

Pragmatic Thinking And Learning Refactor Your Wetware Pragmatic Programmers

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[Debugging Teams](#) - Brian W. Fitzpatrick 2015-10-13

In the course of their 20+-year engineering careers, authors Brian Fitzpatrick and Ben Collins-Sussman have picked up a treasure trove of wisdom and anecdotes about how successful teams work together. Their conclusion? Even among people who have spent decades learning the technical side of their jobs, most haven't really focused on the human component. Learning to collaborate is just as important to success. If you invest in the "soft skills" of your job, you can have a much greater impact for the same amount of effort. The authors share their insights on how to lead a team effectively, navigate an organization, and build a healthy relationship with the users of your software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers.

Learn to Program with Minecraft Plugins - Andy Hunt 2014-05-25

Offers information and instructions on how to code and build Minecraft plugins using Java, enabling users to manipulate and control different elements in the 3D game environment.

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 design tool. 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 tips to 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

[Apprenticeship Patterns](#) - Dave Hoover 2009-10-02

Are you doing all you can to further your career as a software developer? With today's rapidly changing and ever-expanding technologies, being successful requires more than technical expertise. To grow professionally, you also need soft skills and effective learning techniques. Honing those skills is what this book is all about. Authors Dave Hoover and Adewale Oshineye have cataloged dozens of behavior patterns to help you perfect essential aspects of your craft. Compiled from years of research, many interviews, and feedback from O'Reilly's online forum, these patterns address difficult situations that programmers, administrators, and DBAs face every day. And it's not just about financial success. Apprenticeship Patterns also approaches software development as a means to personal fulfillment. Discover how this book can help you make the best of both your life and your career. Solutions to some common obstacles that this book explores in-depth include: Burned out at work? "Nurture Your Passion" by finding a pet project to rediscover the joy of problem solving. Feeling overwhelmed by new information? Re-explore familiar

territory by building something you've built before, then use "Retreat into Competence" to move forward again. Stuck in your learning? Seek a team of experienced and talented developers with whom you can "Be the Worst" for a while. "Brilliant stuff! Reading this book was like being in a time machine that pulled me back to those key learning moments in my career as a professional software developer and, instead of having to learn best practices the hard way, I had a guru sitting on my shoulder guiding me every step towards master craftsmanship. I'll certainly be recommending this book to clients. I wish I had this book 14 years ago!"-Russ Miles, CEO, OpenCredo

[Concurrency in .NET](#) - Riccardo Terrell 2018-06-05

Summary Concurrency in .NET teaches you how to build concurrent and scalable programs in .NET using the functional paradigm. This intermediate-level guide is aimed at developers, architects, and passionate computer programmers who are interested in writing code with improved speed and effectiveness by adopting a declarative and pain-free programming style. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Unlock the incredible performance built into your multi-processor machines. Concurrent applications run faster because they spread work across processor cores, performing several tasks at the same time. Modern tools and techniques on the .NET platform, including parallel LINQ, functional programming, asynchronous programming, and the Task Parallel Library, offer powerful alternatives to traditional thread-based concurrency. About the Book Concurrency in .NET teaches you to write code that delivers the speed you need for performance-sensitive applications. Featuring examples in both C# and F#, this book guides you through concurrent and parallel designs that emphasize functional programming in theory and practice. You'll start with the foundations of concurrency and master essential techniques and design practices to optimize code running on modern multiprocessor systems. What's Inside The most important concurrency abstractions Employing the agent programming model Implementing real-time event-stream processing Executing unbounded asynchronous operations Best concurrent practices and patterns that apply to all platforms About the Reader For readers skilled with C# or F#. About the Book Riccardo Terrell is a seasoned software engineer and Microsoft MVP who is passionate about functional programming. He has over 20 years' experience delivering cost-effective technology solutions in a competitive business environment. Table of Contents PART 1 - Benefits of functional programming applicable to concurrent programs Functional concurrency foundations Functional programming techniques for concurrency Functional data structures and immutability PART 2 - How to approach the different parts of a concurrent program The basics of processing big data: data parallelism, part 1 PLINQ and MapReduce: data parallelism, part 2 Real-time event streams: functional reactive programming Task-based functional parallelism Task asynchronicity for the win Asynchronous functional programming in F# Functional combinators for fluent concurrent programming Applying reactive programming everywhere with agents Parallel workflow and agent programming with TPL Dataflow PART 3 - Modern patterns of concurrent programming applied Recipes and design patterns for successful concurrent programming Building a scalable mobile app with concurrent functional programming

Machine Beauty - David Gelernter 1998-01-23

Argues that simplicity and power in the design of computer hardware and software lead to a technological beauty that parallels the thought processes of the computer user

The Motivation Hacker - Nick Winter 2014-05-25

"This is your field guide to getting yourself to want to do everything you always wanted to want to do"--Page [4] of cover.

Defensive Design for the Web - Matthew Linderman 2004

Written by the experts at 37signals, this book shows hundreds of real-world examples from companies like Amazon, Google, and Yahoo that show the right (and wrong) ways to get defensive. Readers will learn 40 guidelines to prevent errors and rescue customers if a breakdown occurs. They'll also explore how to evaluate their own site's defensive design and improve it over the long term.

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

Clojure High Performance Programming - Shantanu Kumar 2015-09-29

Become an expert at writing fast and high performant code in Clojure 1.7.0 About This Book Enhance code performance by using appropriate Clojure features Improve the efficiency of applications and plan their deployment A hands-on guide to designing Clojure programs to get the best performance Who This Book Is For This book is intended for intermediate Clojure developers who are looking to get a good grip on achieving optimum performance. Having a basic knowledge of Java would be helpful. What You Will Learn Identify performance issues in Clojure programs using different profiling tools Master techniques to achieve numerical performance in Clojure Use Criterium library to measure latency of Clojure expressions Exploit Java features in Clojure code to enhance performance Avoid reflection and boxing with type hints Understand Clojure's concurrency and state-management primitives in depth Measure and monitor performance, and understand optimization techniques In Detail Clojure treats code as data and has a macro system. It focuses on programming with immutable values and explicit progression-of-time constructs, which are intended to facilitate the development of more robust programs, particularly multithreaded ones. It is built with performance, pragmatism, and simplicity in mind. Like most general purpose languages, various Clojure features have different performance characteristics that one should know in order to write high performance code. This book shows you how to evaluate the performance implications of various Clojure abstractions, discover their underpinnings, and apply the right approach for optimum performance in real-world programs. It starts by helping you classify various use cases and the need for them with respect to performance and analysis of various performance aspects. You will also learn the performance vocabulary that experts use throughout the world and discover various Clojure data structures, abstractions, and their performance characteristics. Further, the book will guide you through enhancing performance by using Java interoperability and JVM-specific features from Clojure. It also highlights the importance of using the right concurrent data structure and Java concurrency abstractions. This book also

sheds light on performance metrics for measuring, how to measure, and how to visualize and monitor the collected data. At the end of the book, you will learn to run a performance profiler, identify bottlenecks, tune performance, and refactor code to get a better performance. Style and approach An easy-to-follow guide full of real-world examples and self-sufficient code snippets that will help you get your hands dirty with high performance programming with Clojure.

Arduino Project Handbook, Volume 2 - Mark Geddes 2017-08-29

This second volume of the *Arduino Project Handbook* delivers 25 more beginner-friendly electronics projects. Get up and running with a crash course on the Arduino, and then pick any project that sparks your interest and start making! Each project includes cost and time estimates, simple instructions, colorful photos and circuit diagrams, a troubleshooting section, and the complete code to bring your build to life. With just the Arduino board and a handful of components, you'll make gadgets like a rainbow light display, noise-level meter, digital piano, GPS speedometer, and fingerprint scanner. This collection of projects is a fast and fun way to get started with microcontrollers that's perfect for beginners, hobbyists, parents, and educators. 25 Step-by-Step Projects LED Light Bar Light-Activated Night-Light Seven-Segment LED Countdown Timer LED Scrolling Marquee Mood Light Rainbow Strip Light NeoPixel Compass Arduino Piano Audio LED Visualizer Old-School Analog Dial Stepper Motor Temperature-Controlled Fan Ultrasonic Range Finder Digital Thermometer Bomb Decoder Game Serial LCD Screen Ultrasonic People Counter Nokia 5110 LCD Screen Pong Game OLED Breathalyzer Ultrasonic Soaker Fingerprint Scanner Ultrasonic Robot Internet-Controlled LED Voice-Controlled LED GPS Speedometer Uses the Arduino Uno board Praise for the first volume of *Arduino Project Handbook*: "Easily the best beginner's guide out there. Pair with an inexpensive clone-based starter kit, and it's never been cheaper to join the maker revolution."

—MakeUseOf.com "Beautifully designed." —Boing Boing

Let Over Lambda - Doug Hoyte 2008

Let Over Lambda is one of the most hardcore computer programming books out there. Starting with the fundamentals, it describes the most advanced features of the most advanced language: Common Lisp. Only the top percentile of programmers use lisp and if you can understand this book you are in the top percentile of lisp programmers. If you are looking for a dry coding manual that re-hashes common-sense techniques in whatever langue du jour, this book is not for you. This book is about pushing the boundaries of what we know about programming. While this book teaches useful skills that can help solve your programming problems today and now, it has also been designed to be entertaining and inspiring. If you have ever wondered what lisp or even programming itself is really about, this is the book you have been looking for.

Thinking Forth - Leo Brodie 2004

Thinking Forth applies a philosophy of problem solving and programming style to the unique programming language Forth. Published first in 1984, it could be among the timeless classics of computer books, such as Fred Brooks' *The Mythical Man-Month* and Donald Knuth's *The Art of Computer Programming*. Many software engineering principles discussed here have been rediscovered in *eXtreme Programming*, including (re)factoring, modularity, bottom-up and incremental design. Here you'll find all of those and more, such as the value of analysis and design, described in Leo Brodie's down-to-earth, humorous style, with illustrations, code examples, practical real life applications, illustrative cartoons, and interviews with Forth's inventor, Charles H. Moore as well as other Forth thinkers.

A Mind at Play - Jimmy Soni 2017-07-18

Winner of the Neumann Prize for the History of Mathematics "We owe Claude Shannon a lot, and Soni & Goodman's book takes a big first step in paying that debt." —San Francisco Review of Books "Soni and Goodman are at their best when they invoke the wonder an idea can instill. They summon the right level of awe while stopping short of hyperbole." —Financial Times "Jimmy Soni and Rob Goodman make a convincing case for their subtitle while reminding us that Shannon never made this claim himself." —The Wall Street Journal "A charming account of one of the twentieth century's most distinguished scientists...Readers will enjoy this portrait of a modern-day Da Vinci." —Fortune In their second collaboration, biographers Jimmy Soni and Rob Goodman present the story of Claude Shannon—one of the foremost intellects of the twentieth century and the architect of the Information Age, whose insights stand behind every computer built, email sent, video streamed, and webpage loaded. Claude Shannon was a

groundbreaking polymath, a brilliant tinkerer, and a digital pioneer. He constructed the first wearable computer, outfoxed Vegas casinos, and built juggling robots. He also wrote the seminal text of the digital revolution, which has been called "the Magna Carta of the Information Age." In this elegantly written, exhaustively researched biography, Soni and Goodman reveal Claude Shannon's full story for the first time. With unique access to Shannon's family and friends, *A Mind at Play* brings this singular innovator and always playful genius to life.

Refactoring for Software Design Smells - Girish Suryanarayana 2014-11-11

Awareness of design smells - indicators of common design problems - helps developers or software engineers understand mistakes made while designing, what design principles were overlooked or misapplied, and what principles need to be applied properly to address those smells through refactoring. Developers and software engineers may "know" principles and patterns, but are not aware of the "smells" that exist in their design because of wrong or mis-application of principles or patterns. These smells tend to contribute heavily to technical debt - further time owed to fix projects thought to be complete - and need to be addressed via proper refactoring. *Refactoring for Software Design Smells* presents 25 structural design smells, their role in identifying design issues, and potential refactoring solutions. Organized across common areas of software design, each smell is presented with diagrams and examples illustrating the poor design practices and the problems that result, creating a catalog of nuggets of readily usable information that developers or engineers can apply in their projects. The authors distill their research and experience as consultants and trainers, providing insights that have been used to improve refactoring and reduce the time and costs of managing software projects. Along the way they recount anecdotes from actual projects on which the relevant smell helped address a design issue. Contains a comprehensive catalog of 25 structural design smells (organized around four fundamental design principles) that contribute to technical debt in software projects Presents a unique naming scheme for smells that helps understand the cause of a smell as well as points toward its potential refactoring Includes illustrative examples that showcase the poor design practices underlying a smell and the problems that result Covers pragmatic techniques for refactoring design smells to manage technical debt and to create and maintain high-quality software in practice Presents insightful anecdotes and case studies drawn from the trenches of real-world projects

The Leprechauns of Software Engineering - Laurent Bossavit 2015-06-28

The software profession has a problem, widely recognized but which nobody seems willing to do anything about; a variant of the well known "telephone game", where some trivial rumor is repeated from one person to the next until it has become distorted beyond recognition and blown up out of all proportion. Unfortunately, the objects of this telephone game are generally considered cornerstone truths of the discipline, to the point that their acceptance now seems to hinder further progress. This book takes a look at some of those "ground truths" the claimed 10x variation in productivity between developers; the "software crisis"; the cost-of-change curve; the "cone of uncertainty"; and more. It assesses the real weight of the evidence behind these ideas - and confronts the scary prospect of moving the state of the art forward in a discipline that has had the ground kicked from under it.

Pragmatic Unit Testing in C# with NUnit - Andrew Hunt 2007

Presents a guide to unit testing with the NUnit library in C# along with providing information on writing code, detecting and fixing problems, testing pieces of code, and testing with a team.

Making Software - Andy Oram 2010-10-14

Many claims are made about how certain tools, technologies, and practices improve software development. But which claims are verifiable, and which are merely wishful thinking? In this book, leading thinkers such as Steve McConnell, Barry Boehm, and Barbara Kitchenham offer essays that uncover the truth and unmask myths commonly held among the software development community. Their insights may surprise you. Are some programmers really ten times more productive than others? Does writing tests first help you develop better code faster? Can code metrics predict the number of bugs in a piece of software? Do design patterns actually make better software? What effect does personality have on pair programming? What matters more: how far apart people are geographically, or how far apart they are in the org chart? Contributors include: Jorge Aranda Tom Ball Victor R. Basili Andrew Begel Christian Bird Barry Boehm Marcelo Cataldo Steven Clarke Jason Cohen Robert DeLine Madeline Diep Hakan Erdogmus Michael

Godfrey Mark Guzdial Jo E. Hannay Ahmed E. Hassan Israel Herraiz Kim Sebastian Herzig Cory Kapsner Barbara Kitchenham Andrew Ko Lucas Layman Steve McConnell Tim Menzies Gail Murphy Nachi Nagappan Thomas J. Ostrand Dewayne Perry Marian Petre Lutz Prechelt Rahul Premraj Forrest Shull Beth Simon Diomidis Spinellis Neil Thomas Walter Tichy Burak Turhan Elaine J. Weyuker Michele A. Whitecraft Laurie Williams Wendy M. Williams Andreas Zeller Thomas Zimmermann

Programming Clojure - Alex Miller 2018-02-23

Drowning in unnecessary complexity, unmanaged state, and tangles of spaghetti code? In the best tradition of Lisp, Clojure gets out of your way so you can focus on expressing simple solutions to hard problems. Clojure cuts through complexity by providing a set of composable tools--immutable data, functions, macros, and the interactive REPL. Written by members of the Clojure core team, this book is the essential, definitive guide to Clojure. This new edition includes information on all the newest features of Clojure, such as transducers and specs. Clojure joins the flexibility and agility of Lisp with the reach, stability, and performance of Java. Combine Clojure's tools for maximum effectiveness as you work with immutable data, functional programming, and safe concurrency to write programs that solve real-world problems. Start by reading and understanding Clojure syntax and see how Clojure is evaluated. From there, find out about the sequence abstraction, which combines immutable collections with functional programming to create truly reusable data transformation code. Clojure is a functional language; learn how to write programs in a functional style, and when and how to use recursion to your advantage. Discover Clojure's unique approach to state and identity, techniques for polymorphism and open systems using multimethods and protocols, and how to leverage Clojure's metaprogramming capabilities via macros. Finally, put all the pieces together in a real program. New to this edition is coverage of Clojure's spec library, one of the most interesting new features of Clojure for describing both data and functions. You can use Clojure spec to validate data, destructure data, explain invalid data, and generate large numbers of tests to verify the correctness of your code. With this book, you'll learn how to think in Clojure, and how to take advantage of its combined strengths to build powerful programs quickly. What You Need: Java 6 or higher Clojure 1.9

The Healthy Programmer - Joe Kutner 2013-06-26

Printed in full color. To keep doing what you love, you need to maintain your own systems, not just the ones you write code for. Regular exercise and proper nutrition help you learn, remember, concentrate, and be creative--skills critical to doing your job well. Learn how to change your work habits, master exercises that make working at a computer more comfortable, and develop a plan to keep fit, healthy, and sharp for years to come. Small changes to your habits can improve your health--without getting in the way of your work. *The Healthy Programmer* gives you a daily plan of action that's incremental and iterative just like the software development processes you're used to. Every tip, trick, and best practice is backed up by the advice of doctors, scientists, therapists, nutritionists, and numerous fitness experts. We'll review the latest scientific research to understand how being healthy is good for your body and mind. You'll start by adding a small amount of simple activity to your day--no trips to the gym needed. You'll learn how to mitigate back pain, carpal tunnel syndrome, headaches, and many other common sources of pain. You'll also learn how to refactor your diet to properly fuel your body without gaining weight or feeling hungry. Then, you'll turn the exercises and activities into a pragmatic workout methodology that doesn't interfere with the demands of your job and may actually improve your cognitive skills. You'll also learn the secrets of prominent figures in the software community who turned their health around by making diet and exercise changes. Throughout, you'll track your progress with a "companion iPhone app". Finally, you'll learn how to make your healthy lifestyle pragmatic, attainable, and fun. If you're going to live well, you should enjoy it. Disclaimer This book is intended only as an informative guide for those wishing to know more about health issues. In no way is this book intended to replace, countermand, or conflict with the advice given to you by your own healthcare provider including Physician, Nurse Practitioner, Physician Assistant, Registered Dietician, and other licensed professionals. Keep in mind that results vary from person to person. This book is not intended as a substitute for medical or nutritional advice from a healthcare provider or dietician. Some people have a medical history and/or condition and/or nutritional requirements that warrant individualized recommendations and, in some cases, medications and healthcare surveillance. Do not start, stop, or change medication and dietary recommendations without professional medical and/or Registered Dietician

advice. A healthcare provider should be consulted if you are on medication or if there are any symptoms that may require diagnosis or medical attention. Do not change your diet if you are ill, or on medication except under the supervision of a healthcare provider. Neither this, nor any other book or discussion forum is intended to take the place of personalized medical care of treatment provided by your healthcare provider. This book was current as of January, 2013 and as new information becomes available through research, experience, or changes to product contents, some of the data in this book may become invalid. You should seek the most up to date information on your medical care and treatment from your health care professional. The ultimate decision concerning care should be made between you and your healthcare provider. Information in this book is general and is offered with no guarantees on the part of the author, editor or The Pragmatic Programmers, LLC. The author, editors and publisher disclaim all liability in connection with the use of this book.

PHP 8 Objects, Patterns, and Practice - Matt Zandstra 2021-05-29

Learn how to develop elegant and rock-solid systems using PHP, aided by three key elements: object fundamentals, design principles, and best practices. The 6th edition of this popular book has been fully updated for PHP 8, including attributes, constructor property promotion, new argument and return pseudo-types, and more. It also covers many features new since the last edition including typed properties, the null coalescing operator, and void return types. This book provides a solid grounding in PHP's support for objects, it builds on this foundation to instill core principles of software design and then covers the tools and practices needed to develop, test, and deploy robust code. PHP 8 Objects, Patterns, and Practice begins by covering PHP's object-oriented features. It introduces key topics including class declarations, inheritance, and reflection. The next section is devoted to design patterns. It explains the principles that make patterns powerful. You'll cover many of the classic design patterns including enterprise and database patterns. The last segment of the book covers the tools and practices that can help turn great code into a successful project. The section shows how to manage multiple developers and releases with git, and how to manage builds and dependencies with Composer. It also explores strategies for automated testing and continuous integration. After reading and using this book, you will have mastered object-oriented enhancements, design patterns, and the essential development tools available for PHP 8. What You Will Learn Work with object fundamentals: write classes and methods, instantiate objects, and create powerful class hierarchies using inheritance Master advanced object-oriented features, including static methods and properties, managing error conditions with exceptions, and creating abstract classes and interfaces Understand and use design principles to deploy objects and classes effectively in your projects Discover a set of powerful patterns that you can implement in your own projects Guarantee a successful project including unit testing; version control and build, installation, and package management; and continuous integration Who This Book Is For Anyone with at least a basic knowledge of PHP who wants to use its object-oriented features in their projects. It is also for PHP coders who want to learn about the practices and tools (version control, testing, continuous integration, etc) that can make projects safe, elegant and stable.

Your Code as a Crime Scene - Adam Tornhill 2015-03-30

Jack the Ripper and legacy codebases have more in common than you'd think. Inspired by forensic psychology methods, you'll learn strategies to predict the future of your codebase, assess refactoring direction, and understand how your team influences the design. With its unique blend of forensic psychology and code analysis, this book arms you with the strategies you need, no matter what programming language you use. Software is a living entity that's constantly changing. To understand software systems, we need to know where they came from and how they evolved. By mining commit data and analyzing the history of your code, you can start fixes ahead of time to eliminate broken designs, maintenance issues, and team productivity bottlenecks. In this book, you'll learn forensic psychology techniques to successfully maintain your software. You'll create a geographic profile from your commit data to find hotspots, and apply temporal coupling concepts to uncover hidden relationships between unrelated areas in your code. You'll also measure the effectiveness of your code improvements. You'll learn how to apply these techniques on projects both large and small. For small projects, you'll get new insights into your design and how well the code fits your ideas. For large projects, you'll identify the good and the fragile

parts. Large-scale development is also a social activity, and the team's dynamics influence code quality. That's why this book shows you how to uncover social biases when analyzing the evolution of your system. You'll use commit messages as eyewitness accounts to what is really happening in your code. Finally, you'll put it all together by tracking organizational problems in the code and finding out how to fix them. Come join the hunt for better code! What You Need: You need Java 6 and Python 2.7 to run the accompanying analysis tools. You also need Git to follow along with the examples.

The Productive Programmer - Neal Ford 2008-07-03

Anyone who develops software for a living needs a proven way to produce it better, faster, and cheaper. The Productive Programmer offers critical timesaving and productivity tools that you can adopt right away, no matter what platform you use. Master developer Neal Ford not only offers advice on the mechanics of productivity-how to work smarter, spurn interruptions, get the most out your computer, and avoid repetition-he also details valuable practices that will help you elude common traps, improve your code, and become more valuable to your team. You'll learn to: Write the test before you write the code Manage the lifecycle of your objects fastidiously Build only what you need now, not what you might need later Apply ancient philosophies to software development Question authority, rather than blindly adhere to standards Make hard things easier and impossible things possible through meta-programming Be sure all code within a method is at the same level of abstraction Pick the right editor and assemble the best tools for the job This isn't theory, but the fruits of Ford's real-world experience as an Application Architect at the global IT consultancy ThoughtWorks. Whether you're a beginner or a pro with years of experience, you'll improve your work and your career with the simple and straightforward principles in The Productive Programmer.

Programming Ruby - David Thomas 2004

A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate)

Pair Programming Illuminated - Laurie Williams 2003

Written as instruction for pair programming newbies, with practical improvement tips for those experienced with the concept, this guide explores the operational aspects and unique fundamentals of pair programming; information such as furniture set-up, pair rotation, and weeding out bad pairs.

The Agile Samurai - Jonathan Rasmusson 2010-09-25

Printed in full color. Faced with a software project of epic proportions? Tired of over-committing and under-delivering? Enter the dojo of the agile samurai, where agile expert Jonathan Rasmusson shows you how to kick-start, execute, and deliver your agile projects. Combining cutting-edge tools with classic agile practices, The Agile Samurai gives you everything you need to deliver something of value every week and make rolling your software into production a non-event. Get ready to kick some software project butt. By learning the ways of the agile samurai you will discover: how to create plans and schedules your customer and your team can believe in what characteristics make a good agile team and how to form your own how to gather requirements in a fraction of the time using agile user stories what to do when you discover your schedule is wrong, and how to look like a pro correcting it how to execute fiercely by leveraging the power of agile software engineering practices By the end of this book you will know everything you need to set up, execute, and successfully deliver agile projects, and have fun along the way. If you're a project lead, this book gives you the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, usability designer, or project manager, this book gives you the insight and foundation necessary to become a valuable agile team member. The Agile Samurai slices away the fluff and theory that make other books less-than-agile. It's packed with best practices, war stories, plenty of humor and hands-on tutorial exercises that will get you doing the right things, the right way. This book will make a difference.

Coder to Developer - Mike Gunderloy 2006-02-20

"Two thumbs up" —Gregory V. Wilson, Dr. Dobbs Journal (October 2004) No one can disparage the ability to write good code. At its highest levels, it is an art. But no one can confuse writing good code with developing good software. The difference—in terms of challenges, skills, and compensation—is immense. Coder to Developer helps you excel at the many non-coding tasks entailed, from start to finish, in just about any successful development project. What's more, it equips you with the mindset and self-assurance required

to pull it all together, so that you see every piece of your work as part of a coherent process. Inside, you'll find plenty of technical guidance on such topics as: Choosing and using a source code control system Code generation tools--when and why Preventing bugs with unit testing Tracking, fixing, and learning from bugs Application activity logging Streamlining and systematizing the build process Traditional installations and alternative approaches To pull all of this together, the author has provided the source code for Download Tracker, a tool for organizing your collection of downloaded code, that's used for examples throughout this book. The code is provided in various states of completion, reflecting every stage of development, so that you can dig deep into the actual process of building software. But you'll also develop "softer" skills, in areas such as team management, open source collaboration, user and developer documentation, and intellectual property protection. If you want to become someone who can deliver not just good code but also a good product, this book is the place to start. If you must build successful software projects, it's essential reading.

Essential Scrum - Kenneth S. Rubin 2012

This is a comprehensive guide to Scrum for all (team members, managers, and executives). If you want to use Scrum to develop innovative products and services that delight your customers, this is the complete, single-source reference you've been searching for. This book provides a common understanding of Scrum, a shared vocabulary that can be used in applying it, and practical knowledge for deriving maximum value from it.

Seven Languages in Seven Weeks - Bruce Tate 2010

"Seven Languages in Seven Weeks" presents a meaningful exploration of seven languages within a single book. Rather than serve as a complete reference or installation guide, the book hits what's essential and unique about each language.

Exercises for Programmers - Brian P. Hogan 2015-09-04

When you write software, you need to be at the top of your game. Great programmers practice to keep their skills sharp. Get sharp and stay sharp with more than fifty practice exercises rooted in real-world scenarios. If you're a new programmer, these challenges will help you learn what you need to break into the field, and if you're a seasoned pro, you can use these exercises to learn that hot new language for your next gig. One of the best ways to learn a programming language is to use it to solve problems. That's what this book is all about. Instead of questions rooted in theory, this book presents problems you'll encounter in everyday software development. These problems are designed for people learning their first programming language, and they also provide a learning path for experienced developers to learn a new language quickly. Start with simple input and output programs. Do some currency conversion and figure out how many months it takes to pay off a credit card. Calculate blood alcohol content and determine if it's safe to drive. Replace words in files and filter records, and use web services to display the weather, store data, and show how many people are in space right now. At the end you'll tackle a few larger programs that will help you bring everything together. Each problem includes constraints and challenges to push you further, but it's up to you to come up with the solutions. And next year, when you want to learn a new programming language or style of programming (perhaps OOP vs. functional), you can work through this book again, using new approaches to solve familiar problems. What You Need: You need access to a computer, a programming language reference, and the programming language you want to use.

Phoenix in Action - Geoffrey Lessel 2019-04-26

Summary Phoenix is a modern web framework built for the Elixir programming language. Elegant, fault-tolerant, and performant, Phoenix is as easy to use as Rails and as rock-solid as Elixir's Erlang-based foundation. Phoenix in Action builds on your existing web dev skills, teaching you the unique benefits of Phoenix along with just enough Elixir to get the job done. Foreword by Sasa Juric, author of Elixir in Action, Second Edition. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern web applications need to be efficient to develop, lightning fast, and unfailingly reliable. Phoenix, a web framework for the Elixir programming language, delivers on all counts. Elegant and intuitive, Phoenix radically simplifies the dev process. Built for concurrency, Phoenix channels make short work of developing real-time applications. And as for reliability, Phoenix apps run on the battle-tested Erlang VM, so they're rock solid! About the Book Phoenix in Action is

an example-based book that teaches you to build production-quality web apps. You'll handle business logic, database interactions, and app designs as you progressively create an online auction site. As you go, you'll build everything from the core components to the real-time user interactions where Phoenix really shines. What's inside Functional programming in a web environment An introduction to Elixir Database interactions with Ecto Real-time communication with channels About the Reader For web developers familiar with a framework like Rails or ASP.NET. No experience with Elixir or Phoenix required. About the Author Geoffrey Lessel is a seasoned web developer who speaks and blogs about Elixir and Phoenix. Table of Contents PART 1 - GETTING STARTED Ride the Phoenix Intro to Elixir A little Phoenix overview PART 2 - DIVING IN DEEP Phoenix is not your application Elixir application structure Bring in Phoenix Making changes with Ecto.Changeset Transforming data in your browser Plugs, assigns, and dealing with session data Associating records and accepting bids PART 3 - THOSE IMPORTANT EXTRAS Using Phoenix channels for real-time communication Building an API Testing in Elixir and Phoenix

Fluent C# - Rebecca M. Riordan 2011-10-12

Based on the principles of cognitive science and instructional design, *Fluent C#*, the first in the new *Fluent Learning* series, is a true tutorial that will help you build effective working models for understanding a large and complex subject: developing .NET Framework applications in C#. Most introductory books just talk at you and give you "exercises" that have more to do with taking dictation than actually learning. *Fluent C#* is different. It guides you through learning the way your mind likes to learn: by solving puzzles, making connections, and building genuine understanding instead of just memorizing random facts.

DETAILED INFORMATION ON HOW TO... · Write .NET applications in C# 2010 · Leverage the incredible power of the .NET Framework Class Library · Apply Object-Oriented principles, Design Patterns, and best practices to your code · Develop desktop applications using the powerful Windows Presentation Foundation user interface API

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.

Good Math - Mark C. Chu-Carroll 2013-07-18

Mathematics is beautiful—and it can be fun and exciting as well as practical. Good Math is your guide to some of the most intriguing topics from two thousand years of mathematics: from Egyptian fractions to Turing machines; from the real meaning of numbers to proof trees, group symmetry, and mechanical computation. If you've ever wondered what lay beyond the proofs you struggled to complete in high school geometry, or what limits the capabilities of computer on your desk, this is the book for you. Why do Roman numerals persist? How do we know that some infinities are larger than others? And how can we know for certain a program will ever finish? In this fast-paced tour of modern and not-so-modern math, computer scientist Mark Chu-Carroll explores some of the greatest breakthroughs and disappointments of more than two thousand years of mathematical thought. There is joy and beauty in mathematics, and in more than two dozen essays drawn from his popular "Good Math" blog, you'll find concepts, proofs, and examples that are often surprising, counterintuitive, or just plain weird. Mark begins his journey with the basics of numbers, with an entertaining trip through the integers and the natural, rational, irrational, and transcendental numbers. The voyage continues with a look at some of the oddest numbers in mathematics, including zero, the golden ratio, imaginary numbers, Roman numerals, and Egyptian and continuing fractions. After a deep dive into modern logic, including an introduction to linear logic and the logic-savvy Prolog language, the trip concludes with a tour of modern set theory and the advances and paradoxes of modern mechanical computing. If your high school or college math courses left you grasping for the inner meaning behind the numbers, Mark's book will both entertain and enlighten you.

A Machine Made this Book - John Whittington 2016-02-22

How do we decide where to put ink on a page to draw letters and pictures? How can computers represent all the world's languages and writing systems? What exactly is a computer program, what and how does it calculate, and how can we build one? Can we compress information to make it easier to store and quicker to transmit? How do newspapers print photographs with grey tones using just black ink and white paper? How are paragraphs laid out automatically on a page and split across multiple pages? In A Machine Made this Book, using examples from the publishing industry, John Whittington introduces the fascinating discipline of Computer Science to the uninitiated.

Clojure for the Brave and True - Daniel Higginbotham 2015-10-15

For weeks, months—nay!—from the very moment you were born, you've felt it calling to you. At long last you'll be united with the programming language you've been longing for: Clojure! As a Lisp-style functional programming language, Clojure lets you write robust and elegant code, and because it runs on the Java Virtual Machine, you can take advantage of the vast Java ecosystem. Clojure for the Brave and True offers a "dessert-first" approach: you'll start playing with real programs immediately, as you steadily acclimate to the abstract but powerful features of Lisp and functional programming. Inside you'll find an offbeat, practical guide to Clojure, filled with quirky sample programs that catch cheese thieves and track glittery vampires. Learn how to: -Wield Clojure's core functions -Use Emacs for Clojure development -Write macros to modify Clojure itself -Use Clojure's tools to simplify concurrency and parallel programming Clojure for the Brave and True assumes no prior experience with Clojure, the Java Virtual Machine, or functional programming. Are you ready, brave reader, to meet your true destiny? Grab your best pair of parentheses—you're about to embark on an epic journey into the world of Clojure!

Elastic Leadership - Roy Osherove 2016-10-18

Summary Elastic leadership is a framework and philosophy that can help you as you manage day-to-day and long-term challenges and strive to create the elusive self-organizing team. It is about understanding that your leadership needs to change based on which phase you discover that your team is in. This book provides you with a set of values, techniques, and practices to use in your leadership role. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Your team looks to you for guidance. You have to mediate heated debates. The team is constantly putting out fires instead of doing the right things, the right way. Everyone seems to want to do things correctly, but nobody seems to be doing so. This is where leaders get stuck. It's time to get unstuck! Elastic leadership is a novel approach that helps you adapt your leadership style to the phase your team is in, so you can stay in step as things change. About the Book Elastic Leadership is a practical, experience-driven guide to team leadership. In it, you'll discover a set of values, techniques, and practices to lead your team to success. First, you'll learn what elastic leadership is and explore the phases of this results-oriented framework. Then, you'll see it in practice through stories, anecdotes, and advice provided by successful leaders in a variety of disciplines, all annotated by author and experienced team leader, Roy Osherove. What's Inside Understanding why people do what they do Effective coaching Influencing team members and managers Advice from industry leaders About the Reader This book is for anyone with a year or more of experience working on a team as a lead or team member. About the Author Roy Osherove is the DevOps process lead for the West Coast at EMC, based in California. He is also the author of The Art of Unit Testing (Manning, 2013) and Enterprise DevOps. He consults and trains teams worldwide on the gentle art of leadership, unit testing, test-driven development, and continuous-delivery automation. He frequently speaks at international conferences on these topics and others. Table of Contents PART 1 - UNDERSTANDING ELASTIC LEADERSHIP Striving toward a Team Leader Manifesto Matching leadership styles to team phases Dealing with bus factors PART 2 - SURVIVAL MODE Dealing with survival mode PART 3 - LEARNING MODE Learning to learn Commitment language Growing people PART 4 - SELF-ORGANIZATION MODE Using clearing meetings to advance self-organization Influence patterns The Line Manager Manifesto PART 5 - NOTES TO A SOFTWARE TEAM LEADER Feeding back Channel conflict into learning It's probably not a technical problem Review the code Document your air, food, and water Appraisals and agile don't play nicely Leading through learning: the responsibilities of a team leader Introduction to the Core Protocols Change your mind: your product is your team Leadership and the mature team Spread your workload Making your team manage their own work Go see, ask why, show respect Keep developers happy, reap high-quality work Stop doing their work Write code, but not too much Evolving from manager to leader Affecting the pace of change Proximity management Babel Fish You're the lead, not the know-it-all Actions speak louder than words

Mastering Clojure Macros - Colin Jones 2014-09-05

Level up your skills by taking advantage of Clojure's powerful macro system. Macros make hard things possible and normal things easy. They can be tricky to use, and this book will help you deftly navigate the terrain. You'll discover how to write straightforward code that avoids duplication and clarifies your intentions. You'll learn how and why to write macros. You'll learn to recognize situations when using a macro would (and wouldn't!) be helpful. And you'll use macros to remove unnecessary code and build new language features. Clojure offers some sharp tools in its toolbox, and one of the sharpest is its macro system. This book will help you write macros using Clojure, and more importantly, recognize when you should be using macros in the first place. The Lisp "code-as-data" philosophy gives tremendous advantages to macro authors and users. You can use macros to evaluate code in other contexts, move computations to compile time, and create beautiful API layers. You don't need to wait on the Clojure language itself to add new features, you'll learn how to implement even the lowest-level features as macros. You'll step through representative samples of how to use macros in production libraries and applications, find clear details on how to construct macros, and learn pointers to avoid obstacles that often trip up macro amateurs. Clojure macros are more straightforward to use than metaprogramming features in many other languages, but they're different enough from normal programming to present challenges of their own. Mastering Clojure Macros examines some of these issues, along with alternatives to macros where they exist. By the time you

finish this book, you'll be thinking like a macro professional. What You Need: The book examples have been developed under Clojure 1.6.0, although earlier and later versions of Clojure may work as well. You'll want to use Leiningen 2.x in order to follow along with the examples that use external projects.

The Pragmatics of Intercultural and International Communication - Jan Blommaert 1991-01-01

This volume contains a selection of papers from a special session of the International Pragmatics Conference (Antwerp, August 1987) and from the Symposium on Intercultural Communication (Ghent, December 1987). Studying the communicative styles of cultures and social groups, both at the descriptive level and at the level of pragmatic theory construction, should be a target of pragmatics as a discipline. A clear view is needed of the restrictions on adaptability involving potential fields of conflict in intercultural and international communication. As the contributions to this volume demonstrate, very little should be taken for granted in this respect.

Software Design X-Rays - Adam Tornhill 2018-03-08

Are you working on a codebase where cost overruns, death marches, and heroic fights with legacy code monsters are the norm? Battle these adversaries with novel ways to identify and prioritize technical debt, based on behavioral data from how developers work with code. And that's just for starters. Because good code involves social design, as well as technical design, you can find surprising dependencies between people and code to resolve coordination bottlenecks among teams. Best of all, the techniques build on

behavioral data that you already have: your version-control system. Join the fight for better code! Use statistics and data science to uncover both problematic code and the behavioral patterns of the developers who build your software. This combination gives you insights you can't get from the code alone. Use these insights to prioritize refactoring needs, measure their effect, find implicit dependencies between different modules, and automatically create knowledge maps of your system based on actual code contributions. In a radical, much-needed change from common practice, guide organizational decisions with objective data by measuring how well your development teams align with the software architecture. Discover a comprehensive set of practical analysis techniques based on version-control data, where each point is illustrated with a case study from a real-world codebase. Because the techniques are language neutral, you can apply them to your own code no matter what programming language you use. Guide organizational decisions with objective data by measuring how well your development teams align with the software architecture. Apply research findings from social psychology to software development, ensuring you get the tools you need to coach your organization towards better code. If you're an experienced programmer, software architect, or technical manager, you'll get a new perspective that will change how you work with code. What You Need: You don't have to install anything to follow along in the book. The case studies in the book use well-known open source projects hosted on GitHub. You'll use CodeScene, a free software analysis tool for open source projects, for the case studies. We also discuss alternative tooling options where they exist.