Coders At Work Reflections On The Craft Of Programming

Thank you very much for reading **Coders At Work Reflections On The Craft Of Programming**. As you may know, people have search numerous times for their chosen books like this Coders At Work Reflections On The Craft Of Programming, but end up in malicious downloads.
Rather than enjoying a good book with a cup of tea in the afternoon, instead they are facing with some infectious bugs inside their desktop computer.

Coders At Work Reflections On The Craft Of Programming is available in our digital library an online access to it is set as public so you can download it instantly.
Our books collection saves in multiple locations, allowing you to get the most less latency time to download any of our books like this one.
Kindly say, the Coders At Work Reflections On The Craft Of Programming is universally compatible with any devices to read

Programming Interviews Exposed John Mongan 2018-03-28 Ace technical interviews with smart preparation Programming Interviews Exposed is the programmer's ideal first choice for technical interview preparation. Updated to reflect changing techniques and trends, this new fourth edition provides insider guidance on the unique interview process that today's programmers face. Online coding contests are being used to screen candidate pools of thousands, take-home projects have become commonplace, and employers are even evaluating a candidate's public code repositories at GitHub—and with competition becoming increasingly fierce, programmers need to shape themselves into the ideal candidate well in advance of the interview. This book doesn't just give you a collection of questions and answers, it walks you through the process of coming up with the solution so you learn the skills and techniques to shine on whatever problems you're given. This edition combines a thoroughly revised basis in classic questions involving fundamental data structures and algorithms with problems and step-by-step procedures for new topics including probability, data science, statistics, and machine learning which will help you fully prepare for whatever comes your way. Learn what the interviewer needs to hear to move you forward in the process Adopt an effective approach to phone screens with non-technical recruiters Examine common interview problems and tests with expert explanations Be ready to demonstrate your skills verbally, in contests, on GitHub, and more Technical jobs require the skillset, but you won't get hired unless you are able to effectively and efficiently

demonstrate that skillset under pressure, in competition with hundreds of others with the same background. Programming Interviews Exposed teaches you the interview skills you need to stand out as the best applicant to help you get the job you want.

Object Design Style Guide Matthias Noback 2019-12-23 ”Demystifies object-oriented programming, and lays out how to use it to design truly secure and performant applications.” —Charles Soetan, Plum.io Key Features Dozens of techniques for writing object-oriented code that’s easy to read, reuse, and maintain Write code that other programmers will instantly understand Design rules for constructing objects, changing and exposing state, and more Examples written in an instantly familiar pseudocode that’s easy to apply to Java, Python, C#, and any object-oriented language Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Well-written object-oriented code is easy to read, modify, and debug. Elevate your coding style by mastering the universal best practices for object design presented in this book. These clearly presented rules, which apply to any OO language, maximize the clarity and durability of your codebase and increase productivity for you and your team. In Object Design Style Guide, veteran developer Matthias Noback lays out design rules for constructing objects, defining methods, and much more. All examples use instantly familiar pseudocode, so you can follow along in the language you prefer. You’ll go case by case through important scenarios and challenges for object design and then walk through a simple web application that demonstrates how different types of objects can work together effectively. What You Will Learn Universal design rules for a wide range of objects Best practices for testing objects A catalog of common object types Changing and exposing state Test your object design skills with exercises This Book Is Written For For readers familiar with an object-oriented language and basic application architecture. About the Author Matthias Noback is a professional web developer with nearly two decades of experience. He runs his own web development, training, and consultancy company called “Noback’s Office.” Table of Contents: 1 ¦ Programming with objects: A primer 2 ¦ Creating services 3 ¦ Creating other objects 4 ¦ Manipulating objects 5 ¦ Using objects 6 ¦ Retrieving information 7 ¦ Performing tasks 8 ¦ Dividing responsibilities 9 ¦ Changing the behavior of services 10 ¦ A field guide to objects 11 ¦ Epilogue

Inside the Machine Jon Stokes 2007 Om hvordan mikroprocessorer fungerer, med undersøgelse af de nyeste mikroprocessorer fra Intel, IBM og Motorola.

Coders at Work Peter Seibel 2010-05-04 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 Psychosocial Implications of Disney Movies Lauren Dundes 2019-07-11 In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney’s films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

Algorithms in Java, Parts 1-4 Robert Sedgewick 2002-07-23 This edition of Robert Sedgewick's popular work provides current and comprehensive coverage of important algorithms for Java programmers. Michael Schidlowsky and Sedgewick have developed new Java implementations that both express the methods in a concise and direct manner and provide programmers with the practical means to test them on real applications. Many new algorithms are presented, and the explanations of each algorithm are much more detailed than in previous editions. A new text design and detailed, innovative figures, with accompanying commentary, greatly enhance the presentation. The third edition retains the successful blend of theory and practice that has made Sedgewick's work an invaluable resource for more than 400,000 programmers! This particular book, Parts 1-4 , represents the essential first half of Sedgewick's complete work. It provides extensive coverage of fundamental data structures and algorithms for sorting, searching, and related applications. Although the substance of the book applies to programming in any language, the implementations by Schidlowsky and Sedgewick also exploit the natural match between Java classes and abstract data type (ADT) implementations. Highlights Java class implementations

of more than 100 important practical algorithms Emphasis on ADTs, modular programming, and object-oriented programming Extensive coverage of arrays, linked lists, trees, and other fundamental data structures Thorough treatment of algorithms for sorting, selection, priority queue ADT implementations, and symbol table ADT implementations (search algorithms) Complete implementations for binomial queues, multiway radix sorting, randomized BSTs, splay trees, skip lists, multiway tries, B trees, extendible hashing, and many other advanced methods Quantitative information about the algorithms that gives you a basis for comparing them More than 1,000 exercises and more than 250 detailed figures to help you learn properties of the algorithms Whether you are learning the algorithms for the first time or wish to have up-to-date reference material that incorporates new programming styles with classic and new algorithms, you will find a wealth of useful information in this book.

Coders at Work Peter Seibel 2009-09-16 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 Future of the Internet--And How to Stop It Jonathan Zittrain 2008-10-01 This extraordinary book explains the engine that has catapulted the Internet from backwater to ubiquity—and reveals that it is sputtering precisely because of its runaway success. With the unwitting help of its users, the generative Internet is on a path to a lockdown, ending its cycle of innovation—and facilitating unsettling new kinds of control. IPods, iPhones, Xboxes, and TiVos represent the first wave of Internet-centered products that can't be easily modified by anyone except their vendors or selected partners. These "tethered appliances" have already been used in

remarkable but little-known ways: car GPS systems have been reconfigured at the demand of law enforcement to eavesdrop on the occupants at all times, and digital video recorders have been ordered to self-destruct thanks to a lawsuit against the manufacturer thousands of miles away. New Web 2.0 platforms like Google mash-ups and Facebook are rightly touted—but their applications can be similarly monitored and eliminated from a central source. As tethered appliances and applications eclipse the PC, the very nature of the Internet—its "generativity," or innovative character—is at risk. The Internet's current trajectory is one of lost opportunity. Its salvation, Zittrain argues, lies in the hands of its millions of users. Drawing on generative technologies like Wikipedia that have so far survived their own successes, this book shows how to develop new technologies and social structures that allow users to work creatively and collaboratively, participate in solutions, and become true "netizens." Release It! Michael T. Nygard 2018-01-08 A single dramatic software failure can cost a company millions of dollars - but can be avoided with simple changes to design and architecture. This new edition of the best-selling industry standard shows you how to create systems that run longer, with fewer failures, and recover better when bad things happen. New coverage includes DevOps, microservices, and cloud-native architecture. Stability antipatterns have grown to include systemic problems in large-scale systems. This is a must-have pragmatic guide to engineering for production systems. If you're a software developer, and you don't want to get alerts every night for the rest of your life, help is here. With a combination of case studies about huge losses - lost revenue, lost reputation, lost time, lost opportunity - and practical, down-to-earth advice that was all gained through painful experience, this book helps you avoid the pitfalls that cost companies millions of dollars in downtime and reputation. Eighty percent of project life-cycle cost is in production, yet few books address this topic. This updated edition deals with the production of today's systems - larger, more complex, and heavily virtualized - and includes information on chaos engineering, the discipline of applying randomness and deliberate stress to reveal systematic problems. Build systems that survive the real world, avoid downtime, implement zero-downtime upgrades and continuous delivery, and make cloud-native applications resilient. Examine ways to architect, design, and build software - particularly distributed systems - that stands up to the typhoon winds of a flash mob, a Slashdotting, or a link on Reddit. Take a hard look at software that failed the test and find ways to make sure your software survives. To skip the pain and get the experience...get this book. *Coders* Clive Thompson 2020-03-24 Facebook's algorithms shaping the news. Self-driving cars roaming the streets. Revolution on Twitter and romance on Tinder. We live in a world constructed of code--and coders are the ones who built it for us. Programmers shape our everyday behavior: When they make something easy to do, we do more of it. When they make it hard or impossible, we do less of it. From acclaimed tech writer Clive Thompson comes a brilliant anthropological reckoning with the most powerful tribe in the world today, computer programmers, in a book that interrogates who they are, how they think, what qualifies as greatness in their world, and what should give us pause. In pop culture and media, the people who create the code that rules our

world are regularly portrayed in hackneyed, simplified terms, as ciphers in hoodies. Thompson goes far deeper, taking us close to some of the great programmers of our time, including the creators of Facebook's News Feed, Instagram, Google's cutting-edge AI, and more. Speaking to everyone from revered "10X" elites to neophytes, back-end engineers and front-end designers, Thompson explores the distinctive psychology of this vocation--which combines a love of logic, an obsession with efficiency, the joy of puzzle-solving, and a superhuman tolerance for mind-bending frustration. Along the way, Coders ponders the morality and politics of code, including its implications for civic life and the economy and the major controversies of our era. In accessible, erudite prose, Thompson unpacks the surprising history of the field, beginning with the first coders -- brilliant and pioneering women, who, despite crafting some of the earliest personal computers and programming languages, were later written out of history. At the same time, the book deftly illustrates how programming has become a marvelous new art form--a source of delight and creativity, not merely danger. To get as close to his subject as possible, Thompson picks up the thread of his own long-abandoned coding skills as he reckons, in his signature, highly personal style, with what superb programming looks like. To understand the world today, we need to understand code and its consequences. With Coders, Thompson gives a definitive look into the heart of the machine.

The Planet Remade Oliver Morton 2017-05-02 First published in Great Britain by Granta Books, 2015.

Dreaming in Code Scott Rosenberg 2008 A noted journalist chronicles three years in the lives of a team of maverick software developers, led by Lotus 1-2-3 creator Mitch Kapor, intent on creating a revolutionary personal information manager to challenge Microsoft Outlook. Reprint. 30,000 first printing.

Peopleware Tom DeMarco 2013 Most software project problems are sociological, not technological. Peopleware is a book on managing software projects.

Domain-Driven Design Distilled Vaughn Vernon 2016-06-01 Domain-Driven Design (DDD) software modeling delivers powerful results in practice, not just in theory, which is why developers worldwide are rapidly moving to adopt it. Now, for the first time, there’s an accessible guide to the basics of DDD: What it is, what problems it solves, how it works, and how to quickly gain value from it. Concise, readable, and actionable, Domain-Driven Design Distilled never buries you in detail—it focuses on what you need to know to get results. Vaughn Vernon, author of the best-selling Implementing Domain-Driven Design, draws on his twenty years of experience applying DDD principles to real-world situations. He is uniquely well-qualified to demystify its complexities, illuminate its subtleties, and help you solve the problems you might encounter. Vernon guides you through each core DDD technique for building better software. You’ll learn how to segregate domain models using the powerful Bounded Contexts pattern, to develop a Ubiquitous Language within an explicitly bounded context, and to help domain experts and developers work together to create that language. Vernon shows how to use Subdomains to handle legacy systems and to integrate multiple Bounded Contexts to define both team relationships and technical mechanisms. Domain-Driven Design Distilled brings DDD to life. Whether you’re a developer, architect, analyst, consultant, or customer, Vernon helps you truly understand it so you can benefit from its remarkable

power. Coverage includes What DDD can do for you and your organization—and why it's so important The cornerstones of strategic design with DDD: Bounded Contexts and Ubiquitous Language Strategic design with Subdomains Context Mapping: helping teams work together and integrate software more strategically Tactical design with Aggregates and Domain Events Using project acceleration and management tools to establish and maintain team cadence

How Google Tests Software James A. Whittaker 2012-03-21 2012 Jolt Award finalist! Pioneering the Future of Software Test Do you need to get it right, too? Then, learn from Google. Legendary testing expert James Whittaker, until recently a Google testing leader, and two top Google experts reveal exactly how Google tests software, offering brand-new best practices you can use even if you're not quite Google's size…yet! Breakthrough Techniques You Can Actually Use Discover 100% practical, amazingly scalable techniques for analyzing risk and planning tests…thinking like real users…implementing exploratory, black box, white box, and acceptance testing…getting usable feedback…tracking issues…choosing and creating tools…testing "Docs & Mocks," interfaces, classes, modules, libraries, binaries, services, and infrastructure…reviewing code and refactoring…using test hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can transform testing from a bottleneck into an accelerator—and make your whole organization more productive!

Founders at Work Jessica Livingston 2008-11-01 Now available in paperback—with a new preface and interview with Jessica Livingston about Y Combinator! Founders at Work: Stories of Startups' Early Days is a collection of interviews with founders of famous technology companies about what happened in the very earliest days. These people are celebrities now. What was it like when they were just a couple friends with an idea? Founders like Steve Wozniak (Apple), Caterina Fake (Flickr), Mitch Kapor (Lotus), Max Levchin (PayPal), and Sabeer Bhatia (Hotmail) tell you in their own words about their surprising and often very funny discoveries as they learned how to build a company. Where did they get the ideas that made them rich? How did they convince investors to back them? What went wrong, and how did they recover? Nearly all technical people have thought of one day starting or working for a startup. For them, this book is the closest you can come to being a fly on the wall at a successful startup, to learn how it's done. But ultimately these interviews are required reading for anyone who wants to understand business, because startups are business reduced to its essence. The reason their founders become rich is that startups do what businesses do—create value—more intensively than almost any other part of the economy. How? What are the secrets that make successful startups so insanely productive? Read this book, and let the founders themselves tell you.

TEX and METAFONT Donald Ervin Knuth 1979

Unraveling Software Maintenance and Evolution Ervin Varga 2018-01-29 Software maintenance work is often considered a dauntingly rigid activity – this book proves the opposite: it demands high levels of creativity and thinking outside the box. Highlighting the creative aspects of software maintenance and combining analytical and systems thinking in a holistic manner, the book motivates readers not to blithely follow the beaten tracks of "technical rationality". It delivers the content in a pragmatic fashion using case

studies which are woven into long running story lines. The book is organized in four parts, which can be read in any order, except for the first chapter, which introduces software maintenance and evolution and presents a number of case studies of software failures. The “Introduction to Key Concepts” briefly introduces the major elements of software maintenance by highlighting various core concepts that are vital in order to see the forest for the trees. Each such concept is illustrated with a worked example. Next, the “Forward Engineering” part debunks the myth that being fast and successful during initial development is all that matters. To this end, two categories of forward engineering are considered: an inept initial project with a multitude of hard evolutionary phases and an effective initial project with multiple straightforward future increments. “Reengineering and Reverse Engineering” shows the difficulties of dealing with a typical legacy system, and tackles tasks such as retrofitting tests, documenting a system, restructuring a system to make it amenable for further improvements, etc. Lastly, the “DevOps” section focuses on the importance and benefits of crossing the development versus operation chasm and demonstrates how the DevOps paradigm can turn a loosely coupled design into a loosely deployable solution. The book is a valuable resource for readers familiar with the Java programming language, and with a basic understanding and/or experience of software construction and testing. Packed with examples for every elaborated concept, it offers complementary material for existing courses and is useful for students and professionals alike.

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.

Hackers & Painters Paul Graham 2004 The author examines issues such as the rightness of web-based applications, the programming language renaissance, spam filtering, the Open Source Movement, Internet startups and more. He also tells important stories about the kinds of people behind technical innovations, revealing their character and their craft.

More Programming Pearls Jon Louis Bentley 1988 Software -- Software Engineering.

Grokking Artificial Intelligence Algorithms Rishal Hurbans 2020-07-20 "From start to finish, the best book to help you learn AI algorithms and recall why and how you use them." - Linda Ristevski, York Region District School Board ”This book takes an impossibly broad area of computer science and communicates what working developers need to understand in a clear and thorough way.” - David Jacobs, Product Advance Local Key Features Master the core algorithms of deep learning and AI Build an intuitive understanding of AI problems and solutions Written in simple language, with lots of illustrations and hands-on examples Creative coding exercises, including building a maze puzzle game and exploring drone optimization About The Book “Artificial intelligence” requires teaching a computer how to approach different types of problems in a systematic way. The core of AI is the algorithms that the system uses to do things like identifying objects in an image, interpreting the meaning of text, or looking for patterns in data to spot fraud and other anomalies. Mastering the core algorithms for search, image recognition, and other common tasks is essential to

building good AI applications Grokking Artificial Intelligence Algorithms uses illustrations, exercises, and jargon-free explanations to teach fundamental AI concepts.You'll explore coding challenges like detecting bank fraud, creating artistic masterpieces, and setting a self-driving car in motion. All you need is the algebra you remember from high school math class and beginning programming skills. What You Will Learn Use cases for different AI algorithms Intelligent search for decision making Biologically inspired algorithms Machine learning and neural networks Reinforcement learning to build a better robot This Book Is Written For For software developers with high school–level math skills. About the Author Rishal Hurbans is a technologist, startup and AI group founder, and international speaker. Table of Contents 1 Intuition of artificial intelligence 2 Search fundamentals 3 Intelligent search 4 Evolutionary algorithms 5 Advanced evolutionary approaches 6 Swarm intelligence: Ants 7 Swarm intelligence: Particles 8 Machine learning 9 Artificial neural networks 10 Reinforcement learning with Q-learning

User Interface Design for Mere Mortals¿ Eric Butow 2007-05-09 User Interface Design for Mere Mortals takes the mystery out of designing effective interfaces for both desktop and web applications. It is recommended reading for anyone who wants to provide users of their software with interfaces that are intuitive and easy-to-use. The key to any successful application lies in providing an interface users not only enjoy interacting with but which also saves time, eliminates frustration, and gets the job done with a minimum of effort. Readers will discover the secrets of good interface design by learning how users behave and the expectations that users have of different types of interfaces. Anyone who reads User Interface Design for Mere Mortals will benefit from • Gaining an appreciation of the differences in the "look and feel" of interfaces for a variety of systems and platforms • Learning how to go about designing and creating the most appropriate interface for the application or website being developed • Becoming familiar with all the different components that make up an interface and the important role that each of those components plays in communicating with users • Understanding the business benefits that flow from good interface design such as significantly reduced support costs • Gaining invaluable insights into how users behave, including the seven stages of human interaction with computers • Working through case study based, in-depth analysis of each of the stages involved in designing a user interface • Acquiring practical knowledge about the similarities and differences between designing websites and traditional desktop applications • Learning how to define, conduct, and analyze usability testing Through the use of the proven For Mere Mortals format, User Interface Design for Mere Mortals succeeds in parting the veil of mystery surrounding effective user interface design. Whatever your background, the For Mere Mortals format makes the information easily accessible and usable. Contents Preface Introduction CHAPTER 1 Brief Histories CHAPTER 2 Concepts and Issues CHAPTER 3 Making the Business Case CHAPTER 4 Good Design CHAPTER 5 How User Behave CHAPTER 6 Analyzing Your Users CHAPTER 7 Designing a User Interface CHAPTER 8 Designing a Web Site CHAPTER 9 Usability APPENDIX A Answers to Review Questions APPENDIX B Recommended Reading Glossary References Index

The Passionate Programmer Chad Fowler 2009-05-28 Success

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

Seriously Good Software Marco Faella 2020-03-24 Summary Serious developers know that code can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application’s speed, size, resilience, and maintainability. In Seriously Good Software: Code that Works, Survives, and Wins, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You’ll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on eight pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book Seriously Good Software is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you’ll get a firm grasp of the concepts as you go. When you finish the last version of the book’s central project, you’ll be able to confidently choose the right optimizations for your code. What's inside Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based exercises you can apply in any OO language About the

reader For web developers comfortable with JavaScript and HTML. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course. Table of Contents *Part 1: Preliminaries * 1 Software qualities and a problem to solve 2 Reference implementation *Part 2: Software Qualities* 3 Need for speed: Time efficiency 4 Precious memory: Space efficiency 5 Self-conscious code: Reliability through monitoring 6 Lie to me: Reliability through testing 7 Coding aloud: Readability 8 Many cooks in the kitchen: Thread safety 9 Please recycle: Reusability

Coding Freedom E. Gabriella Coleman 2013 Who are computer hackers? What is free software? And what does the emergence of a community dedicated to the production of free and open source software--and to hacking as a technical, aesthetic, and moral project--reveal about the values of contemporary liberalism? Exploring the rise and political significance of the free and open source software (F/OSS) movement in the United States and Europe, Coding Freedom details the ethics behind hackers' devotion to F/OSS, the social codes that guide its production, and the political struggles through which hackers question the scope and direction of copyright and patent law. In telling the story of the F/OSS movement, the book unfolds a broader narrative involving computing, the politics of access, and intellectual property. E. Gabriella Coleman tracks the ways in which hackers collaborate and examines passionate manifestos, hacker humor, free software project governance, and festive hacker conferences. Looking at the ways that hackers sustain their productive freedom, Coleman shows that these activists, driven by a commitment to their work, reformulate key ideals including free speech, transparency, and meritocracy, and refuse restrictive intellectual protections. Coleman demonstrates how hacking, so often marginalized or misunderstood, sheds light on the continuing relevance of liberalism in online collaboration.

Qualitative Data Analysis with NVivo Patricia Bazeley 2013-04-30 Lecturers/instructors only - request a free digital inspection copy here This straightforward, jargon-free book provides an invaluable introduction to planning and conducting qualitative data analysis with NVivo. Written by leading authorities, with over 40 years combined experience in computer-assisted analysis of qualitative and mixed-mode data, the new edition of this best selling textbook is an ideal mix of practical instruction, methodology and real world examples. Practical, clear and focused the book effectively shows how NVivo software can accommodate and assist analysis across a wide range of research questions, data types, perspectives and methodologies. It sets out: The power and flexibility of the NVivo software How best to use NVivo at each stage in your research project Examples from the authors′ own research and the sample data that accompanies the software, supplemented with vignettes drawn from across the social sciences Annotated screen shots A website with links to data, sample projects, supplementary/updated instructions, and SAGE journal content This second edition contains new chapters on handling a literature review, visualizing data, working in mixed methods and social media datasets, and approaching NVivo as a team. An insightful step-by-step guide to the messy reality of doing computer-assisted analysis, this successful book is essential reading for

anyone considering using NVivo software.

Pragmatic Thinking and Learning Andy Hunt 2008-10-28 Printed in full color. Software development happens in your head. Not in an editor, IDE, or designtool. You're well educated on how to work with software and hardware, but what about wetware--our own brains? Learning new skills and new technology is critical to your career, and it's all in your head. In this book by Andy Hunt, you'll learn how our brains are wired, and how to take advantage of your brain's architecture. You'll learn new tricks and tipsto learn more, faster, and retain more of what you learn. You need a pragmatic approach to thinking and learning. You need to Refactor Your Wetware. Programmers have to learn constantly; not just the stereotypical new technologies, but also the problem domain of the application, the whims of the user community, the quirks of your teammates, the shifting sands of the industry, and the evolving characteristics of the project itself as it is built. We'll journey together through bits of cognitive and neuroscience, learning and behavioral theory. You'll see some surprising aspects of how our brains work, and how you can take advantage of the system to improve your own learning and thinking skills. In this book you'll learn how to: Use the Dreyfus Model of Skill Acquisition to become more expert Leverage the architecture of the brain to strengthen different thinking modes Avoid common "known bugs" in your mind Learn more deliberately and more effectively Manage knowledge more efficiently

The Pragmatic Programmer David Thomas 2019-07-30 “One of the most significant books in my life.” —Obie Fernandez, Author, The Rails Way “Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for yours.” —Mike Cohn, Author of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied “. . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come.” —Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks “. . . lightning does strike twice, and this book is proof.” —VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks The Pragmatic Programmer is one of those rare tech books you’ll read, re-read, and read again over the years. Whether you’re new to the field or an experienced practitioner, you’ll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you’ll learn how to: Fight software rot Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic Programmers Take responsibility for your work and career Test

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

Reflections Benjamin Bergery 2002 This book includes: case studies of film lighting by some of the world's leading cinematographers ; every chapter is illustrated with reproductions of 35mm film frames ; lighting diagrams accompany 35mm workprints from workshops ; chapters about 'Breathless', 'Fearless', 'Seven' and 'The last Emperor' are presented with frames from selected sequences ; seven sections are cinematography basics, the key light, portraits, day interiors, night interiors, lab techniques and the design of sequences ; technical and aesthetic aspects of cinematography. Wide ranging discussion with cinematographers begin with specific commentaries of the illustrated work and go onto include thoughts on lighting design and philosophy ; and cinematographers also talk candidly about the everyday aspects of cinematography, such as working with the director, scene design, managing time, set policies and other realities of the film business.

Beautiful Code Greg Wilson 2007-06-26 How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

The Self-Taught Computer Scientist Cory Althoff 2021-09-16 The Self-Taught Computer Scientist is Cory Althoff's follow-up to The Self-Taught Programmer, which inspired hundreds of thousands of professionals to learn how to program outside of school. In The Self-Taught

Programmer, Cory showed readers why you don't need a computer science degree to program professionally and taught the programming fundamentals he used to go from a complete beginner to a software engineer at eBay without one. In The Self-Taught Computer Scientist, Cory teaches you the computer science concepts that all self-taught programmers should understand to have outstanding careers. The Self-Taught Computer Scientist will not only make you a better programmer; it will also help you pass your technical interview: the interview all programmers have to pass to land a new job. Whether you are preparing to apply for jobs or sharpen your computer science knowledge, reading The Self-Taught Computer Scientist will improve your programming career. It's written for complete beginners, so you should have no problem reading it even if you've never studied computer science before.

The Coding Manual for Qualitative Researchers Johnny Saldana 2012-10-04 The Second Edition of Johnny Saldaña's international bestseller provides an in-depth guide to the multiple approaches available for coding qualitative data. Fully up to date, it includes new chapters, more coding techniques and an additional glossary. Clear, practical and authoritative, the book: -describes how coding initiates qualitative data analysis -demonstrates the writing of analytic memos -discusses available analytic software -suggests how best to use The Coding Manual for Qualitative Researchers for particular studies. In total, 32 coding methods are profiled that can be applied to a range of research genres from grounded theory to phenomenology to narrative inquiry. For each approach, Saldaña discusses the method's origins, a description of the method, practical applications, and a clearly illustrated example with analytic follow-up. A unique and invaluable reference for students, teachers, and practitioners of qualitative inquiry, this book is essential reading across the social sciences.

Coding Interviews Harry He 2013-01-31 This book is about coding interview questions from software and Internet companies. It covers five key factors which determine performance of candidates: (1) the basics of programming languages, data structures and algorithms, (2) approaches to writing code with high quality, (3) tips to solve difficult problems, (4) methods to optimize code, (5) soft skills required in interviews. The basics of languages, algorithms and data structures are discussed as well as questions that explore how to write robust solutions after breaking down problems into manageable pieces. It also includes examples to focus on modeling and creative problem solving. Interview questions from the most popular companies in the IT industry are taken as examples to illustrate the five factors above. Besides solutions, it contains detailed analysis, how interviewers evaluate solutions, as well as why they like or dislike them. The author makes clever use of the fact that interviewees will have limited time to program meaningful solutions which in turn, limits the options an interviewer has. So the author covers those bases. Readers will improve their interview performance after reading this book. It will be beneficial for them even after they get offers, because its topics, such as approaches to analyzing difficult problems, writing robust code and optimizing, are all essential for high-performing coders.

Data Sketches Nadieh Bremer 2021-02-09 In Data Sketches, Nadieh Bremer and Shirley Wu document the deeply creative process behind 24 unique data visualization

projects, and they combine this with powerful technical insights which reveal the mindset behind coding creatively. Exploring 12 different themes – from the Olympics to Presidents & Royals and from Movies to Myths & Legends – each pair of visualizations explores different technologies and forms, blurring the boundary between visualization as an exploratory tool and an artform in its own right. This beautiful book provides an intimate, behind-the-scenes account of all 24 projects and shares the authors' personal notes and drafts every step of the way. The book features: Detailed information on data gathering, sketching, and coding data visualizations for the web, with screenshots of works-in-progress and reproductions from the authors' notebooks Never-before-published technical write-ups, with beginner-friendly explanations of core data visualization concepts Practical lessons based on the data and design challenges overcome during each project Full-color pages, showcasing all 24 final data visualizations This book is perfect for anyone interested or working in data visualization and information design, and especially those who want to take their work to the next level and are inspired by unique and compelling data-driven storytelling.

The Constitution of Algorithms Florian Jaton 2021-04-27 A laboratory study that investigates how algorithms come into existence. Algorithms--often associated with the terms big data, machine learning, or artificial intelligence--underlie the technologies we use every day, and disputes over the consequences, actual or potential, of new algorithms arise regularly. In this book, Florian Jaton offers a new way to study computerized methods, providing an account of where algorithms come from and how they are constituted, investigating the practical activities by which algorithms are progressively assembled rather than what they may suggest or require once they are assembled.

Site Reliability Engineering Niall Richard Murphy 2016-03-23 The overwhelming majority of a software system's lifespan is spent in use, not in design or implementation. So, why does conventional wisdom insist that software engineers focus primarily on the design and development of large-scale computing systems? In this collection of essays and articles, key members of Google's Site Reliability Team explain how and why their commitment to the entire lifecycle has enabled the company to successfully build, deploy, monitor, and maintain some of the largest software systems in the world. You'll learn the principles and practices that enable Google engineers to make systems more scalable, reliable, and efficient—lessons directly applicable to your organization. This book is divided into four sections: Introduction—Learn what site reliability engineering is and why it differs from conventional IT industry practices Principles—Examine the patterns, behaviors, and areas of concern that influence the work of a site reliability engineer (SRE) Practices—Understand the theory and practice of an SRE's day-to-day work: building and operating large distributed computing systems Management—Explore Google's best practices for training, communication, and meetings that your organization can use

Programming Pearls Jon Bentley 2016-04-21 When programmers list their favorite books, Jon Bentley's collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have irritated real

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

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 Secrets of People Who Never Get Sick Gene Stone 2012-01-15 Who does not want to be healthier? Now in paperback: the book that Andrew Weil calls "offbeat, informative, and fun . . . a great read," and that has been praised as "a delightful dance through science" (New York Times bestselling author Mark Hyman, M.D.) and as a "remarkable and insightful book [that] offers you

the chance to achieve the best health of your life" (Mark Liponis, M.D., Medical Director, Canyon Ranch). Written by bestselling author Gene Stone, The Secrets of People Who Never Get Sick arose from his desire to discover what might actually prevent him from getting sick himself. This book, the result of that exploration, tells the stories of twenty-five people who each possess a different secret of excellent health—a secret that makes sense and that Stone discovered has a true scientific underpinning. There are food secrets—why to take garlic and vitamin C, eat more probiotics, become a vegan, drink a tonic of brewer's yeast. Exercise secrets—the benefits of lifting weights, the power of stretching. Environmental secrets—living in a Blue Zone, understanding the value of germs. Emotional secrets—seek out and stay in touch with friends, cultivate your spirituality. Physical secrets—nap more, take cold showers in the morning. And the wisdom that goes back generations: Yes, chicken soup works. The stories make it personal, the research makes it real, and the do-it-yourself information shows how to integrate each secret into your own life, and become the next person who never gets sick.