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Patterns Telling Stories The Art of Writing Efficient Programs *Productivity Tools for Writers Notebook* **Software Telemetry**

This book is for the career developer who wants to take his or her skill set and/or project to the next level. If you are a professional software developer with 3–4 years of experience looking to bring a higher level of discipline to your project, or to learn the skills that will help you transition from software engineer to technical lead, then this book is for you. The topics covered in this book will help you focus on delivering software at a higher quality and lower cost. The book is about practical techniques and practices that will help you and your team realize those goals. This book is for the developer understands that the business of software is, first and foremost, business. Writing code is fun, but writing high-quality code on time and at the lowest possible cost is what makes a software project successful. A team lead or architect who wants to succeed must keep that in mind. Given that target audience, this book assumes a certain level of skill at reading code in one or more languages, and basic familiarity with building and testing software projects. It also assumes that you have at least a basic understanding of the software development lifecycle, and how requirements from customers become testable software projects. Who This Book Is Not For: This is not a book for the entry-level developer fresh out of college, or for those just getting started as professional coders. It isn’t a book

about writing code; it’s a book about how we write code together while keeping quality up and costs down. It is not for those who want to learn to write more efficient or literate code. There are plenty of other books available on those subjects, as mentioned previously. This is also not a book about project management or development methodology. All of the strategies and techniques presented here are just as applicable to waterfall projects as they are to those employing Agile methodologies. While certain strategies such as Test-Driven Development and Continuous Integration have risen to popularity hand in hand with Agile development methodologies, there is no coupling between them. There are plenty of projects run using SCRUM that do not use TDD, and there are just as many waterfall projects that do. Philosophy versus Practicality: There are a lot of religious arguments in software development. Exceptions versus result codes, strongly typed versus dynamic languages, and where to put your curly braces are just a few examples. This book tried to steer clear of those arguments here. Most of the chapters in this book deal with practical steps that you as a developer can take to improve your skills and improve the state of your project. The author makes no claims that these practices represent the way to write software. They represent strategies that have worked well for the author and other developers that he have worked closely with. Philosophy certainly has its place in software development. Much of the current thinking in project management has been influenced by the Agile

philosophy, for example. The next wave may be influenced by the Lean methodologies developed by Toyota for building automobiles. Because it represents a philosophy, the Lean process model can be applied to building software just as easily as to building cars. On the other hand, because they exist at the philosophical level, such methodologies can be difficult to conceptualize. The book tries to favor the practical over the philosophical, the concrete over the theoretical. This should be the kind of book that you can pick up, read one chapter of, and go away with some practical changes you can make to your software project that will make it better. That said, the first part of this book is entitled “Philosophy” because the strategies described in it represent ways of approaching a problem rather than a specific solution. There are just as many practical ways to do Test-Driven Development as there are ways to manage a software project. You will have to pick the way that fits your chosen programming language, environment, and team structure. The book has tried to describe some tangible ways of realizing TDD, but it remains an abstract ideal rather than a one-size-fits-all technical solution. The same applies to Continuous Integration. There are numerous ways of thinking about and achieving a Continuous Integration solution, and this book presents only a few. Continuous Integration represents a way of thinking about your development process rather than a concrete or specific technique. The second and third parts represent more concrete process and construction techniques

that can improve your code and your project. They focus on the pragmatic rather than the philosophical. Every Little Bit Helps: You do not have to sit down and read this book from cover to cover. While there are interrelationships between the chapters, each chapter can also stand on its own. If you know that you have a particular problem such as error handling with your current project, read that chapter and try to implement some of the suggestions in it. Don’t feel that you have to overhaul your entire software project at once. The various techniques described in this book can all incrementally improve a project one at a time. If you are starting a brand new project and have an opportunity to define its structure, then by all means read the whole book and see how it influences the way you design your project. If you have to work within an existing project structure, you might have more success applying a few improvements at a time. In terms of personal career growth, the same applies. Every new technique you learn makes you a better developer, so take them one at a time as your schedule and projects allow. Examples: Most of the examples in this book are written in C#. However, the techniques described in this book apply just as well to any other modern programming language with a little translation. Even if you are unfamiliar with the inner workings or details of C# as a language, the examples are very small and simple to understand. Again, this is not a book about how to write code, and the examples in it are all intended to illustrate a specific point, not to become a part of your software project in any

literal sense. This book is organized into three sections, Philosophy, Process and Code Construction. The following is a short summary of what you will find in each section and chapter. Part I (Philosophy) contains chapters that focus on abstract ideas about how to approach a software project. Each chapter contains practical examples of how to realize those ideas. Chapter 1 (Buy, not Build) describes how to go about deciding which parts of your software project you need to write yourself and which parts you may be able to purchase or otherwise leverage from someplace else. In order to keep costs down and focus on your real competitive advantage, it is necessary to write only those parts of your application that you really need to. Chapter 2 (Test-Driven Development) examines the Test-Driven Development (or Test-Driven Design) philosophy and some practical ways of applying it to your development lifecycle to produce higher-quality code in less time. Chapter 3 (Continuous Integration) explores the Continuous Integration philosophy and how you can apply it to your project. CI involves automating your build and unit testing processes to give developers a shorter feedback cycle about changes that they make to the project. A shorter feedback cycle makes it easier for developers to work together as a team and at a higher level of productivity. The chapters in Part II (Process) explore processes and tools that you can use as a team to improve the quality of your source code and make it easier to understand and to maintain. Chapter 4 (Done Is Done) contains suggestions for defining what it means for a

developer to “finish” a development task. Creating a “done is done” policy for your team can make it easier for developers to work together, and easier for developers and testers to work together. If everyone on your team follows the same set of steps to complete each task, then development will be more predictable and of a higher quality. Chapter 5 (Testing) presents some concrete suggestions for how to create tests, how to run them, and how to organize them to make them easier to run, easier to measure, and more useful to developers and to testers. Included are sections on what code coverage means and how to measure it effectively, how to organize your tests by type, and how to automate your testing processes to get the most benefit from them. Chapter 6 (Source Control) explains techniques for using your source control system more effectively so that it is easier for developers to work together on the same project, and easier to correlate changes in source control with physical software binaries and with defect or issue reports in your tracking system. Chapter 7 (Static Analysis) examines what static analysis is, what information it can provide, and how it can improve the quality and maintainability of your projects. Part III (Code Construction) includes chapters on specific coding techniques that can improve the quality and maintainability of your software projects. Chapter 8 (Contract, Contract, Contract!) tackles programming by contract and how that can make your code easier for developers to understand and to use. Programming by contract can also make your application easier (and

therefore less expensive) to maintain and support. Chapter 9 (Limiting Dependencies) focuses on techniques for limiting how dependent each part of your application is upon the others. Limiting dependencies can lead to software that is easier to make changes to and cheaper to maintain as well as easier to deploy and test. Chapter 10 (The Model-View-Presenter Model) offers a brief description of the MVP model and explains how following the MVP model will make your application easier to test. Chapter 11 (Tracing) describes ways to make the most of tracing in your application. Defining and following a solid tracing policy makes your application easier to debug and easier for your support personnel and/or your customers to support. Chapter 12 (Error Handing) presents some techniques for handling errors in your code that if followed consistently make your application easier to debug and to support. Part IV (Putting It All Together) is simply a chapter that describes a day in the life of a developer who is following the guiding principles and using the techniques described in the rest of the book. Chapter 13 (Calculator Project: A Case Study) shows many of this book's principles and techniques in actual use. Part of the Allyn & Bacon series in technical communication, Writing Software Documentation features a step-by-step strategy to writing and describing procedures. This task-oriented book is designed to support both college students taking a course and professionals working in the field. Teaching apparatus includes complete programs for students to work on and a full set of project

tracking forms, as well as a broad range of examples including Windows-style pages and screens and award-winning examples from STC competitions. BOOK COVER: The premium matte-finish cover is sturdy and durable, so the pages won't fall out after a few months of use. To top it all, we have an array of book cover designs to choose from. Please check out our author page to get inspired by our collection of truly creative book covers.INSIDE THE BOOK: There are 120 pages with simple and elegant lines where you can write down anything.White color paperA glossy finish cover for an elegant, professional look and feelTHANK YOU: Thank you for checking out this book and we hope you find what you are looking for. Honestly, we are just a small business, but we are passionate and committed to publishing the unique, high quality and professional journals, notebooks, sketchbooks, composition books, scorebooks, and planner Engineering Software, the third volume in the landmark Write Great Code series by Randall Hyde, helps you create readable and maintainable code that will generate awe from fellow programmers. The field of software engineering may value team productivity over individual growth, but legendary computer scientist Randall Hyde wants to make promising programmers into masters of their craft. To that end, Engineering Software--the latest volume in Hyde's highly regarded Write Great Code series--offers his signature in-depth coverage of everything from development methodologies and strategic productivity to object-oriented

design requirements and system documentation. You'll learn: • Why following the software craftsmanship model can lead you to do your best work • How to utilize traceability to enforce consistency within your documentation • The steps for creating your own UML requirements with use-case analysis • How to leverage the IEEE documentation standards to create better software This advanced apprenticeship in the skills, attitudes, and ethics of quality software development reveals the right way to apply engineering principles to programming. Hyde will teach you the rules, and show you when to break them. Along the way, he offers illuminating insights into best practices while empowering you to invent new ones. Brimming with resources and packed with examples, Engineering Software is your go-to guide for writing code that will set you apart from your peers. An industry insider explains why there is so much bad software—and why academia doesn't teach programmers what industry wants them to know. Why is software so prone to bugs? So vulnerable to viruses? Why are software products so often delayed, or even canceled? Is software development really hard, or are software developers just not that good at it? In The Problem with Software, Adam Barr examines the proliferation of bad software, explains what causes it, and offers some suggestions on how to improve the situation. For one thing, Barr points out, academia doesn't teach programmers what they actually need to know to do their jobs: how to work in a team to create code that works reliably and can be maintained

by somebody other than the original authors. As the size and complexity of commercial software have grown, the gap between academic computer science and industry has widened. It's an open secret that there is little engineering in software engineering, which continues to rely not on codified scientific knowledge but on intuition and experience. Barr, who worked as a programmer for more than twenty years, describes how the industry has evolved, from the era of mainframes and Fortran to today's embrace of the cloud. He explains bugs and why software has so many of them, and why today's interconnected computers offer fertile ground for viruses and worms. The difference between good and bad software can be a single line of code, and Barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers. Looking to the future, Barr writes that the best prospect for improving software engineering is the move to the cloud. When software is a service and not a product, companies will have more incentive to make it good rather than “good enough to ship." The core of scientific computing is designing, writing, testing, debugging and modifying numerical software for application to a vast range of areas: from graphics, meteorology and chemistry to engineering, biology and finance. Scientists, engineers and computer scientists need to write good code, for speed, clarity, flexibility and ease of re-use. Oliveira and Stewart's style guide for numerical software points out good practices to follow, and pitfalls to avoid. By following their advice, readers

will learn how to write efficient software, and how to test it for bugs, accuracy and performance. Techniques are explained with a variety of programming languages, and illustrated with two extensive design examples, one in Fortran 90 and one in C++: other examples in C, C++, Fortran 90 and Java are scattered throughout the book. This manual of scientific computing style will be an essential addition to the bookshelf and lab of everyone who writes numerical software. * Will appeal to the same (large) audience as Joel on Software * Contains exclusive commentary by Joel * Lots of free publicity both because of Joel's influence in the community and the influence of the contributors ***Updated 2nd Edition, 2017*** Can't find that amazing idea in your pile of sticky notes? Distracted by blog posts, social media, and email? Looking for an easy way to keep track of your research? This booklet introduces handy—and often free or inexpensive—apps and programs to help you: – Streamline your writing process – Capture new ideas anywhere – Eliminate distractions – Organize your research – Track your priorities and progress (NEW) – Safeguard your hard work Are you ready to unlock the power of Go, master obviousness-oriented programming, and learn the secrets of Zen mountaineering? This book, from experienced Go teacher and mentor John Arundel, will show you how. The Power of Go: Tools is the next step on your software engineering journey, explaining how to write simple, powerful, idiomatic, and even beautiful programs in Go. This friendly, supportive, yet challenging book will show you how

master software engineers think, and guide you through the process of designing production-ready command-line tools in Go step by step. How do you break down a problem into manageable chunks? How do you test functions before you've written them? How do you design reusable libraries and tools that delight users? The Power of Go: Tools has the answers. Computers are gradually infiltrating all stages of the writing process. Increasingly, teachers, writers, students, software developers, technical authors, and computer scientists need to learn more about the effective use of computers for writing. This book discusses how computers can help support writing. It explores the issues associated with using computers to train and help writers, concentrating on computational and user aspects and reviewing practical, economic and institutional issues. Noel Williams balances theoretical and practical concerns, to meet the needs of researchers and practising trainers of writing. There is also a brief evaluation available software products, together with advice about the major considerations and pitfalls of working on custom-made software. The book is based on five years of research by the Communication and Information Research Group (CIRG) at Sheffield City Polytechnic into the value of computer-based approaches to training and helping writers. The work was funded and supported by the Training Agency, IBM, AT&T, Rolls Royce, NAB and GEC. The Computer, the Writer and the Learner is for people who are using, or are thinking of using, computers to teach or support writing, and for designers

of computer-based writing systems. Many such people are unaware of the nature and use of existing systems, and of the possibilities they offer. Developers often lack detailed knowledge of other projects and of the range of users' needs. Although the bias of the book is towards the teacher, trainer and student, most of the content deals with issues that developers will want to know about. How's your writing app working out for you lately? If you're reading this, then you're dissatisfied with your current writing software and want something better. After all, your time is too valuable to waste fighting with an app that doesn't love you back. The RIGHT writing app will make you twice as productive and help you write more books in less time. You'll be able to write more books than you ever dreamed of. In this guide, prolific author M.L. Ronn will cover the top features of the hottest writing apps on the market to help you choose the best fit for your writer personality. You'll discover: - How the right writing app can boost your word counts and reduce typos in your books - How to avoid wasting money on the wrong writing app (buy it nice or buy it twice!!) - Apps that are better than OpenOffice, MS Word, and Google Docs: 100% guaranteed - 35+ helpful features that writers are using to crush their novels - A free tool that can help you pick the best writing app in a few clicks Don't settle for the wrong fit. Buy the Writing App Handbook to meet your perfect writing app today! V1.0 Software Development and Professional Practice reveals how to design and code great software. What factors do you take into

account? What makes a good design? What methods and processes are out there for designing software? Is designing small programs different than designing large ones? How can you tell a good design from a bad one? You'll learn the principles of good software design, and how to turn those principles back into great code. Software Development and Professional Practice is also about code construction—how to write great programs and make them work. What, you say? You've already written eight gazillion programs! Of course I know how to write code! Well, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. You'll also talk about reading code. How do you read code? What makes a program readable? Can good, readable code replace documentation? How much documentation do you really need? This book introduces you to software engineering—the application of engineering principles to the development of software. What are these engineering principles? First, all engineering efforts follow a defined process. So, you'll be spending a bit of time talking about how you run a software development project and the different phases of a project. Secondly, all engineering work has a basis in the application of science and mathematics to real-world problems. And so does software development! You'll therefore take the time to examine how to design and implement programs that solve specific problems. Finally, this

book is also about human-computer interaction and user interface design issues. A poor user interface can ruin any desire to actually use a program; in this book, you'll figure out why and how to avoid those errors. Software Development and Professional Practice covers many of the topics described for the ACM Computing Curricula 2001 course C292c Software Development and Professional Practice. It is designed to be both a textbook and a manual for the working professional. Explore software engineering methodologies, techniques, and best practices in Go programming to build easy-to-maintain software that can effortlessly scale on demand Key Features Apply best practices to produce lean, testable, and maintainable Go code to avoid accumulating technical debt Explore Go's built-in support for concurrency and message passing to build high-performance applications Scale your Go programs across machines and manage their life cycle using Kubernetes Book Description Over the last few years, Go has become one of the favorite languages for building scalable and distributed systems. Its opinionated design and built-in concurrency features make it easy for engineers to author code that efficiently utilizes all available CPU cores. This Golang book distills industry best practices for writing lean Go code that is easy to test and maintain, and helps you to explore its practical implementation by creating a multi-tier application called Links 'R' Us from scratch. You'll be guided through all the steps involved in designing, implementing, testing, deploying, and scaling an application.

Starting with a monolithic architecture, you'll iteratively transform the project into a service-oriented architecture (SOA) that supports the efficient out-of-core processing of large link graphs. You'll learn about various cutting-edge and advanced software engineering techniques such as building extensible data processing pipelines, designing APIs using gRPC, and running distributed graph processing algorithms at scale. Finally, you'll learn how to compile and package your Go services using Docker and automate their deployment to a Kubernetes cluster. By the end of this book, you'll know how to think like a professional software developer or engineer and write lean and efficient Go code. What you will learn Understand different stages of the software development life cycle and the role of a software engineer Create APIs using gRPC and leverage the middleware offered by the gRPC ecosystem Discover various approaches to managing package dependencies for your projects Build an end-to-end project from scratch and explore different strategies for scaling it Develop a graph processing system and extend it to run in a distributed manner Deploy Go services on Kubernetes and monitor their health using Prometheus Who this book is for This Golang programming book is for developers and software engineers looking to use Go to design and build scalable distributed systems effectively. Knowledge of Go programming and basic networking principles is required. Become a better programmer with performance improvement techniques such as concurrency, lock-free programming,

atomic operations, parallelism, and memory management Key FeaturesLearn proven techniques from a heavyweight and recognized expert in C++ and high-performance computingUnderstand the limitations of modern CPUs and their performance impactFind out how you can avoid writing inefficient code and get the best optimizations from the compilerLearn the tradeoffs and costs of writing high-performance programsBook Description The great free lunch of "performance taking care of itself" is over. Until recently, programs got faster by themselves as CPUs were upgraded, but that doesn't happen anymore. The clock frequency of new processors has almost peaked, and while new architectures provide small improvements to existing programs, this only helps slightly. To write efficient software, you now have to know how to program by making good use of the available computing resources, and this book will teach you how to do that. The Art of Efficient Programming covers all the major aspects of writing efficient programs, such as using CPU resources and memory efficiently, avoiding unnecessary computations, measuring performance, and how to put concurrency and multithreading to good use. You'll also learn about compiler optimizations and how to use the programming language (C++) more efficiently. Finally, you'll understand how design decisions impact performance. By the end of this book, you'll not only have enough knowledge of processors and compilers to write efficient programs, but you'll also be able to understand which techniques to use and what to

measure while improving performance. At its core, this book is about learning how to learn. What you will learnDiscover how to use the hardware computing resources in your programs effectivelyUnderstand the relationship between memory order and memory barriersFamiliarize yourself with the performance implications of different data structures and organizationsAssess the performance impact of concurrent memory accessed and how to minimize itDiscover when to use and when not to use lock-free programming techniquesExplore different ways to improve the effectiveness of compiler optimizationsDesign APIs for concurrent data structures and high-performance data structures to avoid inefficienciesWho this book is for This book is for experienced developers and programmers who work on performance-critical projects and want to learn new techniques to improve the performance of their code. Programmers in algorithmic trading, gaming, bioinformatics, computational genomics, or computational fluid dynamics communities will get the most out of the examples in this book, but the techniques are fairly universal. Although this book uses the C++ language, the concepts demonstrated in the book can be easily transferred or applied to other compiled languages such as C, Java, Rust, Go, and more. Software Telemetry is a guide to operating the telemetry systems that monitor and maintain your applications. It takes a big picture view of telemetry, teaching you to manage your logging, metrics, and events as a complete end-to-end ecosystem. You'll learn the base

architecture that underpins any software telemetry system, allowing you to easily integrate new systems into your existing infrastructure, and how these systems work under the hood. Throughout, you'll follow three very different companies to see how telemetry techniques impact a greenfield startup, a large legacy enterprise, and a non-technical organization without any in-house development. You'll even cover how software telemetry is used by court processes--ensuring that when your first telemetry subpoena arrives, there's no reason to panic! In een verborgen studio in een afgelegen Romeinse wijk, waar het Vaticaan de prostitutie vroeger oogluikend toeliet, worden een man en een vrouw dood aangetroffen voor een van de mooiste schilderijen die rechercheur Nic Costa in zijn leven ooit heeft gezien: een tot dan toe onbekend erotisch schilderij van de grote meester Caravaggio. Uit het onderzoek van de patholoog-anatoom blijkt dat de vrouw vlak voor haar dood seks heeft gehad. Haar dij is zodanig bewerkt met een mes dat het patroon lijkt op de kenmerkende inkerving die Caravaggio op zijn schilderijen zette. Aanwijzingen leiden Nic Costa naar een groep aristocratische en invloedrijke Romeinen, die zich de `extasisten noemen. Het is echter vrijwel onmogelijk hun gangen na te gaan, omdat ze van hogerhand worden beschermd tegen onderzoek naar hun duistere praktijken. Costa krijgt hulp in de gedaante van Zuster Agata, een expert op het gebied van 17de-eeuwse schilderkunst. Maar juist zij wordt de spil, de getuige én het doelwit in een zaak die hen

beiden terugvoert naar het verleden van Caravaggio en de redenen waarom die destijds Rome moest ontvluchten `De spanning is bloeddrukverhogend en de elegante schrijfstijl van Hewson maakt deze thriller weer helemaal af. Anne Jongeling op Nu.nl, vijf sterren David Hewson brak in Nederland door met De Vaticaanse moorden, het eerste boek rond rechercheur Nic Costa. De Romeinse lusthof is het zesde boek in deze verslavende reeks, die zich afspeelt in Rome. Writing in Software Development Allan M. Stavely If you are a working programmer or a programming student, writing is a skill that you can't neglect. Writing is part of any software project, and good writing skills will make you more effective as a software developer. Writing can enhance your career prospects, too. Sure you can write code to someone else's spec, but what if you got to write the spec? Or the proposal for the project? Writing skills could even help you land your dream job in the first place. Like no other book on the market, this book talks about writing in all aspects of software development, including: -design documents -documentation in the code and vice versa -writing for review -requirements and specifications -the vision statement, project proposal and project history -webs of electronic documents This book tells you how to craft all these kinds of writing to make them as effective as they can be. Allan M. Stavely's career in software spans 35 years in education (Computer Science, New Mexico Tech), industry (IBM and HP in the US and UK), consulting and writing. He is the author of Toward Zero-Defect Programming

(Addison Wesley). Contact him: al@nmt.edu The publisher will donate a portion of the price of this book to New Mexico Tech for scholarships. From System Designers to Top Management, Everyone loves a good story Once upon a time, it was well understood that stories teach better than plain facts. Why then are most software requirements documents a baffling hodge-podge of diagrams, data dictionaries, and bullet points, held together by little more than a name and a staple? Telling Stories teaches you to combine proven standards of requirements analysis with the most ancient and effective tool for sharing information, the narrative. Telling Stories simplifies and refines the classic methods of Structured Analysis, providing organization, design, and old-fashioned writing advice. Whether you?re just getting started or an experienced requirements writer, Telling Stories can help you turn dull, detailed material into an engaging, logical, and readable story, a story that can make the difference for your project and your career. Learn why readers believe and remember what they learn from stories Work with team members to gather content, tell their stories, and win their support Use stories to find every requirement Create diagrams that almost tell the story on their own (while looking clear and professional) Explain everything important about a process Use precise language to remove the ambiguity from requirements Write a forceful executive summary that stands on its own and sells a project to senior management Summarize often to keep the reader focused on key issues

Structure the document so every part has a clear place and purpose Need a spot to write down new play thoughts, try out discourse, and plan scenes? This basic, delicate cover soft cover exemplary 8.5 x 11notebook stands apart principally for having a LOT of pages! 500 pages to be definite, so be set up to Record your fantasies, make fantastic arrangements, and locate your actual self in this exquisite diary. You can utilize it as a: 500 page notebook, journal or diary A great notepad for use at work, in the office, at school, college, university, home or anywhere you desire. plenty of space to flex your writing muscles gift for Christmas, birthday, graduation or beginning of the school year This really, really big, extra large, huge, giant-sized, mega and massive jumbo journal with lined pages is an enormously useful resource for writers as well as the perfect gift. With its simple unisex design, it's perfect for men, for women,for girls or for boys, young and old, from school kids in grade school, to high school teens & teenagers, college kids, uni students or office workers. It's suitable for all! including various sizes and designs of extra large notebooks and really big journals to write , please refer to our Amazon author page. You Can Offer This Notebook as a gift for Family, Friends, colleges, on Holidays, Buy 2 or more and send them as a gift Too. Add To Cart Today! and Get your daily sheet done! Get Your Copy Now! It's Guaranteed To Love! This is a small book about how to write software patterns. The software development community has learned from Christopher Alexander's A Pattern Language that

Patterns are a good way to capture the experience of expertise in a way that can be transferred to those who need that knowledge. Software Patterns now covers patterns of software construction, but also organizational structure, Agile Software Development methods and other things. Most expertise can be captured in the form of patterns. Patterns show how an expert approaches and solves problems found in their context. There is an active international community writing patterns of all kinds. This book gives advice on how to approach the writing and improvement of such patterns. This book is about writing patterns, but does not contain patterns, other than a number of examples to show the process and the various forms. A gift for software developers and designers who can write code and create computer programs . Features a bar code design for this job or profession in the computer science field . Computer geeks and nerds would also love this. 120 Wide Ruled White Pages 6"x9" Glossy Cover Great for writing projects, as a personal diary or a composition book Professional Quality Smooth paper for writing A perfect gift for adults, children, teens & tweens The User Manual Manual is a master's course on creating software manuals. Written for writers, managers and producers, it describes the grammar, style, techniques and tricks needed to write a manual that gets read. It explains how to understand and target readers, technically inclined or not -- even if they're kids. Plus, it covers special topics including: dealing with rush projects, preparing for internationalization, and handling projects with multiple writers, multiple platforms

and multiple bosses.The User Manual Manual is a guided tour through the entire process of creating a user manual from initial concept through writing, testing, editing and production to postmortem. It contains sample documents, worksheets and checklists to help writers work smarter and faster. Start building fast and robust applications with the power of Rust by your side About This Book Get started with the language to build scalable and high performance applications This book will help C#/C++ developers gain better performance and memory management Discover the power of Rust when developing concurrent applications for large and scalable software Who This Book Is For The book is for absolute beginners to Rust, who want to build high performance, concurrent applications for their projects. It is suitable for developers who have a basic knowledge of programming and developers who are using the C#/C++ language to write their applications. No knowledge of Rust is expected. What You Will Learn Set up Rust for Windows, Linux, and OS X Write effective code using Rust Expand your Rust applications using libraries Interface existing non-Rust libraries with your Rust applications Use the standard library within your applications Understand memory management within Rust and speed efficiency when passing variables Create more complex data types Study concurrency in Rust with multi-threaded applications and sync threading techniques to improve the performance of an application problem In Detail Rust is a highly concurrent and high performance language that focuses

on safety and speed, memory management, and writing clean code. It also guarantees thread safety, and its aim is to improve the performance of existing applications. Its potential is shown by the fact that it has been backed by Mozilla to solve the critical problem of concurrency. Learning Rust will teach you to build concurrent, fast, and robust applications. From learning the basic syntax to writing complex functions, this book will is your one stop guide to get up to speed with the fundamentals of Rust programming. We will cover the essentials of the language, including variables, procedures, output, compiling, installing, and memory handling. You will learn how to write object-oriented code, work with generics, conduct pattern matching, and build macros. You will get to know how to communicate with users and other services, as well as getting to grips with generics, scoping, and more advanced conditions. You will also discover how to extend the compilation unit in Rust. By the end of this book, you will be able to create a complex application in Rust to move forward with. Style and approach This comprehensive book will focus on the Rust syntax, functions, data types, and conducting pattern matching for programmers. It is divided into three parts and each part of the book has an objective to enable the readers to create their own applications at an appropriate level, ultimately towards creating complex applications. Practical techniques for writing code that is robust, reliable, and easy for team members to understand and adapt. Summary In Good Code, Bad Code you'll learn how to: Think about code like an

effective software engineer Write functions that read like well-structured sentences Ensure code is reliable and bug free Effectively unit test code Identify code that can cause problems and improve it Write code that is reusable and adaptable to new requirements Improve your medium and long-term productivity Save yourself and your team time The difference between good code or bad code often comes down to how you apply the established practices of the software development community. In Good Code, Bad Code you'll learn how to boost your productivity and effectiveness with code development insights normally only learned through careful mentorship and hundreds of code reviews. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Software development is a team sport. For an application to succeed, your code needs to be robust and easy for others to understand, maintain, and adapt. Whether you're working on an enterprise team, contributing to an open source project, or bootstrapping a startup, it pays to know the difference between good code and bad code. About the book Good Code, Bad Code is a clear, practical introduction to writing code that's a snap to read, apply, and remember. With dozens of instantly-useful techniques, you'll find coding insights that normally take years of experience to master. In this fast-paced guide, Google software engineer Tom Long teaches you a host of rules to apply, along with advice on when to break them! What's inside Write functions that read like sentences Ensure

your code stays bug-free How to sniff out bad code Save time for yourself and your team About the reader For coders early in their careers who are familiar with an object-oriented language, such as Java or C#. About the author Tom Long is a software engineer at Google where he works as a tech lead. Among other tasks, he regularly mentors new software engineers in professional coding best practices. Table of Contents PART 1 IN THEORY 1 Code quality 2 Layers of abstraction 3 Other engineers and code contracts 4 Errors PART 2 IN PRACTICE 5 Make code readable 6 Avoid surprises 7 Make code hard to misuse 8 Make code modular 9 Make code reusable and generalizable PART 3 UNIT TESTING 10 Unit testing principles 11 Unit testing practices "How to Communicate Technical Information: " ò Discusses easy-to-follow and user-friendly ways of organizing information. ò Demonstrates how to use the art to communicate context, multiple options and results. ò Offers new ways to present Jake en Alice zijn pasgetrouwd. Op de bruiloft ontvangt het stel een huwelijkscadeau van een van de cliënten van Alice; een uitnodiging om deel te nemen aan een exclusieve, mysterieuze groep genaamd Het Huwelijkspact, beter bekend als Het Pact. Het doel van Het Pact is simpel: het gezond en intact houden van het huwelijk. En dat doen ze met succes; nog nooit is een deelnemend koppel gescheiden. De meeste regels klinken zinvol: neem altijd je telefoon op als je partner belt. Wissel maandelijks zorgvuldig gekozen cadeautjes uit. Plan vier keer per jaar samen een weekend weg.

Bespreek Het Pact met niemand. Jake en Alice zijn aanvankelijk gecharmeerd van de bijbehorende chique feestjes, het idee onderdeel te zijn van een gemeenschap en hun alsmaar uitdijende netwerk van succesvolle en gelijkgestemde koppels. Tot een van de twee de regels overtreedt. De jonge geliefden staan op het punt onder ogen te zien dat Het Pact, net als het huwelijk, voor het leven is en tot het uiterste gaat om dat punt duidelijk te maken. Voor Jake en Alice verandert het huwelijk van hun dromen in hun grootste nachtmerrie. Het Huwelijkspact is een duizelingwekkende psychologische thriller, met een enorme vaart geschreven en onvoorspelbaar tot het bittere einde. 'Waarschuwing: dit boek houdt je de hele nacht wakker, terwijl je iedereen die je liefhebt begint te wantrouwen en alles wat je kent in twijfel trekt.' Lisa Gardner, bestseller-thrillerauteur Michelle Richmond (1970) is auteur van zes boeken, waaronder de New York Times-bestseller The Year of Fog. Verhalen van Richmond verschenen onder andere in The Wall Street Journal, Glimmer Train, Playboy en Best American Fantasy. Naast het schrijven doceert zij creative writing aan de universiteit van San Francisco en aan California College of the Arts. Het Huwelijkspact is verkocht aan 27 landen. De filmrechten van het boek zijn gekocht door 20th Century Fox. ?????????????????? Offers advice on organizing, outlining, writing, and publishing a manual which clearly explains how to use a computer program In 'Geluk zonder voorwaarden' helpt Michael Singer je jezelf te bevrijden van

negatieve gedachten en om werkelijk vrij te zijn. De internationale bestseller ‘Geluk zonder voorwaarden’ van Michael Singer is nu verkrijgbaar als midprice. Hoe kunnen we onszelf bevrijden van negatieve gedachten, herinneringen en ervaringen? Hoe kunnen we ons vrijmaken van de verhalen over onszelf die ons gevangen houden in patronen van angst en vermijdingsgedrag? Het antwoord is verbluffend eenvoudig, laat Michael Singer zien. Er is een ruimte in onszelf, vrij van frustratie en egoïsme, waar we onvoorwaardelijke vreugde en lichtheid ervaren. ‘Ik kon het niet meer wegleggen, en moest er iedereen over vertellen.’ – Oprah Winfrey in gesprek met Michael Singer This guide will help readers learn how to employ the significant power of use cases to their software development efforts. It provides a practical methodology, presenting key use case concepts. 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.

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