
Beautiful Code Leading Programmers Explain How They Think Andy Oram

Eventually, you will completely discover a further experience and capability by spending more cash. yet when? get you agree to that you require to get those every needs next having significantly cash? Why dont you attempt to get something basic in the beginning? Thats something that will guide you to comprehend even more vis--vis the globe, experience, some places, similar to history, amusement, and a lot more?

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OBRIEN JOHNS

Beautiful Architecture Prentice Hall

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

The Art of Readable Code "O'Reilly Media, Inc."

JavaScript is arguably the most polarizing and misunderstood programming language in the world. Many have attempted to replace it as the language of the Web, but JavaScript has survived, evolved, and thrived. Why did a language created in such hurry succeed where others failed? This guide gives you a rare glimpse into JavaScript from people intimately familiar with it. Chapters contributed by domain experts such as Jacob Thornton, Ariya Hidayat, and Sara Chipps show what they love about their favorite language—whether it's turning the most feared features into useful tools, or how JavaScript can be used for self-expression. Contributors include: Angus Croll Jonathan Barronville Sara Chipps Marijn Haverbeke Ariya Hidayat Daryl Koopersmith Anton Kovalyov Rebecca Murphey Daniel Pupius Graeme Roberts Jenn Schiffer Jacob Thornton Ben Vinegar Rick Waldron Nicholas Zakas

Elements of Programming Pragmatic Bookshelf

Refactoring is gaining momentum amongst the object oriented programming community. It can transform the internal dynamics of applications and has the capacity to transform bad code into good code. This book offers an introduction to refactoring.

Clean Code Yaknyam Publishing

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

Crafting Interpreters Pearson Education

The nonfiction debut from the author of the international bestseller *Sacred Games* about the surprising overlap between writing and computer coding Vikram Chandra has been a computer programmer for almost as long as he has been a novelist. In this extraordinary new book, his first work of nonfiction, he searches for the connections between the worlds of art and technology. Coders are obsessed with elegance and style, just as writers are, but do the words mean the same thing to both? Can we ascribe beauty to the craft of writing code? Exploring such varied topics as

logic gates and literary modernism, the machismo of tech geeks, the omnipresence of an "Indian Mafia" in Silicon Valley, and the writings of the eleventh-century Kashmiri thinker Abhinavagupta, *Geek Sublime* is both an idiosyncratic history of coding and a fascinating meditation on the writer's art. Part literary essay, part technology story, and part memoir, it is an engrossing, original, and heady book of sweeping ideas.

Dreaming in Code O'Reilly Media

The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. *Game Programming Patterns* tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

Fixing Broken Windows Pearson Education

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

Refactoring "O'Reilly Media, Inc."

As programmers, we've all seen source code that's so ugly and buggy it makes our brain ache. Over the past five years, authors Dustin Boswell and Trevor Foucher have analyzed hundreds of examples of "bad code" (much of it their own) to determine why they're bad and how they could be improved. Their conclusion? You need to write code that minimizes the time it would take someone else to understand it—even if that someone else is you. This book focuses on basic principles and practical techniques you can apply every time you write code. Using easy-to-digest code examples from different languages, each chapter dives into a different aspect of coding, and demonstrates how you can make your code easy to understand. Simplify naming, commenting, and formatting with tips that apply to every line of code Refine your program's loops, logic, and variables to reduce complexity and confusion Attack problems at the function level, such as reorganizing blocks of code to do one task at a time Write effective test code that is thorough and concise—as well as readable "Being aware of how the code you create affects those who look at it later is an important part of developing software. The authors did a great job in taking you through the different aspects of this

challenge, explaining the details with instructive examples." —Michael Hunger, passionate Software Developer

Life in Code John Wiley & Sons

What are the ingredients of robust, elegant, flexible, and maintainable software architecture? Beautiful Architecture answers this question through a collection of intriguing essays from more than a dozen of today's leading software designers and architects. In each essay, contributors present a notable software architecture, and analyze what makes it innovative and ideal for its purpose. Some of the engineers in this book reveal how they developed a specific project, including decisions they faced and tradeoffs they made. Others take a step back to investigate how certain architectural aspects have influenced computing as a whole. With this book, you'll discover: How Facebook's architecture is the basis for a data-centric application ecosystem The effect of Xen's well-designed architecture on the way operating systems evolve How community processes within the KDE project help software architectures evolve from rough sketches to beautiful systems How creeping featurism has helped GNU Emacs gain unanticipated functionality The magic behind the Jikes RVM self-optimizable, self-hosting runtime Design choices and building blocks that made Tandem the choice platform in high-availability environments for over two decades Differences and similarities between object-oriented and functional architectural views How architectures can affect the software's evolution and the developers' engagement Go behind the scenes to learn what it takes to design elegant software architecture, and how it can shape the way you approach your own projects, with Beautiful Architecture.

Hackers & Painters Crown Currency

Elements of Programming provides a different understanding of programming than is presented elsewhere. Its major premise is that practical programming, like other areas of science and engineering, must be based on a solid mathematical foundation. The book shows that algorithms implemented in a real programming language, such as C++, can operate in the most general mathematical setting. For example, the fast exponentiation algorithm is defined to work with any associative operation. Using abstract algorithms leads to efficient, reliable, secure, and economical software.

Implementation Patterns "O'Reilly Media, Inc."

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.

The Clean Coder Addison-Wesley Professional

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, AndrewPatzner, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International. *Code Quality* Adobe Press

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.

Clean Architecture Macmillan + ORM

ABOUT THE BOOK Jeff Atwood began the Coding Horror blog in 2004, and is convinced that it changed his life. He needed a way to keep track of software development over time - whatever he was thinking about or working on. He researched subjects he found interesting, then documented his research with a public blog post, which he could easily find and refer to later. Over time, increasing numbers of blog visitors found the posts helpful, relevant and interesting. Now, approximately 100,000 readers visit the blog per day and nearly as many comment and interact on the site. Effective Programming: More Than Writing Code is your one-stop shop for all things programming. Jeff writes with humor and understanding, allowing for both seasoned programmers and newbies to appreciate the depth of his research. From such posts as "The Programmer's Bill of Rights" and "Why Cant Programmers... Program?" to "Working With the Chaos Monkey," this book introduces the importance of writing responsible code, the logistics involved, and how people should view it more as a lifestyle than a career. TABLE OF CONTENTS - Introduction - The Art of Getting Shit Done - Principles of Good Programming - Hiring Programmers the Right Way - Getting Your Team to Work Together - The Batcave: Effective Workspaces for Programmers - Designing With the User in Mind - Security Basics: Protecting Your Users' Data - Testing Your Code, So it Doesn't Suck More Than it Has To - Building, Managing and Benefiting from a Community - Marketing Weasels and How

Not to Be One - Keeping Your Priorities Straight EXCERPT FROM THE BOOK As a software developer, you are your own worst enemy. The sooner you realize that, the better off you'll be. I know you have the best of intentions. We all do. We're software developers; we love writing code. It's what we do. We never met a problem we couldn't solve with some duct tape, a jury-rigged coat hanger and a pinch of code. But Wil Shipley argues that we should rein in our natural tendencies to write lots of code: The fundamental nature of coding is that our task, as programmers, is to recognize that every decision we make is a trade-off. To be a master programmer is to understand the nature of these trade-offs, and be conscious of them in everything we write. In coding, you have many dimensions in which you can rate code: Brevity of code Featurefulness Speed of execution Time spent coding Robustness Flexibility Now, remember, these dimensions are all in opposition to one another. You can spend three days writing a routine which is really beautiful and fast, so you've gotten two of your dimensions up, but you've spent three days, so the "time spent coding" dimension is way down. So, when is this worth it? How do we make these decisions? The answer turns out to be very sane, very simple, and also the one nobody, ever, listens to: Start with brevity. Increase the other dimensions as required by testing. I couldn't agree more. I've given similar advice when I exhorted developers to Code Smaller. And I'm not talking about a reductio ad absurdum contest where we use up all the clever tricks in our books to make the code fit into less physical space. I'm talking about practical, sensible strategies to reduce the volume of code an individual programmer has to read to understand how a program works. Here's a trivial little example of what I'm talking about: `if (s == String.Empty) if (s == "")` It seems obvious to me that the latter case is... ..buy the book to read more!

Effective Programming Pearson Education

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck—known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development—focuses on these critical decisions, unearthing powerful "implementation patterns" for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the

reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

The Elements of Programming Style Addison-Wesley Professional

Cites successful examples of community-based policing.

Code Simplicity Pearson Education

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With `fastai`, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of `fastai`, show you how to train a model on a wide range of tasks using `fastai` and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

Beautiful Testing Createspace Independent Pub

Long-awaited revision to a unique guide that covers both compilers and interpreters Revised, updated, and now focusing on Java instead of C++, this long-awaited, latest edition of this popular book teaches programmers and software engineering students how to write compilers and interpreters using Java. You'll write compilers and interpreters as case studies, generating general assembly code for a Java Virtual Machine that takes advantage of the Java Collections Framework to shorten and simplify the code. In addition, coverage includes Java Collections Framework, UML modeling, object-oriented programming with design patterns, working with XML intermediate code, and more.

Geek Sublime "O'Reilly Media, Inc."

CD-ROM contains cross-referenced code.

A Philosophy of Software Design Simon and Schuster

Master Python and become a programmer - even if you never thought you could. This breakthrough book and CD can help practically anyone get started in programming. Zed A. Shaw teaches the Python programming language through a series of 52 brilliantly-crafted exercises.