Software Engineer Books

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Building Mobile Apps at Scale
John Wiley & Sons
What others in the trenches say about The Pragmatic Programmer... “The cool thing

about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this

book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging 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; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful

examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices 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.

Software Engineering in C Springer Science & Business Media "This remarkable book combines practical advice, ready-to-use techniques, anda deep understanding of why this is the right way to develop software. I haveseen software teams transformed by the ideas in this book." --Mike Cohn, author of Agile Estimating and Planning "As a lean practitioner myself, I have loved and used their first book for years.When this second book came out, I was delighted that it was even better. If youare interested in how lean principles can be useful for software developme ntorganizations, this is the book you are looking for. The Poppendiecks offer abeautiful blend of history, theory, and practice." --Alan Shalloway, coauthor of Design Patterns Explained "I've enjoyed

reading the book very much. I feel it might even be better than thefirst lean book by Tom and Mary, while that one was already exceptionallygood! Mary especially has a lot of knowledge related to lean techniques inproduct development and manufacturing. It's rare that these techniques areactually translated to software. This is something no other book does well(except their first book)." --Bas Vodde "The new book by Mary and Tom Poppendieck provides a well-written andcomprehensive introduction to lean principles and selected practices for softwaremanagers and engineers. It illustrates the application of the values andpractices with well-suited success stories. I enjoyed reading it." --Roman Pichler "In Implementing Lean Software Development, the Poppendiecks explore moredeeply the themes they introduced in Lean Software Development. They beginwith a compelling history of lean thinking, then move to key areas such asvalue, waste, and people. Each chapter includes exercises to help you apply keypoints. If you want a better understanding of how lean ideas can work withsoftware, this book is for you." --Bill Wake,

independent consultant In 2003, Mary and Tom Poppendieck's Lean Software Development introduced breakthrough development techniques that leverage Lean principles to deliver unprecedented agility and value. Now their widely anticipated sequel and companion guide shows exactly how to implement Lean software development, hands-on. This new book draws on the Poppendiecks' unparalleled experience helping development organizations optimize the entire software value stream. You'll discover the right questions to ask, the key issues to focus on, and techniques proven to work. The authors present case studies from leading-edge software organizations, and offer practical exercises for jumpstarting your own Lean initiatives. Managing to extend, nourish, and leverage agile practices Building true development teams, not just groups Driving quality through rapid feedback and detailed discipline Making decisions Just-in-Time, but no later Delivering fast: How PatientKeeper delivers 45 rock-solid releases per year Making tradeoffs that really satisfy customers Implementing Lean Software Development

is indispensable to anyone who wants more effective development processes--managers, project leaders, senior developers, and architects in enterprise IT and software companies alike.

Software Engineering 1

No Starch Press

Now in the 5th edition, Cracking the Coding Interview gives you the interview preparation you need to get the top software developer jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an

endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

Implementing Lean Software Development

Independently Published

Get the most out of this foundational reference and improve the productivity of your software teams. This open access book collects the wisdom of the 2017 "Dagstuhl" seminar on productivity in software engineering, a meeting of community leaders, who came together with the goal of rethinking traditional definitions and measures of productivity. The results of their work, Rethinking Productivity in Software Engineering, includes chapters covering definitions and core concepts related to productivity, guidelines for measuring productivity in specific contexts, best practices and pitfalls, and theories and open questions on

productivity. You'll benefit from the many short chapters, each offering a focused discussion on one aspect of productivity in software engineering. Readers in many fields and industries will benefit from their collected work. Developers wanting to improve their personal productivity, will learn effective strategies for overcoming common issues that interfere with progress. Organizations thinking about building internal programs for measuring productivity of programmers and teams will learn best practices from industry and researchers in measuring productivity. And researchers can leverage the conceptual frameworks and rich body of literature in the book to effectively pursue new research directions. What You'll LearnReview the definitions and dimensions of software productivity See how time management is having the

opposite of the intended effect Develop valuable dashboards Understand the impact of sensors on productivity Avoid software development waste Work with human-centered methods to measure productivity Look at the intersection of neuroscience and productivity Manage interruptions and context-switching

Who Book Is For

Industry developers and those responsible for seminar-style courses that include a segment on software developer productivity. Chapters are written for a generalist audience, without excessive use of technical terminology.

Software Engineering Pearson Education

Explore various verticals in software engineering through high-end systems using Python Key FeaturesMaster the tools and techniques used in software engineeringEvaluates available database options and selects one for the final Central Office system-componentsExperience the iterations software go through and craft enterprise-grade systemsBook Description Software Engineering is about more than just writing code—it includes a host of soft skills that apply to almost any development effort, no matter what the language, development methodology, or scope of the project. Being a senior developer

all but requires awareness of how those skills, along with their expected technical counterparts, mesh together through a project's life cycle. This book walks you through that discovery by going over the entire life cycle of a multi-tier system and its related software projects. You'll see what happens before any development takes place, and what impact the decisions and designs made at each step have on the development process. The development of the entire project, over the course of several iterations based on real-world Agile iterations, will be executed, sometimes starting from nothing, in one of the fastest growing languages in the world—Python. Application of practices in Python will be laid out, along with a number of Python-specific capabilities that are often overlooked. Finally, the book will implement a high-performance computing solution, from first principles through complete foundation. What you will learnUnderstand what happens over the course of a system's life (SDLC)Establish what to expect from the pre-development life cycle stepsFind out how the development-specific phases of the SDLC affect developmentUncover what a real-world development process might be like, in an Agile wayFind out how to do more than just write the codeIdentify the existence of project-independent best practices and how to use themFind out how to design and implement a high-performance computing processWho this book is for Hands-On Software Engineering with Python is for you if you are a developer having basic understanding of programming and its paradigms and want to skill up as a senior programmer. It is assumed that you have basic Python knowledge.

Cracking the Coding Interview

"O'Reilly Media, Inc."

Software Engineering at Google

O'Reilly Media

The Pragmatic Programmer

CreateSpace

The art, craft, discipline, logic, practice, and science of

developing large-scale software products needs a believable, professional base. The textbooks in this three-volume set combine informal, engineeringly sound practice with the rigour of formal, mathematics-based approaches. Volume 1 covers the basic principles and techniques of formal methods abstraction and modelling. First this book provides a sound, but simple basis of insight into discrete mathematics: numbers, sets, Cartesians, types, functions, the Lambda Calculus, algebras, and mathematical logic. Then it trains its readers in basic property- and model-oriented specification principles and techniques. The model-oriented concepts that are common to such specification languages as B, VDM-SL, and Z are explained here using the RAISE specification language (RSL). This book then covers the basic principles of applicative (functional), imperative, and concurrent (parallel) specification programming. Finally, the volume contains a comprehensive glossary of software engineering, and extensive indexes and references. These volumes are suitable for self-study by practicing software engineers and for use in university undergraduate and graduate courses on software engineering. Lecturers will be supported with a comprehensive guide to designing modules based on the textbooks, with solutions to many of the exercises presented, and with a complete set of lecture slides.

How to Engineer Software

Apress

Want a great software development team? Look no further. How to Recruit and Hire Great Software Engineers: Building a Crack Development Team is a field guide and instruction manual for finding and hiring excellent engineers that fit your team, drive your success, and provide you with a competitive advantage. Focusing on proven methods, the book

guides you through creating and tailoring a hiring process specific to your needs. You ' ll learn to establish, implement, evaluate, and fine-tune a successful hiring process from beginning to end. Some studies show that really good programmers can be as much as 5 or even 10 times more productive than the rest. How do you find these rock star developers? Patrick McCuller, an experienced engineering and hiring manager, has made answering that question part of his life's work, and the result is this book. It covers sourcing talent, preparing for interviews, developing questions and exercises that reveal talent (or the lack thereof), handling common and uncommon situations, and onboarding your new hires. How to Recruit and Hire Great Software Engineers will make your hiring much more effective, providing a long-term edge for your projects. It will: Teach you everything you need to know to find and evaluate great software developers. Explain why and how you should consider candidates as customers, which makes offers easy to negotiate and close. Give you the methods to create and engineer an optimized process for your business from job description to onboarding and the hundreds of details in between. Provide analytical tools and metrics to help you improve the quality of your hires. This book will prove invaluable to new managers. But McCuller ' s deep thinking on the subject will also help veteran managers

who understand the essential importance of finding just the right person to move projects forward. Put into practice, the hiring process this book prescribes will not just improve the success rate of your projects—it ' ll make your work life easier and lot more fun.

Apprenticeship Patterns Springer

The best way to learn software engineering is by understanding its core and peripheral areas. Foundations of Software Engineering provides in-depth coverage of the areas of software engineering that are essential for becoming proficient in the field. The book devotes a complete chapter to each of the core areas. Several peripheral areas are also explained by assigning a separate chapter to each of them. Rather than using UML or other formal notations, the content in this book is explained in easy-to-understand language. Basic programming knowledge using an object-oriented language is helpful to understand the material in this book. The knowledge gained from this book can be readily used in other relevant courses or in real-world software development environments. This textbook educates students in software engineering principles. It covers almost all facets of software engineering, including requirement engineering, system specifications, system modeling, system architecture, system implementation, and system testing. Emphasizing practical issues, such as feasibility studies, this book explains how to add and develop software requirements to evolve software systems. This book was written after receiving feedback from several professors and software engineers. What resulted is a textbook on software engineering that not only covers the theory of software engineering but also presents real-world insights to aid students in proper implementation. Students learn key concepts through carefully explained and illustrated theories, as well as concrete examples and a

complete case study using Java. Source code is also available on the book's website. The examples and case studies increase in complexity as the book progresses to help students build a practical understanding of the required theories and applications.

The Clean Coder "O'Reilly Media, Inc."

Using research in neurobiology, cognitive science and learning theory, this text loads patterns into your brain in a way that lets you put them to work immediately, makes you better at solving software design problems, and improves your ability to speak the language of patterns with others on your team.

Building a Career in Software CRC Press

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.

A Philosophy of Software Design Springer Science & Business Media

While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and

managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation,

performance, or app size?

Rapid Development Apress Project managers, technical leads, and Windows programmers throughout the industry share an important concern--how to get their development schedules under control. Rapid Development addresses that concern head-on with philosophy, techniques, and tools that help shrink and control development schedules and keep projects moving. The style is friendly and conversational--and the content is impressive.

Handbook of Software Engineering Yaknyam Publishing Practical Guidance on the Efficient Development of High-Quality Software Introduction to Software Engineering, Second Edition equips students with the fundamentals to prepare them for satisfying careers as software engineers regardless of future changes in the field, even if the changes are unpredictable or disruptive in nature. Retaining the same organization as its predecessor, this second edition adds considerable material on open source and agile development models. The text helps students understand software development techniques and processes at a reasonably sophisticated level. Students acquire practical experience through team software projects. Throughout much of the book, a relatively large project is used to teach about the requirements, design, and coding of software. In addition, a continuing case study of an agile software development project offers a complete picture of how a successful agile project can work. The book covers each major phase of the software development life cycle, from developing software requirements to software maintenance. It also discusses project management and explains how to read software engineering literature. Three appendices describe software patents, command-line arguments, and flowcharts.

Software Engineering for Absolute Beginners John Wiley & Sons

Software Engineering for Science provides an in-depth collection of peer-reviewed chapters that describe experiences with applying software engineering practices to the development of scientific software. It provides a better understanding of how software engineering is and should be practiced, and which software engineering practices are effective for scientific software. The book starts with a detailed overview of the Scientific Software Lifecycle, and a general overview of the scientific software development process. It highlights key issues commonly arising during scientific software development, as well as solutions to these problems. The second part of the book provides examples of the use of testing in scientific software development, including key issues and challenges. The chapters then describe solutions and case studies aimed at applying testing to scientific software development efforts. The final part of the book provides examples of applying software engineering techniques to scientific software, including not only computational modeling, but also software for data management and analysis. The authors describe their experiences and lessons learned from developing complex scientific software in different domains. About the Editors Jeffrey Carver is an Associate Professor in the Department of Computer Science at the University of Alabama. He is

one of the primary organizers of the workshop series on Software Engineering for Science (http://www.SE4Science.org/workshops). Neil P. Chue Hong is Director of the Software Sustainability Institute at the University of Edinburgh. His research interests include barriers and incentives in research software ecosystems and the role of software as a research object. George K. Thiruvathukal is Professor of Computer Science at Loyola University Chicago and Visiting Faculty at Argonne National Laboratory. His current research is focused on software metrics in open source mathematical and scientific software.

Software Engineer's Reference Book Packt Publishing Ltd

A guide to the application of the theory and practice of computing to develop and maintain software that economically solves real-world problem How to Engineer Software is a practical, how-to guide that explores the concepts and techniques of model-based software engineering using the Unified Modeling Language. The author—a noted expert on the topic—demonstrates how software can be developed and maintained under a true engineering discipline. He describes the relevant software engineering practices that are grounded in Computer Science and Discrete Mathematics. Model-based software engineering uses semantic modeling to reveal as many precise requirements as possible. This approach separates

business complexities from technology complexities, and gives developers the most freedom in finding optimal designs and code. The book promotes development scalability through domain partitioning and subdomain partitioning. It also explores software documentation that specifically and intentionally adds value for development and maintenance. This important book: Contains many illustrative examples of model-based software engineering, from semantic model all the way to executable code Explains how to derive verification (acceptance) test cases from a semantic model Describes project estimation, along with alternative software development and maintenance processes Shows how to develop and maintain cost-effective software that solves real-world problems Written for graduate and undergraduate students in software engineering and professionals in the field, How to Engineer Software offers an introduction to applying the theory of computing with practice and judgment in order to economically develop and maintain software.

Data Pipelines Pocket Reference Pearson Education

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.

Foundations of Software Engineering Addison-Wesley Professional

This is the digital version of the printed book (Copyright ©

1996). Written in a remarkably clear style, Creating a Software Engineering Culture presents a comprehensive approach to improving the quality and effectiveness of the software development process. In twenty chapters spread over six parts, Wiegers promotes the tactical changes required to support process improvement and high-quality software development. Throughout the text, Wiegers identifies scores of culture builders and culture killers, and he offers a wealth of references to resources for the software engineer, including seminars, conferences, publications, videos, and on-line information. With case studies on process improvement and software metrics programs and an entire part on action planning (called " What to Do on Monday "), this practical book guides the reader in applying the concepts to real life. Topics include software culture concepts, team behaviors, the five dimensions of a software project, recognizing achievements, optimizing customer involvement, the project champion model, tools for sharing the vision, requirements traceability matrices, the capability maturity model, action planning, testing, inspections, metrics-based project estimation, the cost of quality, and much more! Principles from Part 1 Never let your boss or your customer talk you into doing a bad job. People need to feel the work they do is appreciated. Ongoing education is every team member ' s responsibility. Customer involvement is the most critical factor in software quality. Your greatest challenge is sharing the vision of the final product with the customer. Continual improvement of your software development process is both possible and essential.

Written software development procedures can help build a shared culture of best practices. Quality is the top priority; long-term productivity is a natural consequence of high quality. Strive to have a peer, rather than a customer, find a defect. A key to software quality is to iterate many times on all development steps except coding: Do this once. Managing bug reports and change requests is essential to controlling quality and maintenance. If you measure what you do, you can learn to do it better. You can ' t change everything at once. Identify those changes that will yield the greatest benefits, and begin to implement them next Monday. Do what makes sense; don ' t resort to dogma.

Rethinking Productivity in Software Engineering

Software Engineering at Google

Software Engineer's Reference Book provides the fundamental principles and general approaches, contemporary information, and applications for developing the software of computer systems. The book is comprised of three main parts, an epilogue, and a comprehensive index. The first part covers the theory of computer science and relevant mathematics. Topics under this section include logic, set theory, Turing machines, theory of computation, and computational complexity. Part II is a discussion of software development methods, techniques and technology primarily based around a conventional view of the software life cycle. Topics discussed include methods such as CORE,

SSADM, and SREM, and formal methods including VDM and Z. Attention is also given to other technical activities in the life cycle including testing and prototyping. The final part describes the techniques and standards which are relevant in producing particular classes of application. The text will be of great use to software engineers, software project managers, and students of computer science.

The Senior Software Engineer Pragmatic Bookshelf

The author starts with the premise that C is an excellent language for software engineering projects. The book con- centrates on programming style,particularly readability, maintainability, and portability. Documents the proposed ANSI Standard, which is expected to be ratified in 1987. This book is designed as a text for both beginner and inter- mediate-level programmers.