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Clean Architecture-Robert C. Martin 2018 Building upon the success of best-sellers The Clean Coder and Clean Code, legendary software craftsman Robert C. "Uncle Bob" Martin shows how to bring greater professionalism and discipline to application architecture and design. As with his other books, Martin's Clean Architecture doesn't merely present multiple choices and options, and say "use your best judgment": it tells you what choices to make, and why those choices are critical to your success. Martin offers direct, is essential reading for every software architect, systems analyst, system designer, and software manager-- and for any programmer who aspires to these roles or is impacted by their work.

Clean Code-Robert C. Martin 2009 Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

The Robert C. Martin Clean Code Collection (Collection)-Robert C. Martin 2011-11-10 The Robert C. Martin Clean Code Collection consists of two bestselling eBooks: Clean Code: A Handbook of Agile Software Craftmanship The Clean Coder: A Code of Conduct for Professional Programmers In Clean Code, legendary software expert Robert C. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code "on the fly" into a book that will instill within you the values of a software craftsman and make you a better programmer--but only if you work at it. You will be challenged to think about what's right about that code and what's wrong with it. More important, you will be challenged to reassess your professional values and your commitment to your craft. In The Clean Code, Martin introduces the disciplines, techniques, tools, and practices of true software craftsmanship. This book is packed with practical advice--about everything from estimating and coding to refactoring and testing. It covers much more than technique: It is about attitude. Martin shows how to approach software development with honor, self-respect, and pride; work well and work clean; communicate and estimate faithfully; face difficult decisions with clarity and honesty; and understand that deep knowledge comes with a responsibility to act. Readers of this collection will come away understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development What it means to behave as a true software craftsman How to deal with conflict, tight schedules, and unreasonable managers How to get into the flow of coding and get past writer's block How to handle unrelenting pressure and avoid burnout How to combine enduring attitudes with new development paradigms How to manage your time and avoid blind alleys, marshes, bogs, and swamps How to foster environments where programmers and teams can thrive When to say "No"--and how to say it When to say "Yes"--and what yes really means

Clean Code in Python-Mariano Anaya 2018-08-29 Python is currently used in many different areas. In all of these areas, experienced professionals can find examples of inefficiency, problems, and other perils, as a result of bad code. After reading this book, readers will understand these problems, and more importantly, understand how to correct them.

Clean Agile-Robert C. Martin 2019-09-12 Agile Values and Principles for a New Generation "In the journey to all things Agile, Uncle Bob has been there, done that, and has the both the t-shirt and the scars to show for it. This delightful book is part history, part personal stories, and all wisdom. If you want to understand what Agile is and how it came to be, this is the book for you." --Grady Booch "Bob's frustration colors every sentence of Clean Agile, but it's a justified frustration. What is in the world of Agile development is nothing compared to what could be. This book is Bob's perspective on what to focus on to get to that 'what could be.' And he's been there, so it's worth listening." --Kent Beck "It's good to read Uncle Bob's take on Agile. Whether just beginning, or a seasoned Agilista, you would do well to read this book. I agree with almost all of it. It's just some of the parts make me realize my own shortcomings, dammit. It made me double-check our code coverage (85.09%)." --Jon Kern Nearly twenty years after the Agile Manifesto was first presented, the legendary Robert C. Martin ("Uncle Bob") reintroduces Agile values and principles for a new generation--programmers and nonprogrammers alike. Martin, author of Clean Code and other highly influential software development guides, was there at Agile's founding. Now, in Clean Agile: Back to Basics, he strips away misunderstandings and distractions that over the years have made it harder to use Agile than was originally intended. Martin describes what Agile is in no uncertain terms: a small discipline that brings small teams manage small projects. . . with huge implications because every big project is comprised of many small projects. Drawing on his fifty years' experience with projects of every conceivable type, he shows how Agile can help you bring true professionalism to software development. Get back to the basics--what Agile is, was, and should always be. Understand the origins, and proper practice, of SCRUM Master essential business-facing Agile practices, from small releases and acceptance tests to whole-team communication Explore Agile team members' relationships with each other, and with their product Rediscover indispensable Agile technical practices: TDD, refactoring, simple design, and pair programming Understand the central roles values and craftsmanship play in your Agile team's success If you want Agile's true benefits, there are no shortcuts: You need to do Agile right. Clean Agile: Back to Basics will show you how, whether you're a developer, tester, manager, project manager, or customer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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Clean Architecture-William Vance 2020-02-02 Many people have ditched the idea of going into software design because the books or courses they have encountered are difficult. This book was created to bring a solution to your headaches. It was written to help amateurs and encourage beginners not to give up or be overwhelmed by all of the advanced books on the market.

The Clean Coder-Robert C. Martin 2011 Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

The Software Craftsman-Sandro Mancuso 2014-12-12 Be a Better Developer and Deliver Better Code Despite advanced tools and methodologies, software projects continue to fail. Why? Too many organizations still view software development as just another production line. Too many developers feel that way, too--and they behave accordingly. In The Software Craftsman: Professionalism, Pragmatism, Pride, Sandro Mancuso offers a better and more fulfilling path. If you want to develop software with pride and professionalism; love what you do and do it with excellence; and build a career with autonomy, mastery, and purpose, it starts with the recognition that you are a craftsman. Once you embrace this powerful mindset, you can achieve unprecedented levels of technical excellence and customer satisfaction. Mancuso helped found the world's largest organization of software craftsmen; now, he shares what he's learned through inspiring examples and pragmatic advice you can use in your company, your projects, and your career. You will learn Why agile processes aren't enough and why craftsmanship is crucial to making them work How craftsmanship helps you build software right and helps clients in ways that go beyond code How and when to say "No" and how to provide creative alternatives when you do Why bad code happens to good developers and how to stop creating and justifying it How to make working with legacy code less painful and more productive How to be pragmatic--not dogmatic--about your practices and tools How to lead software craftsmen and attract them to your organization What to avoid when advertising positions, interviewing candidates, and hiring developers How developers and their managers can create a true culture of learning How to drive true technical change and overcome deep patterns of skepticism Sandro Mancuso has coded for startups, software houses, product companies, international consultancies, and investment banks. In October 2013, he cofounded Courance, a consultancy based on Software Craftsmanship principles and values. His involvement with Software Craftsmanship began in 2010, when he founded the London Software Craftsmanship Community (LSCC), now the world's largest and most active Software Craftsmanship community, with more than two thousand craftsmen. For the past four years, he has inspired and helped developers to organize Software Craftsmanship communities throughout Europe, the United States, and the rest of the world.

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Working Effectively with Legacy Code-Michael Feathers 2004-09-22 Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform--with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

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Clean Architecture-William Vance 2020-03-20 Software architecture refers to the design and implementation of high-level software structures. It is the result of implementing a number of architectural elements that meet the highest functional and operational requirements of the system, as well as non-functional requirements such as scalability, reliability, availability and portability.This offers you advanced strategies in the world of application programming based on clean architecture, especially relevant when complex projects must be developed.Throughout the book, the advanced concepts related to clean software architectures are explained. The strategy applied is to understand the characteristics of the most relevant structures in the market today.What you'll learn●Develop a clear, strategic and tactical mentality●How to have confidence and security in the role of the Software Architect●Access the update on concepts, generalities, and trends that have emerged in modern software engineering●The continuous improvements in the processes associated with the development of software●The production of quality software products seeking to increase efficiency for both personal and professional useThis is an advanced level book on Clean Software Architecture. Each topic has been carefully evaluated and selected to add value to your professional career.It is an essential book in a series in clean architecture for developers committed to their profession and concerned about the quality of their work and are interested in the incorporation of clean architectures into their projects.

Extreme Programming in Practice-James Newkirk 2001 Extreme Programming is the most exciting revolution to hit the software engineering industry in the last decade. But what exactly is XP? And how do you XP? Simply put, XP is about playing to win. If you are serious about becoming an agile organization, decreasing your time to market, keeping your development team happy, and improving the overall quality of your software, then XP is for you. Extreme Programming in Practice provides a candid, refreshing, insiders view of how an XP project works. The artifacts presented in this book are real, the user stories are real, and the anecdotes are real. The book represents all-access, uncensored XP. The authors have chosen example over explanation, so that you can personalize the tenets of XP and put them into practice on your next development project. The book is supported with sample code and test examples. You can learn how to emphasize planning in your project, deliver multiple iterations of your project (each with increasing business value); gather customer feedback as you build; and test the integrity of your code without halting your development efforts. The authors also provide a handy summary of more than a dozen lessons learned i

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The Collected Kode Vicious-George V. Neville-Neil 2020-10-29 The Collected Kode Vicious brings together Kode Vicious's essays on building more effective computer systems: some of the most popular and respected essays ever published by ACM's Queue Magazine. These entertaining and incisive explorations, written as Socratic Q&A dialogues, are complemented with never-before-published material that illuminate KV's broader themes and offer new advice on code spelunking and other issues. KV's essays range from very specific coding advice to wide-ranging discussions of building distributed systems, working with difficult people, and hosting code reviews. While the topics are diverse, KV's unifying and unique voice is consistent throughout. The columns in The Collected Kode Vicious focus on five major areas: The Kode at Hand What to do or not to do with a specific piece of code Systems Design Overall systems design issues Koding Konundrums Q&As about things that surround code, such as testing and documentation Machine to Machine Distributed systems and computer networking Human to Human Dealing with other people, including developers and managers Relevant both to industry newcomers and those who've been around for decades, KV's work offers practical and pragmatic advice for everyone who codes, works with code, or works with coders.

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Learning Spark SQL-Aurobindo Sarkar 2017-09-07 Design, implement, and deliver successful streaming applications, machine learning pipelines and graph applications using Spark SQL API About This Book Learn about the design and implementation of streaming applications, machine learning pipelines, deep learning, and large-scale graph processing applications using Spark SQL APIs and Scala. Learn data exploration, data munging, and how to process structured and semi-structured data using real-world datasets and gain hands-on exposure to the issues and challenges of working with noisy and "dirty" real-world data. Understand design considerations for scalability and performance in web-scale Spark application architectures. Who This Book Is For If you are a developer, engineer, or an architect and want to learn how to use Apache Spark in a web-scale project, then this is the book for you. It is assumed that you have prior knowledge of SQL querying. A basic programming knowledge with Scala, Java, R, or Python is all you need to get started with this book. What You Will Learn Familiarize yourself with Spark SQL programming, including working with DataFrame/Dataset API and SQL Perform a series of hands-on exercises with different types of data sources, including CSV, JSON, Avro, MySQL, and MongoDB Perform data quality checks, data visualization, and basic statistical analysis tasks Perform data munging tasks on publicly available datasets Learn how to use Spark SQL and Apache Kafka to build streaming applications Learn key performance-tuning tips and tricks in Spark SQL applications Learn key architectural components and patterns in large-scale Spark SQL applications In Detail In the past year, Apache Spark has been increasingly adopted for the development of distributed applications. Spark SQL APIs provide an optimized interface that helps developers build such applications quickly and easily. However, designing web-scale production applications using Spark SQL APIs can be a complex task. Hence, understanding the design and implementation best practices before you start your project will help you avoid these problems. This book gives an insight into the engineering practices used to design and build real-world, Spark-based applications. The book's hands-on examples will give you the required confidence to work on any future projects you encounter in Spark SQL. It starts by familiarizing you with data exploration and data munging tasks using Spark SQL and Scala. Extensive code examples will help you understand the methods used to implement typical use-cases for various types of applications. You will get a walkthrough of the key concepts and terms that are common to streaming, machine learning, and graph applications. You will also learn key performance-tuning details including Cost Based Optimization (Spark 2.2) in Spark SQL applications. Finally, you will move on to learning how such systems are architected and deployed for a successful delivery of your project. Style and approach This book is a hands-on guide to designing, building, and deploying Spark SQL-centric production applications at scale.

Fundamentals of Software Architecture-Mark Richards 2020-01-28 Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford--hands-on practitioners who have taught software architecture classes professionally for years--focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

Code Complete, 2nd Edition-Steve McConnell Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices-and hundreds of new code samples-illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking-and help you build the highest quality code.

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Working Effectively with Legacy Code-Michael Feathers 2004-09-22 Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform--with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

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The Software Craftsman-Sandro Mancuso 2014-12-12 Be a Better Developer and Deliver Better Code Despite advanced tools and methodologies, software projects continue to fail. Why? Too many organizations still view software development as just another production line. Too many developers feel that way, too--and they behave accordingly. In The Software Craftsman: Professionalism, Pragmatism, Pride, Sandro Mancuso offers a better and more fulfilling path. If you want to develop software with pride and professionalism; love what you do and do it with excellence; and build a career with autonomy, mastery, and purpose, it starts with the recognition that you are a craftsman. Once you embrace this powerful mindset, you can achieve unprecedented levels of technical excellence and customer satisfaction. Mancuso helped found the world's largest organization of software craftsmen; now, he shares what he's learned through inspiring examples and pragmatic advice you can use in your company, your projects, and your career. You will learn Why agile processes aren't enough and why craftsmanship is crucial to making them work How craftsmanship helps you build software right and helps clients in ways that go beyond code How and when to say "No" and how to provide creative alternatives when you do Why bad code happens to good developers and how to stop creating and justifying it How to make working with legacy code less painful and more productive How to be pragmatic--not dogmatic--about your practices and tools How to lead software craftsmen and attract them to your organization What to avoid when advertising positions, interviewing candidates, and hiring developers How developers and their managers can create a true culture of learning How to drive true technical change and overcome deep patterns of skepticism Sandro Mancuso has coded for startups, software houses, product companies, international consultancies, and investment banks. In October 2013, he cofounded Courance, a consultancy based on Software Craftsmanship principles and values. His involvement with Software Craftsmanship began in 2010, when he founded the London Software Craftsmanship Community (LSCC), now the world's largest and most active Software Craftsmanship community, with more than two thousand craftsmen. For the past four years, he has inspired and helped developers to organize Software Craftsmanship communities throughout Europe, the United States, and the rest of the world.

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Subdomains to handle legacy systems and to integrate multiple Bounded Contexts to define both team relationships and technical mechanisms. Domain-Driven Design Distilled brings DDD to life. Whether you're a developer, architect, analyst, consultant, or customer, Vernon helps you truly understand it so you can benefit from its remarkable power. Coverage includes What DDD can do for you and your organization—and why it's so important The cornerstones of strategic design with DDD: Bounded Contexts and Ubiquitous Language Strategic design with Subdomains Context Mapping: helping teams work together and integrate software more strategically Tactical design with Aggregates and Domain Events Using project acceleration and management tools to establish and maintain team cadence

Software Architecture Design Patterns in Java-Partha Kuchana 2004-04-27 Software engineering and computer science students need a resource that explains how to apply design patterns at the enterprise level, allowing them to design and implement systems of high stability and quality. Software Architecture Design Patterns in Java is a detailed explanation of how to apply design patterns and develop software architectures. It provides in-depth examples in Java, and guides students by detailing when, why, and how to use specific patterns. This textbook presents 42 design patterns, including 23 GoF patterns. Categories include: Basic, Creational, Collectional, Structural, Behavioral, and Concurrency, with multiple examples for each. The discussion of each pattern includes an example implemented in Java. The source code for all examples is found on a companion Web site. The author explains the content so that it is easy to understand, and each pattern discussion includes Practice Questions to aid instructors. The textbook concludes with a case study that pulls several patterns together to demonstrate how patterns are not applied in isolation, but collaborate within domains to solve complicated problems.

A Philosophy of Software Design-John Ousterhout 2018-04-10

The Software Architect Elevator-Gregor Hohpe 2020-04-08 As the digital economy changes the rules of the game for enterprises, the role of software and IT architects is also transforming. Rather than focus on technical decisions alone, architects and senior technologists need to combine organizational and technical knowledge to effect change in their company's structure and processes. To accomplish that, they need to connect the IT engine room to the penthouse, where the business strategy is defined. In this guide, author Gregor Hohpe shares real-world advice and hard-learned lessons from actual IT transformations. His anecdotes help architects, senior developers, and other IT professionals prepare for a more complex but rewarding role in the enterprise. This book is ideal for: Software architects and senior developers looking to shape the company's technology direction or assist in an organizational transformation Enterprise architects and senior technologists searching for practical advice on how to navigate technical and organizational topics CTOs and senior technical architects who are devising an IT strategy that impacts the way the organization works IT managers who want to learn what's worked and what hasn't in large-scale transformation

Designing Data-Intensive Applications-Martin Kleppmann 2017-03-16 Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

Lean Architecture-James O. Coplien 2011-01-06 More and more Agile projects are seeking architectural roots as they struggle with complexity and scale - and they're seeking lightweight ways to do it Still seeking? In this book the authors help you to find your own path Taking cues from Lean development, they can help steer your project toward practices with longstanding track records Up-front architecture? Sure. You can deliver an architecture as code that compiles and that concretely guides development without bogging it down in a mass of documents and guesses about the implementation Documentation? Even a whiteboard diagram, or a CRC card, is documentation: the goal isn't to avoid documentation, but to document just the right things in just the right amount Process? This all works within the frameworks of Scrum, XP, and other Agile approaches

Software Design-Eric J. Braude 2004 UML (the Unified Modeling Language), design patterns, and software component technologies are three new advances that help software engineers create more efficient and effective software designs. Now Eric Braude pulls these three advances together into one unified presentation: A helpful project threaded throughout the book enables readers to apply what they are learning Presents a modern and applied approach to software design Numerous design patterns with detailed explanations provide essential tools for technical and professional growth Includes extensive discussion of UML with many UML examples

Refactoring-Martin Fowler 1999 Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

Compilers-Alfred V. Aho 1986-01 Software -- Programming Languages.

Jasperreports 3.5 for Java Developers-David R. Heffelfinger 2009-08-13 "The book has been fully updated to use JasperReports 3.5, the latest version of JasperReports. Previously accepted techniques that have now been deprecated have been replaced with their modern counterparts. All examples in the book have been updated to use XML schemas for report templates. Coverage of new data sources that JasperReports now supports has been added to the book. Additionally, JasperReports can now export reports to even more formats than before and exporting reports to these new formats is covered in this new edition of the book. Starting with the basics of adding reporting capabilities to your application and creating report templates, you will first see how to produce your reports through the use of JRXML files, custom ANT targets, and then preview them in both the web browser and the native browser of JasperReports. All examples have been updated to use XML schemas. New export formats, such as OpenDocument Text, and new data sources now supported by JasperReports are now covered in this updated edition"--Resource description p.

Effective JavaScript-David Herman 2012-11-26 "It's uncommon to have a programming language wonk who can speak in such comfortable and friendly language as David does. His walk through the syntax and semantics of JavaScript is both charming and hugely insightful; reminders of gotchas complement realistic use cases, paced at a comfortable curve. You'll find when you finish the book that you've gained a strong and comprehensive sense of mastery." —Paul Irish, developer advocate, Google Chrome "This is not a book for those looking for shortcuts; rather it is hard-won experience distilled into a guided tour. It's one of the few books on JS that I'll recommend without hesitation." —Alex Russell, TC39 member, software engineer, Google In order to truly master JavaScript, you need to learn how to work effectively with the language's flexible, expressive features and how to avoid its pitfalls. No matter how long you've been writing JavaScript code, Effective JavaScript will help deepen your understanding of this powerful language, so you can build more predictable, reliable, and maintainable programs. Author David Herman, with his years of experience on Ecma's JavaScript standardization committee, illuminates the language's inner workings as never before—helping you take full advantage of JavaScript's expressiveness. Reflecting the latest versions of the JavaScript standard, the book offers well-proven techniques and best practices you'll rely on for years to come. Effective JavaScript is organized around 68 proven approaches for writing better JavaScript, backed by concrete examples. You'll learn how to choose the right programming style for each project, manage unanticipated problems, and work more successfully with every facet of JavaScript programming from data structures to concurrency. Key features include Better ways to use prototype-based object-oriented programming Subtleties and solutions for working with arrays and dictionary objects Precise and practical explanations of JavaScript's functions and variable scoping semantics Useful JavaScript programming patterns and idioms, such as options objects and method chaining In-depth guidance on using JavaScript's unique "run-to-completion" approach to concurrency

Lucky in Love-Carolyn Brown 2009-09-01 Book 1 of the Lucky trilogy From New York Times and USA Today-bestselling author Carolyn Brown comes a contemporary Western romance filled to the brim with sexy cowboys, gutsy heroines, and genuine down-home Texas twang. Beau Luckadeau has always been lucky at cards, lucky with cattle, and lucky with land, but he's never been lucky in love... Everything this hunky rancher touches turns to gold--except relationships. Beau hasn't got a lick of sense when it comes to women. The woman of his dreams slipped through his fingers, and he's gotten himself tied up with a gold-digger. Then spitfire Milli Torres shows up practically in his backyard. Milli can mend a fence, pull a calf, or shoot a rattlesnake between the eyes. She's come to help out at the Lazy Z Ranch, and she's horrified to learn that her nearest neighbor is the very man she hoped never to lay eyes on again. And if Beau ever figures out what really happened on that steamy Louisiana night when they first met, there'll be the devil to pay. Fans of Linda Lael Miller and Diana Palmer will thrill to this moving story of a cowboy hero who gets a second chance with the woman of his dreams. Lucky Series: Lucky in Love (Book 1) One Lucky Cowboy (Book 2) Getting Lucky (Book 3) Praise for Bestselling Contemporary Western Romances by Carolyn Brown: "An old-fashioned love story told well... A delight."-RT Book Reviews, 4 Stars "Sizzling hot and absolutely delectable."-Romance Junkies "Funny, frank, and full of heart... One more welcome example of Brown's Texas-size talent for storytelling."-USA Today Happy Ever After "Alive with humor... Another page-turning joy of a book by an engaging author."-Fresh Fiction

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.