97 Things Every Programmer Should Know Collective Wisdom From The Experts Kevlin Henney

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Linkers and Loaders "O'Reilly Media, Inc."
Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You ' ll work with many different software development topics that are often excluded from software develop how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems.

Head First Design Patterns "O'Reilly Media, Inc."
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

What Every Programmer Should Know about Object-oriented Design "O'Reilly Media, Inc."
"I enjoyed reading this useful overview of the techniques and challenges of implementing linkers and loaders. While most of the examples are focused on three computer architectures that are widely used today, there are also many side comments about interesting and quirky computer architectures of the past. I can tell from these war stories that the author really has been there himself and survived to tell the tale." -Guy Steele Whatever your programming language, whatever your platform, you probably tap into linker and loader functions all the time. But do you know how to use them to their greatest possible advantage? Only now, with the publication of Linkers & Loaders, is there an authoritative book devoted entirely to these deep-seated compile-time and run-time processes. The book begins with a detailed and comparative account of linking and loading that illustrates the differences among various compilers and operating systems. On top of this foundation, the author presents clear practical advice to help you create faster, cleaner code. You'll learn to avoid the pitfalls associated with Windows DLLs, take advantage of the space-saving, performance-improving techniques supported by many modern linkers, make the best use of the UNIX ELF library scheme, and much more. If you're serious about programming, you'll devour this unique guide to one of the field's least understood topics. Linkers & Loaders is also an ideal supplementary text for compiler and operating systems courses. Features: * Includes a linker construction project written in Perl, with project files available for download. * Covers dynamic linking in Windows, UNIX, Linux, BeOS, and other operating systems. * Explains the Java linking model and how it figures in network applets and extensible Java code. * Helps you write more elegant and effective code, and build applications that compile, load, and run more efficiently.

Programming Embedded Systems "O'Reilly Media, Inc."
Describes the concepts of programming with Linux, covering such topics as shell programming, file structure, managing memory, using MySQL, debugging, processes and signals, and GNOME.

Release It! "O'Reilly Media, Inc."
"A great book with deep insights into the bridge between programming and the human mind." - Mike Taylor, CGI Your brain responds in a predictable way when it encounters new or difficult tasks. This unique book teaches you concrete techniques rooted in cognitive science that will improve the way you learn and think about code. In The Programmer’s Brain: What every programmer needs to know about cognition you will learn: Fast and effective ways to master new programming languages Speed reading skills to quickly comprehend new code Techniques to unravel the meaning of complex code Ways to learn new syntax and keep it memorized Writing code that is easy for others to read Picking the right names for your variables Making your codebase more understandable to newcomers Onboarding new developers to your team Learn how to optimize your brain’s natural cognitive processes to read code more easily, write code faster, and pick up new languages in much less time. This book will help you through the confusion you feel when faced with strange and complex code, and explain a codebase in ways that can make a new team member productive in days! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Take advantage of your brain’s natural processes to be a better programmer. Techniques based in cognitive science make it possible to learn new languages faster, improve productivity, reduce the need for code rewrites, and more. This unique book will help you achieve these gains. About the book The Programmer’s Brain unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You’ll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you’ll discover how to create study resources as you become an expert at teaching yourself

and bringing new colleagues up to speed. What's inside Understand how your brain sees code Speed reading skills to learn code quickly Techniques to unravel complex code Tips for making codebases understandable About the reader For programmers who have experience working in more than one language. About the author Dr. Felienne Hermans is an associate professor at Leiden University in the Netherlands. She has spent the last decade researching programming, how to learn and how to teach it. Table of Contents PART 1 ON READING CODE BETTER 1 Decoding your confusion while coding 2 Speed reading for code 3 How to learn programming syntax quickly 4 How to read complex code PART 2 ON THINKING ABOUT CODE 5 Reaching a deeper understanding of code 6 Getting better at solving programming problems 7 Misconceptions: Bugs in thinking PART 3 ON WRITING BETTER CODE 8 How to get better at naming things 9 Avoiding bad code and cognitive load: Two frameworks 10 Getting better at solving complex problems PART 4 ON COLLABORATING ON CODE 11 The act of writing code 12 Designing and improving larger systems 13 How to onboard new developers

97 Things Every Programmer Should Know "O'Reilly Media, Inc."

If the projects you manage don't go as smoothly as you'd like, 97 Things Every Project Manager Should Know offers knowledge that's priceless, gained through years of trial and error. This illuminating book contains 97 short and extremely practical tips -- whether you're dealing with software or non-IT projects -- from some of the world's most experienced project managers and software developers. You'll learn how these professionals have dealt with everything from managing teams to handling project stakeholders to runaway meetings and more. While this book highlights software projects, its wise axioms contain project management principles applicable to projects of all types in any industry. You can read the book end to end or browse to find topics that are of particular relevance to you. 97 Things Every Project Manager Should Know is both a useful reference and a source of inspiration. Among the 97 practical tips: "Clever Code Is Hard to Maintain...and Maintenance Is Everything" -- David Wood, Partner, Zepheira "Every Project Manager Is a Contract Administrator" -- Fabio Teixeira de Melo, Planning Manager, Construtora Norberto Odebrecht "Can Earned Value and Velocity Coexist on Reports?" -- Barbee Davis, President, Davis Consulting "How Do You Define 'Finished'"? -- Brian Sam-Bodden, author, software architect "The Best People to Create the Estimates Are the Ones Who Do the Work" -- Joe Zenevitch, Senior Project Manager, ThoughtWorks "How to Spot a Good IT Developer" -- James Graham, independent management consultant "One Deliverable, One Person" -- Alan Greenblatt, CEO, Sciova

O'Reilly Media

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Algorithms Dorset House

Want more free books like this? Download our app for free at https://www.QuickRead.com/App and get access to hundreds of free book and audiobook summaries. The incredible story of how an overweight man became the fittest man in America by mastering his mind and defying all odds. How many times do you tell yourself that you'll head to the gym tomorrow? Only to find that when tomorrow comes, you find an excuse. Imagine living life with zero excuses, what could you accomplish? Author, David Goggins, doesn't believe in excuses and has transformed his life through the simple power of his mind. Coming from a traumatic childhood, Goggins found himself in his early twenties working as a cockroach exterminator and weighing just under 300 pounds. Despite the trauma and weight, Goggins went on to become one of the fittest people on the planet. He committed himself to join the Navy SEALs and went on to become a successful ultramarathon runner. Goggins achieved the near-impossible, and now, you can too. Find out how Goggins uses the forty-percent rule to push his body further, what it takes to run 135 miles at Badwater 135, and how Goggins continues to push himself despite several setbacks.

97 Things Every Java Programmer Should Know Lulu.com

97 Things Every Programmer Should KnowO'Reilly Media

Functional Programming in Java Packt Publishing Ltd

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Small, Sharp Software Tools Pragmatic Bookshelf

Most of the high-profile cases of real or perceived unethical activity in data science aren't matters of bad intent. Rather, they occur because the ethics simply aren't thought through well enough. Being ethical takes constant diligence, and in many situations identifying the right choice can be difficult. In this in-depth book, contributors from top companies in technology, finance, and other industries share experiences and lessons learned from collecting, managing, and analyzing data ethically. Data science professionals, managers, and tech leaders will gain a better understanding of ethics through powerful, real-world best practices. Articles include: Ethics Is Not a Binary Concept—Tim Wilson How to Approach Ethical Transparency—Rado Kotorov Unbiased ? Fair—Doug Hague Rules and Rationality—Christof Wolf Brenner The Truth About AI Bias—Cassie Kozyrkov Cautionary Ethics Tales—Sherrill Hayes Fairness in the Age of Algorithms—Anna Jacobson The Ethical Data Storyteller—Brent Dykes Introducing Ethicize™, the Fully AI-Driven Cloud-Based Ethics Solution!—Brian O'Neill Be Careful with "Decisions of the Heart"—Hugh Watson Understanding Passive Versus Proactive Ethics—Bill Schmarzo

97 Things Every Programmer Should Know QuickRead.com

A developer's guide to successfully managing teams, customers, and software projects Key FeaturesA complete guide to managing developer teams, software projects, customers, and usersTransition successfully from a technical role to managementDevelop crucial skills to enhance your performance and advance your careerBook Description The Successful Software Manager is a comprehensive and practical guide to managing software developers, software customers, and the process of deciding what software needs to be built. It explains in detail how to develop a management mindset, lead a high-performing developer team, and meet all the expectations of a good manager. The book will help you whether you've chosen to pursue a career in management or have been asked to "act up" as a manager. Whether you're a Development Manager, Product Manager, Team Leader, Solution Architect, or IT Director, this is your indispensable guide to all aspects of running your team and working within an organization and dealing with colleagues, customers, potential customers, and technologists, to ensure you build the product your organization needs. This book is the must-have authoritative guide to managing projects, managing people, and preparing yourself to be an effective manager. The intuitive real-life examples will act as a desk companion for any day-to-day challenge, and beyond that, Herman will show you how to prepare for the next stages and how to achieve career success. What you will learnDecide if moving to management is right for youDevelop the skills required for managementLead and manage successful software development projectsUnderstand the various roles in a technical team and how to manage themMotivate and mentor your teamDeliver successful training and

presentationsLead the design process with storyboards and personas, and validate your solutionWho this book is for Development Managers, Product Managers, Team Leaders, Solution Architects, or IT Directors who want to effectively manage colleagues, customers, potential customers, and technologists.

Notes to a Software Team Leader John Wiley & Sons

Take advantage of today's sky-high demand for data engineers. With this in-depth book, current and aspiring engineers will learn powerful real-world best practices for managing data big and small. Contributors from notable companies including Twitter, Google, Stitch Fix, Microsoft, Capital One, and LinkedIn share their experiences and lessons learned for overcoming a variety of specific and often nagging challenges. Edited by Tobias Macey, host of the popular Data Engineering Podcast, this book presents 97 concise and useful tips for cleaning, prepping, wrangling, storing, processing, and ingesting data. Data engineers, data architects, data team managers, data scientists, machine learning engineers, and software engineers will greatly benefit from the wisdom and experience of their peers. Topics include: The Importance of Data Lineage - Julien Le Dem Data Security for Data Engineers - Katharine Jarmul The Two Types of Data Engineering and Data Engineers - Jesse Anderson Six Dimensions for Picking an Analytical Data Warehouse - Gleb Mezhanskiy The End of ETL as We Know It - Paul Singman Building a Career as a Data Engineer - Vijay Kiran Modern Metadata for the Modern Data Stack - Prukalpa Sankar Your Data Tests Failed! Now What? - Sam Bail

97 Things Every Software Architect Should Know Pragmatic Bookshelf

Building on their breakthrough bestsellers Lean Software Development and Implementing Lean Software Development, Mary and Tom Poppendieck’s latest book shows software leaders and team members exactly how to drive high-value change throughout a software organization—and make it stick. They go far beyond generic implementation guidelines, demonstrating exactly how to make lean work in real projects, environments, and companies. The Poppendiecks organize this book around the crucial concept of frames, the unspoken mental constructs that shape our perspectives and control our behavior in ways we rarely notice. For software leaders and team members, some frames lead to long-term failure, while others offer a strong foundation for success. Drawing on decades of experience, the authors present twenty-four frames that offer a coherent, complete framework for leading lean software development. You’ll discover powerful new ways to act as competency leader, product champion, improvement mentor, front-line leader, and even visionary. Systems thinking: focusing on customers, bringing predictability to demand, and revamping policies that cause inefficiency Technical excellence: implementing low-dependency architectures, TDD, and evolutionary development processes, and promoting deeper developer expertise Reliable delivery: managing your biggest risks more effectively, and optimizing both workflow and schedules Relentless improvement: seeing problems, solving problems, sharing the knowledge Great people: finding and growing professionals with purpose, passion, persistence, and pride Aligned leaders: getting your entire leadership team on the same page From the world’s number one experts in Lean software development, Leading Lean Software Development will be indispensable to everyone who wants to transform the promise of lean into reality—in enterprise IT and software companies alike.

100 Power Tips for FPGA Designers Simon and Schuster

This book is Part I of the fourth edition of Robert Sedgewick and Kevin Wayne’s Algorithms , the leading textbook on algorithms today, widely used in colleges and universities worldwide. Part I contains Chapters 1 through 3 of the book. The fourth edition of Algorithms surveys the most important computer algorithms currently in use and provides a full treatment of data structures and algorithms for sorting, searching, graph processing, and string processing -- including fifty algorithms every programmer should know. In this edition, new Java implementations are written in an accessible modular programming style, where all of the code is exposed to the reader and ready to use. The algorithms in this book represent a body of knowledge developed over the last 50 years that has become indispensable, not just for professional programmers and computer science students but for any student with interests in science, mathematics, and engineering, not to mention students who use computation in the liberal arts. The companion web site, algs4.cs.princeton.edu contains An online synopsis Full Java implementations Test data Exercises and answers Dynamic visualizations Lecture slides Programming assignments with checklists Links to related material The MOOC related to this book is accessible via the "Online Course" link at algs4.cs.princeton.edu. The course offers more than 100 video lecture segments that are integrated with the text, extensive online assessments, and the large-scale discussion forums that have proven so valuable. Offered each fall and spring, this course regularly attracts tens of thousands of registrants. Robert Sedgewick and Kevin Wayne are developing a modern approach to disseminating knowledge that fully embraces technology, enabling people all around the world to discover new ways of learning and teaching. By integrating their textbook, online content, and MOOC, all at the state of the art, they have built a unique resource that greatly expands the breadth and depth of the educational experience.

The Java Module System 97 Things Every Programmer Should Know

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, 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 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 though the paradigm change, offer the essential details about the new features, and show you 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 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.

The Programmer's Brain Simon and Schuster

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

97 Things Every Engineering Manager Should Know Apress

The command-line interface is making a comeback. That's because developers know that all the best features of your operating system are hidden behind a user interface designed to help average people use the computer. But you're not the average user, and the CLI is the most efficient way to get work done fast. Turn tedious chores into quick tasks: read and write files, manage complex directory hierarchies, perform network diagnostics, download files, work with APIs, and combine individual programs to create your own workflows. Put down that mouse, open the CLI, and take control of your software development environment. No matter what language or platform you're using, you can use the CLI to create projects, run servers, and manage files. You can even create new tools that fit right in with grep, sed, awk, and xargs. You'll work with the Bash shell and the most common command-line utilities available on macOS, Windows 10, and many flavors of Linux. Create files without opening a text editor. Manage complex directory strutures and move around your entire file system without touching the mouse. Diagnose network issues and interact with APIs. Chain several commands together to transform data, and create your own scripts to automate repetitive tasks. Make things even faster by customizing your environment, creating shortcuts, and integrating other tools into your environment. Hands-on activities and exercises will cement your newfound knowledge and give you the confidence to use the CLI to its fullest potential. And if you're worried you'll wreck your system, this book walks you through creating an Ubuntu virtual machine so you can practice worry-free. Dive into the CLI and join the thousands of other devs who use it every day. What You Need: You'll need macOS, Windows 10, or a Linux distribution like Ubuntu, Fedora, CentOS, or Debian using the Bash shell.

Learning Java "O'Reilly Media, Inc."

Learn algorithms for solving classic computer science problems with this concise guide covering everything from fundamental algorithms, such as sorting and searching, to modern algorithms used in machine learning and cryptography Key FeaturesLearn the techniques you need to know to design algorithms for solving complex problemsBecome familiar with neural networks and deep learning techniquesExplore different types of algorithms and choose the right data structures for their optimal implementationBook Description Algorithms have always played an important role in both the science and practice of computing. Beyond traditional computing, the ability to use algorithms to solve real-world problems is an important skill that any developer or programmer must have. This book will help you not only to develop the skills to select and use an algorithm to solve real-world problems but also to understand how it works. You'll start with an introduction to algorithms and discover various algorithm design techniques, before exploring how to implement different types of algorithms, such as searching and sorting, with the help of practical examples. As you advance to a more complex set of algorithms, you'll learn about linear programming, page ranking, and graphs, and even work with machine learning algorithms, understanding the math and logic behind them. Further on, case studies such as weather prediction, tweet clustering, and movie recommendation engines will show you how to apply these algorithms optimally. Finally, you'll become well versed in techniques that enable parallel processing, giving you the ability to use these algorithms for compute-intensive tasks. By the end of this book, you'll have become adept at solving real-world computational problems by using a wide range of algorithms. What you will learnExplore existing data structures and algorithms found in Python librariesImplement graph algorithms for fraud detection using network analysisWork with machine learning algorithms to cluster similar tweets and process Twitter data in real timePredict the weather using supervised learning algorithmsUse neural networks for object detectionCreate a recommendation engine that suggests relevant movies to subscribersImplement foolproof security using symmetric and asymmetric encryption on Google Cloud Platform (GCP)Who this book is for This book is for programmers or developers who want to understand the use of algorithms for problem-solving and writing efficient code. Whether you are a beginner looking to learn the most commonly used algorithms in a clear and concise way or an experienced programmer looking to explore cutting-edge algorithms in data science, machine learning, and cryptography, you'll find this book useful. Although Python programming experience is a must, knowledge of data science will be helpful but not necessary.

The Pragmatic Programmer Morgan Kaufmann

Key concepts and best practices for new software engineers — stuff critical to your workplace success that you weren't taught in school. For new software engineers, knowing how to program is only half the battle. You'll quickly find that many of the skills and processes key to your success are not taught in any school or bootcamp. The Missing README fills in that gap—a distillation of workplace lessons, best practices, and engineering fundamentals that the authors have taught rookie developers at top companies for more than a decade. Early chapters explain what to expect when you begin your career at a company. The book's middle section expands your technical education, teaching you how to work with existing codebases, address and prevent technical debt, write production-grade software, manage dependencies, test effectively, do code reviews, safely deploy software, design evolvable architectures, and handle incidents when you're on-call. Additional chapters cover planning and interpersonal skills such as Agile planning, working effectively with your manager, and growing to senior levels and beyond. You'll learn: • How to use the legacy code change algorithm, and leave code cleaner than you found it • How to write operable code with logging, metrics, configuration, and defensive programming • How to write deterministic tests, submit code reviews, and give feedback on other people's code • The technical design process, including experiments, problem definition, documentation, and collaboration • What to do when you are on-call, and how to navigate production incidents • Architectural techniques that make code change easier • Agile development practices like sprint planning, stand-ups, and retrospectives This is the book your tech lead wishes every new engineer would read before they start. By the end, you'll know what it takes to transition into the workplace–from CS classes or bootcamps to professional software engineering.