# Code Craft The Practice Of Writing Excellent Pete Goodliffe

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**The Talent Code** - Daniel Coyle 2009-04-28
What is the secret of talent? How do we unlock it? This groundbreaking work provides readers with tools they can use to maximize potential in themselves and others. Whether you're coaching soccer or teaching a child to play the piano, writing a novel or trying to improve your golf swing, this revolutionary book shows you how to grow talent by tapping into a newly discovered brain mechanism.

Drawing on cutting-edge neurology and firsthand research gathered on journeys to nine of the world's talent hotbeds—from the baseball fields of the Caribbean to a classical-music academy in upstate New York—Coyle identifies the three key elements that will allow you to develop your gifts and optimize your performance in sports, art, music, math, or just about anything. • Deep Practice Everyone knows that practice is a key to success. What everyone doesn't know is that specific kinds of practice can increase skill up to ten times faster than conventional practice. • Ignition We all need a little motivation to get started. But what separates truly high achievers from the rest of the pack? A higher level of commitment—call it passion—born out of our deepest unconscious desires and triggered by certain primal cues. Understanding how these signals work can help you ignite passion and catalyze skill development. • Master Coaching What are the secrets of the world's most effective teachers, trainers, and coaches? Discover the four virtues that enable these "talent whisperers" to fuel passion, inspire deep practice, and bring out the best in their students. These three elements work together within your brain to form myelin, a microscopic neural substance that adds vast amounts of speed and accuracy to your movements and thoughts. Scientists have discovered that myelin might just be the holy grail: the foundation of all forms of greatness, from Michelangelo's to Michael Jordan's. The good news about myelin is that it isn't fixed at birth; to the contrary, it grows, and like anything that grows, it can be cultivated and nourished. Combining revelatory analysis with illuminating examples of regular people who have achieved greatness, this book will not only change the way you think about talent, but equip you to reach your own highest potential.

*Crafting Interpreters* - Robert

Nystrom 2021-07-27
Despite using them every day, most software engineers know little about how programming languages are designed and implemented. For many, their only experience with that corner of computer science was a terrifying "compilers" class that they suffered through in undergrad and tried to blot from their memory as soon as they had scribbled their last NFA to DFA conversion on the final exam. That fearsome reputation belies a field that is rich with useful techniques and not so difficult as some of its practitioners might have you believe. A better understanding of how programming languages are built will make you a stronger software engineer and teach you concepts and data structures you'll use the rest of your coding days. You might even have fun. This book teaches you everything you need to know to implement a full-featured, efficient scripting language. You'll learn both high-level concepts around parsing and semantics and gritty details like bytecode representation and garbage collection. Your brain will light up with new ideas, and your hands will get dirty and calloused. Starting from main(), you will build a language that features rich syntax, dynamic typing, garbage collection, lexical scope, first-class functions, closures, classes, and inheritance. All packed into a few thousand lines of clean, fast code that you thoroughly understand because you wrote each one yourself.

My First Book of Patterns Pencil Control - No Author 2021-09-14

*The Pragmatic Programmer* - Andrew Hunt 1999-10-20
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.

**The Book of JavaScript, 2nd Edition** - thau! 2007

Explains how to use the programming language to add interactivity and animation to Web sites, covering image

swaps, functions, frames, cookies, alarms, frames, shopping carts, and Ajax.

**Python in Practice** - Mark Summerfield 2013

Winner of the 2014 Jolt Award for "Best Book" “Whether you are an experienced programmer or are starting your career, Python in Practice is full of valuable advice and example to help you improve your craft by thinking about problems from different perspectives, introducing tools, and detailing techniques to create more effective solutions.” —Doug Hellmann, Senior Developer, DreamHost If you're an experienced Python programmer, Python in Practice will help you improve the quality, reliability, speed, maintainability, and usability of all your Python programs. Mark Summerfield focuses on four key themes: design patterns for coding elegance, faster processing through concurrency and compiled Python (Cython), high-level networking, and graphics. He identifies well-proven design patterns that are useful in Python, illuminates them with expert-quality code, and explains why some object-oriented design patterns are irrelevant to Python. He also explodes several counterproductive myths about Python programming—showing, for example, how Python can take full advantage of multicore hardware. All examples, including three complete case studies, have been tested with Python 3.3 (and, where possible, Python 3.2 and 3.1) and crafted to maintain compatibility with future Python 3.x versions. All code has been tested on Linux, and most code has also been tested on OS X and Windows. All code may be downloaded at www.qtrac.eu/pipbook.html. Coverage includes Leveraging Python's most effective creational, structural, and behavioral design patterns Supporting concurrency with Python's multiprocessing, threading, and concurrent.futures modules Avoiding concurrency problems using thread-safe queues and

futures rather than fragile locks Simplifying networking with high-level modules, including xmlrpclib and RPyC Accelerating Python code with Cython, C-based Python modules, profiling, and other techniques Creating modern-looking GUI applications with Tkinter Leveraging today's powerful graphics hardware via the OpenGL API using pyglet and PyOpenGL

**Steering the Craft** - Ursula K. Le Guin 2015

Award-winning novelist Ursula K. Le Guin has turned a successful workshop into a self-guided voyage of discovery for a writer working alone, a writing group or a class.

**Clean Code** - Robert C. Martin 2009

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.

97 Things Every Programmer Should Know - Kevlin Henney 2010-02-05

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

The Elements of Programming Style - Brian W. Kernighan 1974

Covers Expression, Structure, Common Blunders, Documentation, & Structured Programming Techniques

**The Anti-Anxiety Workbook** - Martin M. Antony 2015-04-27

Recent breakthroughs in the study and treatment of anxiety are empowering countless people to find relief from chronic fears, worrying, phobias, and obsessions. This inviting workbook shows how. The state-of-the-art program presented here is grounded in cognitive-behavioral therapy, the most effective treatment for anxiety. No matter what type of anxiety problem you suffer from, leading experts Drs. Martin M. Antony and Peter J. Norton provide an unrivaled toolkit of proven strategies to help you: *Understand what anxiety is and how it gets out of control *Identify your anxiety triggers *Change the beliefs and behaviors that make symptoms worse *Develop a safe, gradual plan for confronting feared situations *Learn the facts about medications and herbal remedies *Achieve a new level of calm with relaxation and meditation techniques *Find the right professional help, if and when you need it Vivid examples and user-friendly worksheets (you can download and print additional copies as needed) guide you to put the book's science-based techniques into action. Effective problem-solving tips ease you through the rough spots in recovery. If you're ready to take back your life from anxiety, you've come to the right place. Association for Behavioral and Cognitive Therapies (ABCT) Self-Help Book of Merit

Effective Coding with VHDL - Ricardo Jasinski 2016-05-27

A guide to applying software design principles and coding practices to VHDL to improve the readability, maintainability, and quality of VHDL code. This book addresses an often-neglected aspect of the creation of VHDL designs. A

VHDL description is also source code, and VHDL designers can use the best practices of software development to write high-quality code and to organize it in a design. This book presents this unique set of skills, teaching VHDL designers of all experience levels how to apply the best design principles and coding practices from the software world to the world of hardware. The concepts introduced here will help readers write code that is easier to understand and more likely to be correct, with improved readability, maintainability, and overall quality. After a brief review of VHDL, the book presents fundamental design principles for writing code, discussing such topics as design, quality, architecture, modularity, abstraction, and hierarchy. Building on these concepts, the book then introduces and provides recommendations for each basic element of VHDL code, including statements, design units, types, data objects, and subprograms. The book covers naming data objects and functions, commenting the source code, and visually presenting the code on the screen. All recommendations are supported by detailed rationales. Finally, the book explores two uses of VHDL: synthesis and testbenches. It examines the key characteristics of code intended for synthesis (distinguishing it from code meant for simulation) and then demonstrates the design and implementation of testbenches with a series of examples that verify different kinds of models, including combinational, sequential, and FSM code. Examples from the book are also available on a companion website, enabling the reader to experiment with the complete source code.

**Invent Your Own Computer Games with Python, 4th Edition** - Al Sweigart 2016-12-16

Invent Your Own Computer Games with Python will teach you how to make computer games using the popular

Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

**Growing Software** - Louis Testa 2009-03-15

As the technology leader at a small software company, you need to focus on people, products, processes, and technology as you bring your software to market, while doing your best to put out fires and minimize headaches. Growing Software is your guide to juggling the day-to-day challenges of running a software company while managing those long-term problems and making sure that your business continues to grow. With practical, hands-on advice, Growing Software will teach you how to build and lead an effective team, define and sell your products, work with everyone from customers to CEOs, and ensure high-quality results. Instead of learning by trial and error, you'll benefit from author Louis

Testa's 20+ years of management experience. Testa combines big-picture advice, specific solutions, and real-life anecdotes to teach you how to: –Work effectively with your CEO and executive team –Improve development team efficiency and enthusiasm –Evaluate your software methodology to improve effectiveness and safeguard against failure –Use product prototypes to bridge the gap between marketing and engineering –Defuse technology time bombs Whether you're new to managing software or newly lost, Growing Software will help you and your growing company thrive.

*Programming on Purpose III* - P. J. Plauger 1993

This collection of essays drawn from Plauger's popular "Programming on Purpose" column in the magazine Computer Language, focuses on the technology of writing computer software. Plauger's style is clear without being simplistic, reducing complex themes to bite-size chunks. KEY TOPICS: Covers a number of important technical themes such as computer arithmetic, approximating math functions, human perception and artificial intelligence, encrypting data and clarifying documentation.

Encyclopedia of Computer Science and Technology - Harry Henderson 2009

Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.

21st Century C - Ben Klemens 2014-09-27

Throw out your old ideas about C and get to know a programming language that’s substantially outgrown its origins. With this revised edition of 21st Century C, you’ll discover up-to-date techniques missing from other C tutorials, whether you’re new to the language or just getting reacquainted. C isn’t just the foundation of modern programming languages; it is a modern language, ideal for writing efficient, state-of-the-art applications. Get past idioms that made sense on

mainframes and learn the tools you need to work with this evolved and aggressively simple language. No matter what programming language you currently favor, you'll quickly see that 21st century C rocks. Set up a C programming environment with shell facilities, makefiles, text editors, debuggers, and memory checkers Use Autotools, C's de facto cross-platform package manager Learn about the problematic C concepts too useful to discard Solve C's string-building problems with C-standard functions Use modern syntactic features for functions that take structured inputs Build high-level, object-based libraries and programs Perform advanced math, talk to internet servers, and run databases with existing C libraries This edition also includes new material on concurrent threads, virtual tables, C99 numeric types, and other features.

Handbook of Data Compression - David Salomon 2010-01-18 Data compression is one of the most important fields and tools in modern computing. From archiving data, to CD-ROMs, and from coding theory to image analysis, many facets of modern computing rely upon data compression. This book provides a comprehensive reference for the many different types and methods of compression. Included are a detailed and helpful taxonomy, analysis of most common methods, and discussions on the use and comparative benefits of methods and description of "how to" use them. Detailed descriptions and explanations of the most well-known and frequently used compression methods are covered in a self-contained fashion, with an accessible style and technical level for specialists and non-specialists.

**Engineering Trustworthy Systems: Get Cybersecurity Design Right the First Time** - O. Sami Saydjari 2018-08-03 Cutting-edge cybersecurity solutions to defend against the most sophisticated attacks This professional guide shows, step by step, how to design and

deploy highly secure systems on time and within budget. The book offers comprehensive examples, objectives, and best practices and shows how to build and maintain powerful, cost-effective cybersecurity systems. Readers will learn to think strategically, identify the highest priority risks, and apply advanced countermeasures that address the entire attack space. Engineering Trustworthy Systems: Get Cybersecurity Design Right the First Time showcases 35 years of practical engineering experience from an expert whose persuasive vision has advanced national cybersecurity policy and practices. Readers of this book will be prepared to navigate the tumultuous and uncertain future of cyberspace and move the cybersecurity discipline forward by adopting timeless engineering principles, including: •Defining the fundamental nature and full breadth of the cybersecurity problem•Adopting an essential perspective that considers attacks, failures, and attacker mindsets •Developing and implementing risk-mitigating, systems-based solutions•Transforming sound cybersecurity principles into effective architecture and evaluation strategies that holistically address the entire complex attack space

**Coders at Work** - Peter Seibel 2009-12-21

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 Perlbal 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

*The Patentability of Software* - Anton Hughes 2019-02-18

This book explores the question of whether software should be patented. It analyses the ways in which the courts of the US, the EU, and Australia have attempted to deal with the problems surrounding the patentability of software and describes why it is that the software patent issue should be dealt with as a patentable subject matter issue, rather than as an issue of novelty or nonobviousness. Anton Hughes demonstrates that the current approach has failed and that a fresh approach to the software patent problem is needed. The book goes on to argue against

the patentability of software based on its close relationship to mathematics. Drawing on historical and philosophical accounts of mathematics in pursuit of a better understanding of its nature and focusing the debate on the conditions necessary for mathematical advancement, the author puts forward an analytical framework centred around the concept of the useful arts. This analysis both explains mathematics', and therefore software's, nonpatentability and offers a theory of patentable subject matter consistent with Australian, American, and European patent law.

*The Secret Life of Programs* - Jonathan E. Steinhart 2019-08-06

A primer on the underlying technologies that allow computer programs to work. Covers topics like computer hardware, combinatorial logic, sequential logic, computer architecture, computer anatomy, and Input/Output. Many coders are unfamiliar with the underlying technologies that make their programs run. But why should you care when your code appears to work? Because you want it to run well and not be riddled with hard-to-find bugs. You don't want to be in the news because your code had a security problem. Lots of technical detail is available online but it's not organized or collected into a convenient place. In The Secret Life of Programs, veteran engineer Jonathan E. Steinhart explores--in depth--the foundational concepts that underlie the machine. Subjects like computer hardware, how software behaves on hardware, as well as how people have solved problems using technology over time. You'll learn: How the real world is converted into a form that computers understand, like bits, logic, numbers, text, and colors The fundamental building blocks that make up a computer including logic gates, adders, decoders, registers, and memory Why designing programs to match computer hardware, especially memory,

improves performance How programs are converted into machine language that computers understand How software building blocks are combined to create programs like web browsers Clever tricks for making programs more efficient, like loop invariance, strength reduction, and recursive subdivision The fundamentals of computer security and machine intelligence Project design, documentation, scheduling, portability, maintenance, and other practical programming realities. Learn what really happens when your code runs on the machine and you'll learn to craft better, more efficient code.

**The Everything Creative Writing Book** - Wendy Burt-thomas 2010-06-18

Many people can write. But writing well enough to get published takes hours of practice, the ability to take criticism, and expert advice. Filled with stories and tips from published authors, this easy-to-use guide teaches you the basics of the writing craft. Whether you want to create poems or plays, children's books or online blogs, romance novels or a memoir, you'll learn to write more effectively and creatively. Published author, editor, and PR consultant Wendy Burt-Thomas covers all aspects of writing, including how to: Prepare to write, from planning to research to organization Properly structure your piece to fit your chosen genre Stay focused during the drafting and editing processes Work with other authors Overcome writer's block Market your writing

**The Problem with Software** - Adam Barr 2018-10-23

An industry insider explains why there is so much bad software—and why academia doesn't teach programmers what industry wants them to know. Why is software so prone to bugs? So vulnerable to viruses? Why are software products so often delayed, or even canceled? Is software development really hard, or are software developers just not that good at it? In The Problem with Software, Adam Barr

examines the proliferation of bad software, explains what causes it, and offers some suggestions on how to improve the situation. For one thing, Barr points out, academia doesn't teach programmers what they actually need to know to do their jobs: how to work in a team to create code that works reliably and can be maintained by somebody other than the original authors. As the size and complexity of commercial software have grown, the gap between academic computer science and industry has widened. It's an open secret that there is little engineering in software engineering, which continues to rely not on codified scientific knowledge but on intuition and experience. Barr, who worked as a programmer for more than twenty years, describes how the industry has evolved, from the era of mainframes and Fortran to today's embrace of the cloud. He explains bugs and why software has so many of them, and why today's interconnected computers offer fertile ground for viruses and worms. The difference between good and bad software can be a single line of code, and Barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers. Looking to the future, Barr writes that the best prospect for improving software engineering is the move to the cloud. When software is a service and not a product, companies will have more incentive to make it good rather than “good enough to ship."

*The Clean Coder* - Robert C. Martin 2011

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.

**Technológos in Being** - Wolfgang Ernst 2021-05-06

Wolfgang Ernst's new work, Technológos in Being, in its explicit media-scientific approach, aligns with the politics of the thinking media series to publish innovative works that advance media

studies towards the 'new sciences.' Ernst's invites readers to re-adjust their ideas of Media Studies: the conviction that an extended understanding of "medium" needs to include a concept of materiality that focuses on "non- human" agencies as well. The book grounds media analysis radically in the technological apparatuses, relays, transistors, hard- and software, to precisely locate the scenes, operations and frictions where reasoning logos and 'informable' matter interfere.

Code Craft - Pete Goodliffe 2007

A guide to writing computer code covers such topics as variable naming, presentation style, error handling, and security.

**Understanding Software** - Max Kanat-Alexander 2017-09-29

Software legend Max Kanat-Alexander shows you how to succeed as a developer by embracing simplicity, with forty-three essays that will help you really understand the software you work with. About This Book Read and enjoy the superlative writing and insights of the legendary Max Kanat-Alexander Learn and reflect with Max on how to bring simplicity to your software design principles Discover the secrets of rockstar programmers and how to also just suck less as a programmer Who This Book Is For Understanding Software is for every programmer, or anyone who works with programmers. If life is feeling more complex than it should be, and you need to touch base with some clear thinking again, this book is for you. If you need some inspiration and a reminder of how to approach your work as a programmer by embracing some simplicity in your work again, this book is for you. If you're one of Max's followers already, this book is a collection of Max's thoughts selected and curated for you to enjoy and reflect on. If you're new to Max's work, and ready to connect with the power of simplicity again, this book is for you! What You Will Learn

See how to bring simplicity and success to your programming world Clues to complexity - and how to build excellent software Simplicity and software design Principles for programmers The secrets of rockstar programmers Max's views and interpretation of the Software industry Why Programmers suck and how to suck less as a programmer Software design in two sentences What is a bug? Go deep into debugging In Detail In Understanding Software, Max Kanat-Alexander, Technical Lead for Code Health at Google, shows you how to bring simplicity back to computer programming. Max explains to you why programmers suck, and how to suck less as a programmer. There's just too much complex stuff in the world. Complex stuff can't be used, and it breaks too easily. Complexity is stupid. Simplicity is smart. Understanding Software covers many areas of programming, from how to write simple code to profound insights into programming, and then how to suck less at what you do! You'll discover the problems with software complexity, the root of its causes, and how to use simplicity to create great software. You'll examine debugging like you've never done before, and how to get a handle on being happy while working in teams. Max brings a selection of carefully crafted essays, thoughts, and advice about working and succeeding in the software industry, from his legendary blog Code Simplicity. Max has crafted forty-three essays which have the power to help you avoid complexity and embrace simplicity, so you can be a happier and more successful developer. Max's technical knowledge, insight, and kindness, has earned him code guru status, and his ideas will inspire you and help refresh your approach to the challenges of being a developer. Style and approach Understanding Software is a new selection of carefully chosen and crafted essays from Max Kanat-Alexander's legendary blog call Code

Simplicity. Max's writing and thoughts are great to sit and read cover to cover, or if you prefer you can drop in and see what you discover new every single time!

**Write Great Code, Volume 3** - Randall Hyde 2020-09-08

Engineering Software, the third volume in the landmark Write Great Code series by Randall Hyde, helps you create readable and maintainable code that will generate awe from fellow programmers. The field of software engineering may value team productivity over individual growth, but legendary computer scientist Randall Hyde wants to make promising programmers into masters of their craft. To that end, Engineering Software--the latest volume in Hyde's highly regarded Write Great Code series--offers his signature in-depth coverage of everything from development methodologies and strategic productivity to object-oriented design requirements and system documentation. You'll learn: • Why following the software craftsmanship model can lead you to do your best work • How to utilize traceability to enforce consistency within your documentation • The steps for creating your own UML requirements with use-case analysis • How to leverage the IEEE documentation standards to create better software This advanced apprenticeship in the skills, attitudes, and ethics of quality software development reveals the right way to apply engineering principles to programming. Hyde will teach you the rules, and show you when to break them. Along the way, he offers illuminating insights into best practices while empowering you to invent new ones. Brimming with resources and packed with examples, Engineering Software is your go-to guide for writing code that will set you apart from your peers.

*Code Complete* - Steve McConnell 2004-06-09

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—illustrating 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 must-know 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

*On Writing* - Stephen King 2002-06-25

The author shares his insights into the craft of writing and offers a humorous perspective on his own experience as a writer.

**Becoming a Better Programmer** - Pete Goodliffe 2014-10-03

If you're passionate about programming and want to get better at it, you've come to the right source. Code Craft author Pete Goodliffe presents a collection of useful techniques and approaches to the art and craft of programming that will help boost your career and your well-being. The book's standalone chapters span the range of a software developer's life--dealing with code, learning the trade, and improving performance--with no language or industry bias.

Write Great Code, Volume 1 - Randall Hyde 2004-11-01
Today's programmers are often narrowly trained because the industry moves too fast. That's where Write Great Code, Volume 1: Understanding the Machine comes in. This, the first of four volumes by author Randall Hyde, teaches important concepts of machine organization in a language-independent fashion, giving programmers what they need to know to write great code in any language, without the usual overhead of learning assembly language to master this topic. A solid foundation in software engineering, The Write Great Code series will help programmers make wiser choices with respect to programming statements and data types when writing software.

*Institutional Literacies* - Stuart A. Selber 2020
"Information technologies have become central to all functions of higher education, including writing and communications departments. Understanding how academic IT professionals make decisions, manage projects, and interact with academic departments is key for the faculty, administrators, and staff in those departments. To aid in this understanding, Stuart Selber spent two years embedded in Penn State's Teaching and Learning with Technology unit. His book offers new insights into the practices, attitudes, and assumptions of academic IT professionals and argues that composition faculty should collaborate more closely and engage more deeply with IT staff as composition technology projects are planned, implemented, and expanded. To help them do so, the book offers a three-part heuristic, reflecting the reality that academic IT units are complex and multilayered, with historical, spatial, and textual dimensions"--

**Software Craftsmanship** - Pete McBreen 2002
This book introduces the author's collection of wisdom under one umbrella: Software Craftmanship. This approach is unique in that it spells out a

programmer-centric way to build software. In other words, all the best computers, proven components, and most robust languages mean nothing if the programmer does not understand their craft

Emmy in the Key of Code - Aimee Lucido 2019

Sixth-grader Emmy tries to find her place in a new school and to figure out how she can create her own kind of music using a computer.

Variable-length Codes for Data Compression - David Salomon 2007-09-05

Most data compression methods that are based on variable-length codes employ the Huffman or Golomb codes. However, there are a large number of less-known codes that have useful properties and these can be useful. This book brings this large set of codes to the attention of workers in the field and for students of computer science. The author's crystal clear style of writing and presentation allows easy access to the topic.

Five Lines of Code - Christian Clausen 2021-11-09

Five Lines of Code teaches refactoring that's focused on concrete rules and getting any method down to five lines or less! There's no jargon or tricky automated-testing skills required, just easy guidelines and patterns illustrated by detailed code samples. In Five Lines of Code you will learn: The signs of bad code Improving code safely, even when you don't understand it Balancing optimization and code generality Proper compiler practices The Extract method, Introducing Strategy pattern, and many other refactoring patterns Writing stable code that enables change-by-addition Writing code that needs no comments Real-world practices for great refactoring Improving existing code—refactoring—is one of the most common tasks you'll face as a programmer. Five Lines of Code teaches you clear and actionable refactoring rules that you can apply without relying on intuitive judgements such as "code smells." Following the author's expert perspective—that

refactoring and code smells can be learned by following a concrete set of principles—you'll learn when to refactor your code, what patterns to apply to what problem, and the code characteristics that indicate it's time for a rework. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Every codebase includes mistakes and inefficiencies that you need to find and fix. Refactor the right way, and your code becomes elegant, easy to read, and easy to maintain. In this book, you'll learn a unique approach to refactoring that implements any method in five lines or fewer. You'll also discover a secret most senior devs know: sometimes it's quicker to hammer out code and fix it later! About the book Five Lines of Code is a fresh look at refactoring for developers of all skill levels. In it, you'll master author Christian Clausen's innovative approach, learning concrete rules to get any method down to five lines—or less! You'll learn when to refactor, specific refactoring patterns that apply to most common problems, and characteristics of code that should be deleted altogether. What's inside The signs of bad code Improving code safely, even when you don't understand it Balancing optimization and code generality Proper compiler practices About the reader For developers of all skill levels. Examples use easy-to-read Typescript, in the same style as Java and C#. About the author Christian Clausen works as a Technical Agile Coach, teaching teams how to refactor code. Table of Contents 1 Refactoring refactoring 2 Looking under the hood of refactoring PART 1 LEARN BY REFACTORING A COMPUTER GAME 3 Shatter long function 4 Make type codes work 5 Fuse similar code together 6 Defend the data PART 2 TAKING WHAT YOU HAVE LEARNED INTO THE REAL WORLD 7 Collaborate with the compiler 8 Stay away from comments 9

Love deleting code 10 Never be afraid to add code 11 Follow the structure in the code 12 Avoid optimizations and generality 13 Make bad code look bad 14 Wrapping up

*Automate the Boring Stuff with Python, 2nd Edition* - Al Sweigart 2019-11-12

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and

updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

The Coding Workbook - Sam Taylor 2020-11-11

Build a website with your pencil! The Coding Workbook empowers you to teach students the basics of web development without a computer. This beginner-friendly introduction to web development enables anyone to build a website by writing out code by hand--no computer or internet required. It's a fun, hands-on approach to coding that teaches the basics of using the HTML and CSS programming languages (the language of web pages). You write the code in the pages of your workbook and then draw what it would look like in a web browser. TEACHERS: This has everything you need to teach an introductory web development class, and the pages are perforated! STUDENTS: Learn the basics of HTML and CSS to build your own custom website! Once you've finished the workbook you'll have the skills to easily build and launch a website. It's that easy! This exercise-filled workbook is packed with illustrations and progress quizzes, making it perfect for at-home learning or schools lacking sufficient computer or internet access. It has everything you need to teach a coding class or learn basic web programming yourself. Requirements: Pen or pencil and a desire to learn!