential tool Keep an audit trail: how keeping a record of the debugging process can win the day Whether the system or program you're working on has been designed wrong, built wrong, or used wrong, Debugging helps you think correctly about bugs, so the problems virtually reveal themselves.

Ace technical interviews with smart preparation Programming Interviews Exposed is the programmer's ideal first choice for technical interview preparation. Updated to reflect changing techniques and trends, this new fourth edition provides insider guidance on the unique interview process that today's programmers face. Online coding contests are being used to screen candidate pools of thousands, take-home projects have become commonplace, and employers are even evaluating a candidate's public code repositories at GitHub—and with competition becoming increasingly fierce, programmers need to shape themselves into the ideal candidate well in advance of the interview. This book doesn't just give you a collection of questions and answers, it walks you through the process of coming up with the solution so you learn the skills and techniques to shine on whatever problems you're given. This edition combines a thoroughly revised basis in classic questions involving fundamental data structures and algorithms with problems and step-by-step procedures for new topics including probability, data science, statistics, and machine learning which will help you fully prepare for whatever comes your way. Learn what the interviewer needs to hear to move you forward in the process Adopt an effective approach to phone screens with non-hundreds of others with the same background. Programming Interviews Exposed teaches you the interview skills you need to stand out as the best applicant to help you get the job you want.

iPhone iOS4 Development Essentials - Xcode 4 Edition

Confident Coding

Beautiful Code

Learner-Centered Teaching

A Guide for Investors and Developers

Coding For Dummies

Peter Seibel interviews 15 of the most interesting computer programmers alive today in Coders at Work, offering a companion volume to Apress's highly acclaimed best-seller Founders at Work by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the Coders at Work web site: www.codersatwork.com. The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstrong: Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford: JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlibal Dan Ingalls: Smalltalk implementor and designer Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler Donald Knuth: Author of The Art of Computer Programming and creator of TeX Peter Norvig: Director of Research at Google and author of the standard text on AI Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress Ken Thompson: Inventor of UNIX Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

Software -- Software Engineering.

NEW YORK TIMES BESTSELLER! Part how-to, part girl-empowerment, and all fun, from the leader of the movement championed by Sheryl Sandberg, Malala Yousafzai, and John Legend. Since 2012, the organization Girls Who Code has taught computing skills to and inspired over 40,000 girls across America. Now its founder, and author Brave Not Perfect, Reshma Saujani, wants to inspire you to be a girl who codes! Bursting with dynamic artwork, down-to-earth explanations of coding principles, and real-life stories of girls and women working at places like Pixar and NASA, this graphically animated book shows what a huge role computer science plays in our lives and how much fun it can be. No matter your interest—sports, the arts, baking, student government, social justice—coding can help you do what you love and make your dreams come true. Whether you're a girl who's never coded before, a girl who codes, or a parent raising one, this entertaining book, printed in bold two-color and featuring art on every page, will have you itching to create your own apps, games, and robots to make the world a better place.

During the last couple of decades, we've witnessed a significant growth in the number of programming languages—from the core dominant languages such as C, Fortran, COBOL in the 1960's and the 1970's to object-oriented C++, JavaScript, Java and Golang that we have today. In all these evolutions, Python programming language has stood out from the rest. It's no secret that Python has continued to grow at a fast-paced rate, thanks to its open source nature. Besides, its ability to use succinct and easy-to-learn syntax—which makes it one of the most powerful and very flexible programming language—allows programmers to develop more complex software within a much shorter time compared to other programming languages. So, why should you learn Python programming language? Truth be told—Python programming language is an excellent, easy-to-learn and super-powerful programming language that has ever been developed. As a matter of fact, the language has been used to power some of the most renowned websites applications such as the Google and the YouTube. With several career options that require Python programming, learning Python can be a great asset to land your dream job! Also, you'll boost your career with new programming skills. "An Ultimate Beginner's Guide to Python Programming" provides all the vital programming concepts and skills that you need to create your own software. The eBook will walk you through comprehensive step-by-step guidelines that are necessary to make you an efficient Python programmer. Contents: 1. Getting Started with Python 2. Variables and Types 3. Types and Casting 4. Programming Operators 5. Decision-Making and Repetition Structures 6. Functions And Much, Much More!!! Purchase Now to start your python programming journey.

The Planet Remade

How Google Tests Software

Design and Deploy Production-Ready Software

An Ultimate Beginner's Guide to Python Programming

The EB-5 Handbook

Five Key Changes to Practice

TEX and METAFONT

How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren, Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Dimidhis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dvbyvig, William Otte and Douglas C. Schmidt, AndrewPatzner, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV

Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

3. Interactive book: The Most Comprehensive JavaScript Beginner's Guide on the Market! Have you ever wondered what allows people to be able to see different things on different websites? The answer is simple: JavaScript. Many websites are written in JavaScript so that you can be able to see what they are all about and what is going on in each of the sites. It is a language that can be written in many different formats so that different websites can use it for different purposes. JavaScript is able to do everything from creating a website to adding buttons and even disabling the ability to click on a button unless an option is chosen. While JavaScript is a multilayered language that will take some time to learn all of the levels of, the basics are quite simple. You can learn how to begin writing JavaScript by knowing only the basics, and you can build on your knowledge of the basics and what you initially learned. To get started with writing JavaScript, all you need to do is learn the beginning process. It is easy for you to do this if you have the right tools. This book will act as a way for you, as a beginner, to learn the process of JavaScript. While it will teach you some of the simplest JavaScript codes, it will not be overwhelming with codes. Instead, it will teach you what you need to know before you become a JavaScript expert and before you make the decision to truly dive into it. If you are ready to learn about JavaScript, what it can do and how you can get started, start this book right away. When you are finished, check out some of the other books in this series to learn more JavaScript codes and how to become a true professional who is great at writing JavaScript and can do more than you ever thought possible. Follow the series on an easy way to become a JavaScript expert! Sell Past the Beginners Level with these valuable tips!

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An Illustrated Introduction to Microprocessors and Computer Architecture Object Design Style Guide Stories of Startups' Early Days Code Complete Maximum MIDI The Ethics and Aesthetics of Hacking

First published in Great Britain by Granta Books, 2015.

When programmers list their favorite books, Jon Bentley's collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have irritated real programmers. With origins beyond solid engineering, in the realm of insight and creativity, Bentley's pearls offer unique and clever solutions to those nagging problems. Illustrated by programs designed as much for fun as for instruction, the book is filled with lucid and witty descriptions of practical programming techniques and fundamental design principles. It is not at all surprising that Programming Pearls has been so highly valued by programmers at every level of experience. In this revision, the first in 14 years, Bentley has substantially updated his essays to reflect current programming methods and environments. In addition, there are three new essays on testing, debugging, and timing set representations string problems All the original programs have been rewritten, and an equal amount of new code has been generated. Implementations of all the programs, in C or C++, are now available on the Web. What remains the same in this new edition is Bentley's focus on the hard core of programming problems and his delivery of workable solutions to those problems. Whether you are new to Bentley's classic or are revisiting his work for some fresh insight, the book is sure to make your own list of favorites.

"Demystifies object-oriented programming, and lays out how to use it to design truly secure and performant applications." —Charles Soetan, Plum.io Key Features Dozens of techniques for writing object-oriented code that's easy to read, reuse, and maintain Write code that other programmers will instantly understand Design rules for constructing objects, changing and exposing state, and more Examples written in an instantly familiar pseudocode that's easy to apply to Java, Python, C#, and any object-oriented language Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About The Book Well-written object-oriented code is easy to read, modify, and debug. Elevate your coding style by mastering the universal best practices for object design presented in this book. These clearly presented rules, which apply to any OO language, maximize the clarity and durability of your codebase and increase productivity for you and your team. In Object Design Style Guide, veteran developer Matthias Noback lays out design rules for constructing objects, defining methods, and much more. All examples use instantly familiar pseudocode, so you can follow along in the language you prefer. You'll go case by case through important scenarios and challenges for object design and then walk through a simple web application that demonstrates how different types of objects can work together effectively. What You Will Learn Universal design rules for a wide range of objects Best practices for testing objects A catalog of common object types Changing and exposing state Test your object design skills with exercises This Book Is Written For For readers familiar with an object-oriented language and basic application architecture. About The Author Matthias Noback is a professional web developer with nearly two decades of experience. He runs his own web development, training, and consultancy company called "Noback's Office." Table of Contents: 1 | Programming with objects: A primer 2 | Creating services 3 | Creating other objects 4 | Manipulating objects 5 | Using objects 6 | Retrieving information 7 | Performing tasks 8 | Dividing responsibilities 9 | Changing the behavior of services 10 | A field guide to objects 11 | Epilogue

2012 Jolt Award finalist! Pioneering the Future of Software Test Do you need to get it right, too? Then, learn from Google. Legendary testing expert James Whittaker, until recently a Google testing leader, and two top Google experts reveal exactly how Google tests software, offering brand-new best practices you can use even if you're not quite Google's size...yet! Breakthrough Techniques You Can Actually Use Discover 100% practical, amazingly scalable techniques for analyzing risk and planning tests...thinking like real users...implementing exploratory, black box, white box, and acceptance testing...getting usable feedback...tracking issues...accelerating and creating tools...testing "Dogs & Mocks," interfaces, classes, modules, libraries, binaries, services, and infrastructure...reviewing code and refactoring...using test hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can transform testing from a bottleneck into a cheerleader—and make your whole organization more productive!

Masterminds of Programming

The Coding Manual for Qualitative Researchers

Coders at Work

How to Write Code and Futureproof Your Career

Learn to Code and Change the World

Girls Who Code

An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests

BRONZE RUNNER UP: Axiom Awards 2018 - Business Technology Category (1st edition) Coding is one of the most in-demand skills in the job market. Whether you're an entrepreneur, a recent graduate or a professional, you can supercharge your career simply by grasping the fundamentals, and **Confident Coding** is here to help. This new and improved second edition of the award-winning book gives you a step-by-step learning guide to HTML, CSS, JavaScript, Python, building iPhone and Android apps and debugging. For entrepreneurs, being able to create your own website or app can grant you valuable freedom and revolutionize your business. For aspiring developers, this book will give you the building blocks to embark on your career path. For working professionals, coding skills can add a valuable edge to your CV. Whatever your professional profile, if you want to master the fundamentals of coding and kick start your career, **Confident Coding** is the book for you. About the **Confident** series... From coding and web design to data, digital content and cyber security, the **Confident** books are the perfect beginner's resource for enhancing your professional life, whatever your career path.

The author examines issues such as the rightness of web-based applications, the programming language renaissance, spam filtering, the Open Source Movement, Internet startups and more. He also tells important stories about the kinds of people behind technical innovations, revealing their character and their craft.

Success in today's IT environment requires you to view your career as a business endeavor. In this book, you'll learn how to become an entrepreneur, driving your career in the direction of your choosing. You'll learn how to build your software development career step by step, following the same path that you would follow if you were building, marketing, and selling a product. After all, your skills themselves are a product. The choices you make about which technologies to focus on and which business domains to master have at least as much impact on your success as your technical knowledge itself--don't let those choices be accidental. We'll walk through all aspects of the decision-making process, so you can ensure that you're investing your time and energy in the right areas. You'll develop a structured plan for keeping your mind engaged and your skills fresh. You'll learn how to assess your skills in terms of where they fit on the value chain, driving you away from commodity skills and toward those that are in high demand. Through a mix of high-level, thought-provoking essays and tactical "Act on It" sections, you will come away with concrete plans you can put into action immediately. You'll also get a chance to read the perspectives of several highly successful members of our industry from a variety of career paths. As with any product or service, if nobody knows what you're selling, nobody will buy. We'll walk through the often-neglected world of marketing, and you'll create a plan to market yourself both inside your company and to the industry in general. Above all, you'll see how you can set the direction of your career, leading to a more fulfilling and remarkable professional life.

A noted Journalist chronicles three years in the lives of a team of maverick software developers, led by Lotus 1-2-3 creator Mitch Kapor, intent on creating a revolutionary personal information manager to challenge Microsoft Outlook. Reprint. 30,000 first printing.

Music Applications in C++

The Pragmatic Programmer

More Programming Pearls

Collective Wisdom from the Experts

Dreaming in Code

The Self-Taught Computer Scientist

Big Ideas from the Computer Age

Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today.

Masterminds of Programming includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry

Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped

shape the computer industry, you'll find Masterminds of Programming fascinating.

Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for

People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

Leading Programmers Explain How They Think

Confessions of a Coder

Inside the Machine

The 9 Indispensable Rules for Finding Even the Most Elusive Software and Hardware Problems