Unix For Programmers And Users 3rd Edition

Puzzles for Programmers and ProsJavaScript for ProgrammersC++ Programming LanguageJava 9 for ProgrammersC++11 for ProgrammersModern Programming: Object Oriented Programming and Best PracticesC# for ProgrammersAbstraction for ProgrammersC⏁ 2.0Understanding Software97 Things Every Programmer Should KnowScala Functional Programming PatternsCICS Application and System ProgrammingSkill Up: A Software Developer's Guide to Life and CareerDr. Dobb's Journal of Software Tools for the Professional ProgrammerJoel on SoftwareDesigning X Clients with Xt/MotifProgramming and Computer SoftwareHello, StartupC for Programmers with an Introduction to C11 Dennis E. Shasha Paul J. Deitel Farid Ait Hamza Paul Deitel Paul Deitel Graham Lee Harvey M. Deitel J. A. Zimmer Michel de Champlain Max Kanat-Alexander Kevlin Henney Atul S. Khot Barry K. Nirmal Jordan Hudgens Avram Joel Spolsky Jerry D. Smith Yevgeniy Brikman Paul Deitel

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AIMED AT BOTH WORKING PROGRAMMERS WHO ARE APPLYING FOR A JOB WHERE PUZZLES ARE AN INTEGRAL PART OF THE INTERVIEW AS WELL AS TECHIES WHO JUST LOVE A GOOD PUZZLE THIS BOOK OFFERS A CACHE OF EXCITING PUZZLES FEATURES A NEW SERIES OF PUZZLES NEVER BEFORE PUBLISHED CALLED ELIMINATION PUZZLES THAT HAVE A PEDAGOGICAL AIM OF HELPING THE READER SOLVE AN ENTIRE CLASS OF SUDOKU LIKE PUZZLES PROVIDES THE TOOLS TO SOLVE THE PUZZLES BY HAND AND COMPUTER THE FIRST PART OF EACH CHAPTER PRESENTS A PUZZLE THE SECOND PART SHOWS READERS HOW TO SOLVE SEVERAL CLASSES OF PUZZLES ALGORITHMICALLY THE THIRD PART ASKS THE READER TO SOLVE A MYSTERY INVOLVING CODES PUZZLES AND GEOGRAPHY COMES WITH A UNIQUE BONUS IF READERS ACTUALLY SOLVE THE MYSTERY THEY HAVE A CHANCE TO WIN A PRIZE WHICH WILL BE PROMOTED ON WROX COM

THE PRACTICING PROGRAMMER S DEITEL GUIDE TO XHTML CSS JAVASCRIPT XML AND AJAX RIA DEVELOPMENT THIS BOOK APPLIES THE DEITEL SIGNATURE LIVE CODE APPROACH TO TEACHING THE CLIENT SIDE OF RICH INTERNET APPLICATIONS RIA DEVELOPMENT THE BOOK PRESENTS CONCEPTS IN THE CONTEXT OF 100 FULLY TESTED PROGRAMS 6 000 LINES OF CODE COMPLETE WITH SYNTAX SHADING DETAILED DESCRIPTIONS AND SAMPLE OUTPUTS THE BOOK FEATURES OVER 150 TIPS THAT WILL HELP YOU BUILD ROBUST CLIENT SIDE WEB APPLICATIONS START WITH AN INTRODUCTION TO EXTENSIBLE HYPERTEXT MARKUP LANGUAGE XHTML AND CASCADING STYLE SHEETS CSS THEN RAPIDLY MOVE ON TO THE DETAILS OF JAVASCRIPT PROGRAMMING FINISH WITH MORE ADVANCED CLIENT SIDE DEVELOPMENT TECHNOLOGIES INCLUDING XHTML S DOCUMENT OBJECT MODEL DOM EXTENSIBLE MARKUP LANGUAGE XML XML S DOM JAVASCRIPT OBJECT NOTATION JSON AND ASYNCHRONOUS JAVASCRIPT AND XML AJAX WHEN YOU RE FINISHED YOU LL HAVE EVERYTHING YOU NEED TO BUILD THE CLIENT SIDE OF 2 0 RICH INTERNET APPLICATIONS RIAS THE BOOK CULMINATES WITH SEVERAL SUBSTANTIAL AJAX ENABLED RIAS INCLUDING A BOOK COVER VIEWER JAVASCRIPT DOM AN ADDRESS BOOK AJAX CONSUMING WEB SERVICES AND A CALENDAR APPLICATION AJAX DOJO CONSUMING WEB SERVICES THEDEITEL DEVELOPER SERIESIS DESIGNED FOR PROFESSIONAL PROGRAMMERS THE SERIES PRESENTS FOCUSED TREATMENTS OF EMERGING TECHNOLOGIES INCLUDING NET JAVA WEB SERVICES INTERNET AND WEB DEVELOPMENT AND MORE

I AM A DEVELOPER THIS MINIMALIST CLASSIC NOTEBOOK MEASURE 6 X 9 AND FEATURES 120 PAGES OF WHITE PAPER WITH LINES PATTERN FOR PROFESSIONAL NOTE TAKING THIS IS A GREAT PERSONALIZED UNIQUE NOTEBOOK FOR CODERS PROGRAMMERS DEVELOPERS THAT CAN BE USED FOR DESIGN NOTES PROJECT MANAGEMENT TO DO LISTS PERSONAL JOURNAL CREATIVE WRITING APPOINTMENT REMINDERS THIS JOURNAL IS LOVED BY GEEKS MANAGERS DESIGNERS CODERS PROGRAMMERS STAND OUT OF THE CROWD AND CREATE A BRAND OF YOURSELF NOTEBOOK FEATURES COVER MATTE FINISH PAGES 120 ONE FULL YEAR LAYOUT LINED JOURNAL DIMENSIONS 6 X 9 15 24 X 22 86 CM INTERIOR WHITE PAPER MATE COVER FOR SILKY FINISH WHAT WILL FEEL AMAZING IN YOUR HANDS PERFECT FOR GIFT GIVING PLEASE FEEL FREE TO BROWSE OUR WIDE RANGE OF NOTEBOOKS AND FIND THE BEST SUITED FOR YOUR NEEDS MADE BY FARID AIT HAMZA FARIDODEV NOTEBOOKS

THE PROFESSIONAL PROGRAMMER S DEITEL GUIDE TO JAVA 9 AND THE POWERFUL JAVA PLATFORM WRITTEN FOR PROGRAMMERS WITH A BACKGROUND IN ANOTHER HIGH LEVEL LANGUAGE THIS BOOK APPLIES THE DEITEL SIGNATURE LIVE CODE APPROACH TO TEACHING PROGRAMMING AND EXPLORES THE JAVA 9 LANGUAGE AND APIS IN DEPTH THE BOOK PRESENTS CONCEPTS IN FULLY TESTED PROGRAMS COMPLETE WITH CODE WALKTHROUGHS SYNTAX SHADING CODE HIGHLIGHTING AND PROGRAM OUTPUTS IT FEATURES HUNDREDS OF COMPLETE JAVA 9 PROGRAMS WITH THOUSANDS OF LINES OF PROVEN CODE AND HUNDREDS OF SOFTWARE DEVELOPMENT TIPS THAT WILL HELP YOU BUILD ROBUST APPLICATIONS START WITH AN INTRODUCTION TO JAVA USING AN EARLY CLASSES AND OBJECTS APPROACH THEN RAPIDLY MOVE ON TO MORE ADVANCED TOPICS INCLUDING JAVAFX GUI GRAPHICS ANIMATION AND VIDEO EXCEPTION HANDLING LAMBDAS STREAMS FUNCTIONAL INTERFACES OBJECT SERIALIZATION CONCURRENCY GENERICS GENERIC COLLECTIONS DATABASE WITH JDBCTM AND JPA AND COMPELLING NEW JAVA 9 FEATURES SUCH AS THE JAVA PLATFORM MODULE SYSTEM INTERACTIVE JAVA WITH JSHELL FOR DISCOVERY EXPERIMENTATION AND RAPID PROTOTYPING AND MORE YOU LL ENJOY THE DEITELS CLASSIC TREATMENT OF OBJECT ORIENTED PROGRAMMING AND THE OBJECT ORIENTED DESIGN ATM CASE STUDY INCLUDING A COMPLETE JAVA IMPLEMENTATION WHEN YOU RE FINISHED YOU LL HAVE EVERYTHING YOU NEED TO BUILD INDUSTRIAL STRENGTH OBJECT ORIENTED JAVA 9 APPLICATIONS NEW JAVA 9 FEATURES JAVA 9 S PLATFORM MODULE SYSTEM INTERACTIVE

JAVA VIA JSHELL JAVA 9 S REPL COLLECTION FACTORY METHODS MATCHER METHODS STREAM METHODS JAVAFX UPDATES USING MODULES IN JSHELL COMPLETABLE FUTURE UPDATES SECURITY ENHANCEMENTS PRIVATE INTERFACE METHODS AND MANY OTHER LANGUAGE AND API UPDATES CORE JAVA FEATURES CLASSES OBJECTS ENCAPSULATION INHERITANCE POLYMORPHISM INTERFACES COMPOSITION VS INHERITANCE PROGRAMMING TO AN INTERFACE NOT AN IMPLEMENTATION LAMBDAS SEQUENTIAL AND PARALLEL STREAMS FUNCTIONAL INTERFACES WITH DEFAULT AND STATIC METHODS IMMUTABILITY JAVAFX GUI 2D AND 3D GRAPHICS ANIMATION VIDEO CSS SCENE BUILDER FILES I O STREAMS XML SERIALIZATION CONCURRENCY FOR OPTIMAL MULTI CORE PERFORMANCE JAVAFX CONCURRENCY APIS GENERICS AND GENERIC COLLECTIONS RECURSION DATABASE JDBCTM AND JPA KEEP IN TOUCH CONTACT THE AUTHORS AT DEITEL DEITEL COM JOIN THE DEITEL SOCIAL MEDIA COMMUNITIES LINKEDIN AT BIT LY DEITELLINKEDIN FACEBOOK AT FACEBOOK COM DEITELFAN TWITTER AT TWITTER COM DEITEL YOUTUBETM AT YOUTUBE COM DEITELTV SUBSCRIBE TO THE DEITEL BUZZ E MAIL NEWSLETTER AT DEITEL COM NEWSLETTER SUBSCRIBE HTML FOR SOURCE CODE AND UPDATES VISIT DEITEL COM BOOKS JAVA9FP

IN C 11 FOR PROGRAMMERS THE DEITELS BRING THEIR PROVEN LIVE CODE APPROACH TO TEACHING TODAY S POWERFUL NEW VERSION OF THE C LANGUAGE LIKE ALL DEITEL DEVELOPER TITLES THEY TEACH THE BEST WAY POSSIBLE VIA HUNDREDS OF COMPLETE EXAMPLE C PROGRAMS WITH THOUSANDS OF LINES OF DOWNLOADABLE C SOURCE CODE UNLIKE OTHER C 11 BOOKS THIS GUIDE TEACHES ROBUST BEST PRACTICE CODING PRACTICES THAT FULLY SUPPORT THE CERT COORDINATION CENTER S AUTHORITATIVE SECURE CODING STANDARDS TO HELP YOU WRITE PROGRAMS THAT ARE EVEN MORE SECURE THE DEITELS ALSO INTRODUCE C 11 S NEW NON DETERMINISTIC RANDOM NUMBER GENERATION CAPABILITIES USING ALL THESE TECHNIQUES YOU CAN WRITE INDUSTRIAL STRENGTH C 11 CODE THAT STANDS UP TO ATTACKS FROM VIRUSES WORMS AND OTHER FORMS OF MALWARE IDEAL FOR ANYONE WHO S WORKED WITH AT LEAST ONE PROGRAMMING LANGUAGE BEFORE C 11 FOR PROGRAMMERS UTILIZES A PROVEN EARLY OBJECTS APPROACH EMPHASIZING PROGRAM CLARITY SOFTWARE REUSE AND COMPONENT ORIENTED SOFTWARE CONSTRUCTION IN ADDITION TO THE CORE LANGUAGE IT WILL HELP YOU TAKE ADVANTAGE OF THE NEWEST STANDARD LIBRARIES AND THE NEWEST LANGUAGE EXTENSIONS COVERAGE INCLUDES MANY NEW C 11 FEATURES INCLUDING SMART

POINTERS REGULAR EXPRESSIONS SHARED PTR AND WEAK PTR AND MORE THIS BOOK CONTAINS 240 COMPLETE C 11 PROGRAMS MORE THAN 15 000 LINES OF DOWNLOADABLE CODE ALL CODE HAS BEEN THOROUGHLY TESTED ON THREE POPULAR INDUSTRIAL STRENGTH C 11 COMPILERS GNU C 4 7 MICROSOFT VISUAL C 2012 AND APPLE LLVM IN XCODE 4 5

DISCOVER THE UNTAPPED FEATURES OF OBJECT ORIENTED PROGRAMMING AND USE IT WITH OTHER SOFTWARE TOOLS TO CODE FAST EFFICIENT APPLICATIONS KEY FEATURESEXPLORE THE COMPLEXITIES OF OBJECT ORIENTED PROGRAMMING OOP DISCOVER WHAT OOP CAN DO FOR YOULEARN TO USE THE KEY TOOLS AND SOFTWARE ENGINEERING PRACTICES TO SUPPORT YOUR OWN PROGRAMMING NEEDSBOOK DESCRIPTION YOUR EXPERIENCE AND KNOWLEDGE ALWAYS INFLUENCE THE APPROACH YOU TAKE AND THE TOOLS YOU USE TO WRITE YOUR PROGRAMS WITH A SOUND UNDERSTANDING OF HOW TO APPROACH YOUR GOAL AND WHAT SOFTWARE PARADIGMS TO USE YOU CAN CREATE HIGH PERFORMING APPLICATIONS QUICKLY AND EFFICIENTLY IN THIS TWO PART BOOK YOU LL DISCOVER THE UNTAPPED FEATURES OF OBJECT ORIENTED PROGRAMMING AND USE IT WITH OTHER SOFTWARE TOOLS TO CODE FAST AND EFFICIENT APPLICATIONS THE FIRST PART OF THE BOOK BEGINS WITH A DISCUSSION ON HOW OOP IS USED TODAY AND MOVES ON TO ANALYZE THE IDEAS AND PROBLEMS THAT OOP DOESN T ADDRESS IT CONTINUES BY DECONSTRUCTING THE COMPLEXITY OF OOP SHOWING YOU ITS FUNDAMENTALLY SIMPLE CORE YOU LL SEE THAT BY USING THE DISTINCTIVE ELEMENTS OF OOP YOU CAN LEARN TO BUILD YOUR APPLICATIONS MORE EASILY THE NEXT PART OF THIS BOOK TALKS ABOUT ACQUIRING THE SKILLS TO BECOME A BETTER PROGRAMMER YOU LL GET AN OVERVIEW OF HOW VARIOUS TOOLS SUCH AS VERSION CONTROL AND BUILD MANAGEMENT HELP MAKE YOUR LIFE EASIER THIS BOOK ALSO DISCUSSES THE PROS AND CONS OF OTHER PROGRAMMING PARADIGMS SUCH AS ASPECT ORIENTED PROGRAMMING AND FUNCTIONAL PROGRAMMING AND HELPS TO SELECT THE CORRECT APPROACH FOR YOUR PROJECTS IT ENDS BY TALKING ABOUT THE PHILOSOPHY BEHIND DESIGNING SOFTWARE AND WHAT IT MEANS TO BE A GOOD DEVELOPER BY THE END OF THIS TWO PART BOOK YOU WILL HAVE LEARNED THAT OOP IS NOT ALWAYS COMPLEX AND YOU WILL KNOW HOW YOU CAN EVOLVE INTO A BETTER PROGRAMMER BY LEARNING ABOUT ETHICS TEAMWORK AND DOCUMENTATION WHAT YOU WILL LEARNUNTANGLE THE COMPLEXITY OF OBJECT ORIENTED PROGRAMMING BY BREAKING IT DOWN TO ITS ESSENTIAL BUILDING BLOCKSREALIZE THE FULL

POTENTIAL OF OOP TO DESIGN EFFICIENT MAINTAINABLE PROGRAMSUTILIZE CODING BEST PRACTICES INCLUDING TDD PAIR PROGRAMMING AND CODE REVIEWS TO IMPROVE YOUR WORKUSE TOOLS SUCH AS SOURCE CONTROL AND IDES TO WORK MORE EFFICIENTLYLEARN HOW TO MOST PRODUCTIVELY WORK WITH OTHER DEVELOPERSBUILD YOUR OWN SOFTWARE DEVELOPMENT PHILOSOPHYWHO THIS BOOK IS FOR THIS BOOK IS IDEAL FOR PROGRAMMERS WHO WANT TO UNDERSTAND THE PHILOSOPHY BEHIND CREATING SOFTWARE AND WHAT IT MEANS TO BE GOOD AT DESIGNING SOFTWARE PROGRAMMERS WHO WANT TO DECONSTRUCT THE OOP PARADIGM AND SEE HOW IT CAN BE RECONSTRUCTED IN A CLEAR STRAIGHTFORWARD WAY WILL ALSO FIND THIS BOOK USEFUL TO UNDERSTAND THE IDEAS EXPRESSED IN THIS BOOK YOU MUST BE AN EXPERIENCED PROGRAMMER WHO WANTS TO EVOLVE THEIR PRACTICE

THE PRACTICING PROGRAMMER S DEITEL GUIDE TO C AND THE POWERFUL MICROSOFT NET FRAMEWORK WRITTEN FOR PROGRAMMERS WITH A BACKGROUND IN C JAVA OR OTHER HIGH LEVEL LANGUAGES THIS BOOK APPLIES THE DEITEL SIGNATURE LIVE CODE APPROACH TO TEACHING PROGRAMMING AND EXPLORES MICROSOFT S C LANGUAGE AND THE NEW NET 2 0 IN DEPTH THE BOOK IS UPDATED FOR VISUAL STUDIO 2005 AND C 2 0 AND PRESENTS C CONCEPTS IN THE CONTEXT OF FULLY TESTED PROGRAMS COMPLETE WITH SYNTAX SHADING DETAILED LINE BY LINE CODE DESCRIPTIONS AND PROGRAM OUTPUTS THE BOOK FEATURES 200 C APPLICATIONS WITH 16 000 LINES OF PROVEN C CODE AS WELL AS 300 PROGRAMMING TIPS THAT WILL HELP YOU BUILD ROBUST APPLICATIONS START WITH A CONCISE INTRODUCTION TO C FUNDAMENTALS USING AN EARLY CLASSES AND OBJECTS APPROACH THEN RAPIDLY MOVE ON TO MORE ADVANCED TOPICS INCLUDING MULTITHREADING XML ADO NET 2 0 ASP NET 2 0 SERVICES NETWORK PROGRAMMING AND NET REMOTING ALONG THE WAY YOU WILL ENJOY THE DEITELS CLASSIC TREATMENT OF OBJECT ORIENTED PROGRAMMING AND A NEW OOD UML ATM CASE STUDY INCLUDING A COMPLETE C IMPLEMENTATION WHEN YOU ARE FINISHED YOU WILL HAVE EVERYTHING YOU NEED TO BUILD NEXT GENERATION WINDOWS APPLICATIONS APPLICATIONS AND SERVICES DR HARVEY M DEITEL AND PAUL J DEITEL ARE THE FOUNDERS OF DEITEL ASSOCIATES INC THE INTERNATIONALLY RECOGNIZED PROGRAMMING LANGUAGES CONTENT CREATION AND CORPORATE TRAINING ORGANIZATION TOGETHER WITH THEIR COLLEAGUES AT DEITEL ASSOCIATES INC THEY HAVE WRITTEN MANY INTERNATIONAL BEST SELLING PROGRAMMING

LANGUAGES TEXTBOOKS THAT MILLIONS OF PEOPLE WORLDWIDE HAVE USED TO MASTER C C JAVA C XML VISUAL BASIC PERL PYTHON AND INTERNET AND PROGRAMMING THE DEITEL DEVELOPER SERIES IS DESIGNED FOR PRACTICING PROGRAMMERS THE SERIES PRESENTS FOCUSED TREATMENTS OF EMERGING TECHNOLOGIES INCLUDING NET J2EE SERVICES AND MORE PRACTICAL EXAMPLE RICH COVERAGE OF C 2 0 NET 2 0 FCL ASP NET 2 0 FORMS AND CONTROLS DATABASE SQL AND ADO NET 2 0 NETWORKING AND NET REMOTING XML SERVICES GENERICS COLLECTIONS GUI WINDOWS FORMS OOP CLASSES INHERITANCE AND POLYMORPHISM OOD UML ATM CASE STUDY GRAPHICS AND MULTIMEDIA MULTITHREADING EXCEPTION HANDLING AND MORE VISIT WWW DEITEL COM DOWNLOAD CODE EXAMPLES TO RECEIVE UPDATES ON THIS BOOK SUBSCRIBE TO THE FREE DEITEL BUZZ ONLINE E MAIL NEWSLETTER AT DEITEL COM NEWSLETTER SUBSCRIBE HTML READ ARCHIVED ISSUES OF THE DEITEL BUZZ ONLINE GET CORPORATE TRAINING INFORMATION

THIS BOOK IS MEANT TO PROVIDE AN INTRODUCTION TO THE CONTROLLED USE OF ABSTRACTION IN PLANNING AND DESIGNING COMPUTER PROGRAMS PREFACE

YOU DONT NEED CODDLING YOU DONT NEED TO BE TOLD WHAT YOU ALREADY KNOW WHAT YOU NEED IS A BOOK THAT USES YOUR EXPERIENCE AS A JAVA OR C PROGRAMMER TO GIVE YOU A LEG UP INTO THE CHALLENGES AND REWARDS OF C AND THIS PRACTICAL GUIDE IS PRECISELY WHAT YOURE AFTER WRITTEN BY A TEAM THAT BOASTS EXTENSIVE EXPERIENCE TEACHING C TO PROFESSIONALS THIS BOOK PROVIDES A PRACTICAL EFFICIENT EXPLANATION OF THE LANGUAGE ITSELF COVERING BASIC TO ADVANCED FEATURES AND CALLING OUT ALL THATS NEW IN 2 0 ITS INSTRUCTION IS ALWAYS FIRMLY SITUATED WITHIN THE CONTEXT OF THE NET FRAMEWORK AND BOLSTERED BY CODE EXAMPLES KEY LESSONS IN OBJECT ORIENTED PROGRAMMING AND INSTALLMENTS OF A REALISTIC APPLICATION PROGRAMMING TUTORIAL CONCISE AND INCISIVE THIS IS THE BEST WAY TO MASTER THE WORLDS FASTEST GROWING AND MOST MARKETABLE PROGRAMMING LANGUAGE FEATURES PROVIDES A CAREFULLY FOCUSED EXPLANATION OF EVERY ASPECT OF THE C LANGUAGE INCLUDING ENTIRE CHAPTERS ON THE UNIFIED TYPE SYSTEM ADVANCED TYPES COLLECTIONS GENERICS REFLECTION AND ATTRIBUTES HIGHLIGHTS ALL FEATURES NEW TO THE LATEST VERSION OF C AND ORGANIZES ITS PRESENTATION OF C ACCORDING TO THE KEY PRINCIPLES OF OBJECT ORIENTED

PROGRAMMING AND THE NET FRAMEWORK USING END OF CHAPTER EXERCISES INCREMENTALLY DEVELOPS A COHESIVE APPLICATION PROGRAMMING TUTORIAL INCLUDES AN EASY TO USE APPENDIX ON THE GRAMMATICAL RULES OF C AND PROVIDES DOWNLOADABLE EXAMPLE CODE VIA THE COMPANION WEBSITE PROVIDES A CAREFULLY FOCUSED EXPLANATION OF EVERY ASPECT OF THE C LANGUAGE INCLUDING ENTIRE CHAPTERS ON THE UNIFIED TYPE SYSTEM ADVANCED TYPES COLLECTIONS GENERICS REFLECTION AND ATTRIBUTES HIGHLIGHTS ALL FEATURES NEW TO THE LATEST VERSION OF C AND ORGANIZES ITS PRESENTATION OF C ACCORDING TO THE KEY PRINCIPLES OF OBJECT ORIENTED PROGRAMMING AND THE NET FRAMEWORK USING END OF CHAPTER EXERCISES INCREMENTALLY DEVELOPS A COHESIVE APPLICATION PROGRAMMING TUTORIAL INCLUDES AN EASY TO USE APPENDIX ON THE GRAMMATICAL RULES OF C AND PROVIDES DOWNLOADABLE EXAMPLE CODE VIA THE COMPANION WEBSITE

SOFTWARE LEGEND MAX KANAT ALEXANDER SHOWS YOU HOW TO SUCCEED AS A DEVELOPER BY EMBRACING SIMPLICITY WITH FORTY THREE ESSAYS THAT WILL HELP YOU REALLY UNDERSTAND THE SOFTWARE YOU WORK WITH ABOUT THIS BOOK READ AND ENJOY THE SUPERLATIVE WRITING AND INSIGHTS OF THE LEGENDARY MAX KANAT ALEXANDER LEARN AND REFLECT WITH MAX ON HOW TO BRING SIMPLICITY TO YOUR SOFTWARE DESIGN PRINCIPLES DISCOVER THE SECRETS OF ROCKSTAR PROGRAMMERS AND HOW TO ALSO JUST SUCK LESS AS A PROGRAMMER WHO THIS BOOK IS FOR UNDERSTANDING SOFTWARE IS FOR EVERY PROGRAMMER OR ANYONE WHO WORKS WITH PROGRAMMERS IF LIFE IS FEELING MORE COMPLEX THAN IT SHOULD BE AND YOU NEED TO TOUCH BASE WITH SOME CLEAR THINKING AGAIN THIS BOOK IS FOR YOU IF YOU NEED SOME INSPIRATION AND A REMINDER OF HOW TO APPROACH YOUR WORK AS A PROGRAMMER BY EMBRACING SOME SIMPLICITY IN YOUR WORK AGAIN THIS BOOK IS FOR YOU IF YOU RE ONE OF MAX S FOLLOWERS ALREADY THIS BOOK IS A COLLECTION OF MAX S THOUGHTS SELECTED AND CURATED FOR YOU TO ENJOY AND REFLECT ON IF YOU RE NEW TO MAX S WORK AND READY TO CONNECT WITH THE POWER OF SIMPLICITY AGAIN THIS BOOK IS FOR YOU WHAT YOU WILL LEARN SEE HOW TO BRING SIMPLICITY AND SUCCESS TO YOUR PROGRAMMING WORLD CLUES TO COMPLEXITY AND HOW TO BUILD EXCELLENT SOFTWARE SIMPLICITY AND SOFTWARE DESIGN PRINCIPLES FOR PROGRAMMERS THE SECRETS OF ROCKSTAR PROGRAMMERS MAX S VIEWS AND INTERPRETATION OF THE SOFTWARE INDUSTRY WHY

PROGRAMMERS SUCK AND HOW TO SUCK LESS AS A PROGRAMMER SOFTWARE DESIGN IN TWO SENTENCES WHAT IS A BUG GO DEEP INTO DEBUGGING IN DETAIL IN UNDERSTANDING SOFTWARE MAX KANAT ALEXANDER TECHNICAL LEAD FOR CODE HEALTH AT GOOGLE SHOWS YOU HOW TO BRING SIMPLICITY BACK TO COMPUTER PROGRAMMING MAX EXPLAINS TO YOU WHY PROGRAMMERS SUCK AND HOW TO SUCK LESS AS A PROGRAMMER THERE S JUST TOO MUCH COMPLEX STUFF IN THE WORLD COMPLEX STUFF CAN T BE USED AND IT BREAKS TOO EASILY COMPLEXITY IS STUPID SIMPLICITY IS SMART UNDERSTANDING SOFTWARE COVERS MANY AREAS OF PROGRAMMING FROM HOW TO WRITE SIMPLE CODE TO PROFOUND INSIGHTS INTO PROGRAMMING AND THEN HOW TO SUCK LESS AT WHAT YOU DO YOU LL DISCOVER THE PROBLEMS WITH SOFTWARE COMPLEXITY THE ROOT OF ITS CAUSES AND HOW TO USE SIMPLICITY TO CREATE GREAT SOFTWARE YOU LL EXAMINE DEBUGGING LIKE YOU VE NEVER DONE BEFORE AND HOW TO GET A HANDLE ON BEING HAPPY WHILE WORKING IN TEAMS MAX BRINGS A SELECTION OF CAREFULLY CRAFTED ESSAYS THOUGHTS AND ADVICE ABOUT WORKING AND SUCCEEDING IN THE SOFTWARE INDUSTRY FROM HIS LEGENDARY BLOG CODE SIMPLICITY MAX HAS CRAFTED FORTY THREE ESSAYS WHICH HAVE THE POWER TO HELP YOU AVOID COMPLEXITY AND EMBRACE SIMPLICITY SO YOU CAN BE A HAPPIER AND MORE SUCCESSFUL DEVELOPER MAX S TECHNICAL KNOWLEDGE INSIGHT AND KINDNESS HAS EARNED HIM CODE GURU STATUS AND HIS IDEAS WILL INSPIRE YOU AND HELP REFRESH YOUR APPROACH TO THE CHALLENGES OF BEING A DEVELOPER STYLE AND APPROACH UNDERSTANDING SOFTWARE IS A NEW SELECTION OF CAREFULLY CHOSEN AND CRAFTED ESSAYS FROM MAX KANAT ALEXANDER S LEGENDARY BLOG CALL CODE SIMPLICITY MAX S WRITING AND THOUGHTS ARE GREAT TO SIT AND READ COVER TO COVER OR IF YOU PREFER YOU CAN DROP IN AND SEE WHAT YOU DISCOVER NEW EVERY SINGLE TIME

TAP INTO THE WISDOM OF EXPERTS TO LEARN WHAT EVERY PROGRAMMER SHOULD KNOW NO MATTER WHAT LANGUAGE YOU USE WITH THE 97 SHORT AND EXTREMELY USEFUL TIPS FOR PROGRAMMERS IN THIS BOOK YOU LL EXPAND YOUR SKILLS BY ADOPTING NEW APPROACHES TO OLD PROBLEMS LEARNING APPROPRIATE BEST PRACTICES AND HONING YOUR CRAFT THROUGH SOUND ADVICE WITH CONTRIBUTIONS FROM SOME OF THE MOST EXPERIENCED AND RESPECTED PRACTITIONERS IN THE INDUSTRY INCLUDING MICHAEL FEATHERS PETE GOODLIFFE DIOMIDIS SPINELLIS CAY HORSTMANN VERITY STOB AND MANY MORE THIS BOOK CONTAINS PRACTICAL KNOWLEDGE AND PRINCIPLES THAT

YOU CAN APPLY TO ALL KINDS OF PROJECTS A FEW OF THE 97 THINGS YOU SHOULD KNOW CODE IN THE LANGUAGE OF THE DOMAIN BY DAN NORTH WRITE TESTS FOR PEOPLE BY GERARD MESZAROS CONVENIENCE IS NOT AN ILITY BY GREGOR HOHPE KNOW YOUR IDE BY HEINZ KABUTZ A MESSAGE TO THE FUTURE BY LINDA RISING THE BOY SCOUT RULE BY ROBERT C MARTIN UNCLE BOB BEWARE THE SHARE BY UDI DAHAN

GROK AND PERFORM EFFECTIVE FUNCTIONAL PROGRAMMING IN SCALA ABOUT THIS BOOK UNDERSTAND FUNCTIONAL PROGRAMMING PATTERNS BY COMPARING THEM WITH THE TRADITIONAL OBJECT ORIENTED DESIGN PATTERNS WRITE ROBUST SAFER AND BETTER CODE USING THE DECLARATIVE PROGRAMMING PARADIGM AN ILLUSTRATIVE GUIDE FOR PROGRAMMERS TO CREATE FUNCTIONAL PROGRAMMING PATTERNS WITH SCALA WHO THIS BOOK IS FOR IF YOU HAVE DONE JAVA PROGRAMMING BEFORE AND HAVE A BASIC KNOWLEDGE OF SCALA AND ITS SYNTAX THEN THIS BOOK IS AN IDEAL CHOICE TO HELP YOU TO UNDERSTAND THE CONTEXT THE TRADITIONAL DESIGN PATTERN APPLICABLE AND THE SCALA WAY HAVING PREVIOUS KNOWLEDGE OF DESIGN PATTERNS WILL HELP THOUGH IT IS NOT STRICTLY NECESSARY WHAT YOU WILL LEARN GET TO KNOW ABOUT FUNCTIONAL PROGRAMMING AND THE VALUE SCALA S FP IDIOMS BRING TO THE TABLE SOLVE DAY TO DAY PROGRAMMING PROBLEMS USING FUNCTIONAL PROGRAMMING IDIOMS CUT DOWN THE BOILER PLATE AND EXPRESS PATTERNS SIMPLY AND ELEGANTLY USING SCALA S CONCISE SYNTAX TAME SYSTEM COMPLEXITY BY REDUCING THE MOVING PARTS WRITE EASIER TO REASON ABOUT CONCURRENT CODE USING THE ACTOR PARADIGM AND THE AKKA LIBRARY APPLY RECURSIVE THINKING AND UNDERSTAND HOW TO CREATE SOLUTIONS WITHOUT MUTATION REUSE EXISTING CODE TO COMPOSE NEW BEHAVIOR COMBINE THE OBJECT ORIENTED AND FUNCTIONAL PROGRAMMING APPROACHES FOR EFFECTIVE PROGRAMMING USING SCALA IN DETAIL SCALA IS USED TO CONSTRUCT ELEGANT CLASS HIERARCHIES FOR MAXIMUM CODE REUSE AND EXTENSIBILITY AND TO IMPLEMENT THEIR BEHAVIOR USING HIGHER ORDER FUNCTIONS ITS FUNCTIONAL PROGRAMMING FP FEATURES ARE A BOON TO HELP YOU DESIGN EASY TO REASON ABOUT SYSTEMS TO CONTROL THE GROWING SOFTWARE COMPLEXITIES KNOWING HOW AND WHERE TO APPLY THE MANY SCALA TECHNIQUES IS CHALLENGING LOOKING AT SCALA BEST PRACTICES IN THE CONTEXT OF WHAT YOU ALREADY KNOW HELPS YOU GRASP THESE CONCEPTS QUICKLY AND HELPS YOU SEE WHERE AND WHY TO USE THEM THIS BOOK BEGINS WITH THE RATIONALE BEHIND

PATTERNS TO HELP YOU UNDERSTAND WHERE AND WHY EACH PATTERN IS APPLIED YOU WILL DISCOVER WHAT TAIL RECURSION BRINGS TO YOUR TABLE AND WILL GET AN UNDERSTANDING OF HOW TO CREATE SOLUTIONS WITHOUT MUTATIONS WE THEN EXPLAIN THE CONCEPT OF MEMORIZATION AND INFINITE SEQUENCES FOR ON DEMAND COMPUTATION FURTHER THE BOOK TAKES YOU THROUGH SCALA S STACKABLE TRAITS AND DEPENDENCY INJECTION A POPULAR TECHNIQUE TO PRODUCE LOOSELY COUPLED SOFTWARE SYSTEMS YOU WILL ALSO EXPLORE HOW TO CURRYING FAVORS TO YOUR CODE AND HOW TO SIMPLIFY IT BY DE CONSTRUCTION VIA PATTERN MATCHING WE ALSO SHOW YOU HOW TO DO PIPELINE TRANSFORMATIONS USING HIGHER ORDER FUNCTIONS SUCH AS THE PIPES AND FILTERS PATTERN THEN WE GUIDE YOU THROUGH THE INCREASING IMPORTANCE OF CONCURRENT PROGRAMMING AND THE PITFALLS OF TRADITIONAL CODE CONCURRENCY LASTLY THE BOOK TAKES A PARADIGM SHIFT TO SHOW YOU THE DIFFERENT TECHNIQUES THAT FUNCTIONAL PROGRAMMING BRINGS TO YOUR PLATE THIS BOOK IS AN INVALUABLE SOURCE TO HELP YOU UNDERSTAND AND PERFORM FUNCTIONAL PROGRAMMING AND SOLVE COMMON PROGRAMMING PROBLEMS USING SCALA S PROGRAMMING PATTERNS STYLE AND APPROACH THIS IS A HANDS ON GUIDE TO SCALA S GAME CHANGING FEATURES FOR PROGRAMMING IT IS FILLED WITH MANY CODE EXAMPLES AND FIGURES THAT ILLUSTRATE VARIOUS SCALA IDIOMS AND BEST PRACTICES

THIS BOOK GIVES YOU TOOLS BMS MAPS PROGRAMS JCL ETC YOU CAN EASILY COPY TO YOUR OWN DATA SETS COMPILE OR ASSEMBLE AND EXECUTE WITH LITTLE OR NO CHANGE AND IT TEACHES YOU HOW TO DEVELOP SIMILAR TOOLS YOURSELF THESE UTILITIES SOLVE PRACTICAL PROBLEMS COMMONLY FACED BY APPLICATION AND SYSTEM PROGRAMMERS AND ANALYSTS IN MVS AND DOS VSE ENVIRONMENTS

THIS UNIQUE BOOK PROVIDES YOU WITH A WEALTH OF TIPS TRICKS BEST PRACTICES AND ANSWERS TO THE DAY TO DAY QUESTIONS THAT PROGRAMMERS FACE IN THEIR CAREERS IT IS SPLIT INTO THREE PARTS CODER SKILLS FREELANCER SKILLS AND CAREER SKILLS PROVIDING THE KNOWLEDGE YOU NEED TO GET AHEAD IN PROGRAMMING ABOUT THIS BOOK OVER 50 ESSAYS WITH PRACTICAL ADVICE ON IMPROVING YOUR PROGRAMMING CAREER PRACTICAL FOCUS GIVES SOLUTIONS TO COMMON PROBLEMS AND METHODS TO BECOME A BETTER CODER INCLUDES ADVICE FOR EXISTING PROGRAMMERS

AND THOSE WANTING TO BEGIN A CAREER IN PROGRAMMING WHO THIS BOOK IS FOR THIS BOOK IS USEFUL FOR PROGRAMMERS OF ANY ABILITY OR DISCIPLINE IT HAS ADVICE FOR THOSE THINKING ABOUT BEGINNING A CAREER IN PROGRAMMING THOSE ALREADY WORKING AS A FULLY EMPLOYED PROGRAMMER AND FOR THOSE WORKING AS FREELANCE DEVELOPERS WHAT YOU WILL LEARN IMPROVE YOUR SOFT SKILLS TO BECOME A BETTER AND HAPPIER CODER LEARN TO BE A BETTER DEVELOPER GROW YOUR FREELANCE DEVELOPMENT BUSINESS IMPROVE YOUR DEVELOPMENT CAREER LEARN THE BEST APPROACHES TO BREAKING DOWN COMPLEX TOPICS HAVE THE CONFIDENCE TO CHARGE WHAT YOU RE WORTH AS A FREELANCER SUCCEED IN DEVELOPER JOB INTERVIEWS IN DETAIL THIS IS AN ALL PURPOSE TOOLKIT FOR YOUR PROGRAMMING CAREER IT HAS BEEN BUILT BY JORDAN HUDGENS OVER A LIFETIME OF CODING AND TEACHING CODING IT HELPS YOU IDENTIFY THE KEY QUESTIONS AND STUMBLING BLOCKS THAT PROGRAMMERS ENCOUNTER AND GIVES YOU THE ANSWERS TO THEM IT IS A COMPREHENSIVE GUIDE CONTAINING MORE THAN 50 INSIGHTS THAT YOU CAN USE TO IMPROVE YOUR WORK AND TO GIVE ADVICE IN YOUR CAREER THE BOOK IS SPLIT UP INTO THREE TOPIC AREAS CODER SKILLS FREELANCER SKILLS AND CAREER SKILLS EACH CONTAINING A WEALTH OF PRACTICAL ADVICE CODER SKILLS CONTAINS ADVICE FOR PEOPLE STARTING OUT OR THOSE WHO ARE ALREADY WORKING IN A PROGRAMMING ROLE BUT WANT TO IMPROVE THEIR SKILLS IT INCLUDES SUCH SUBJECTS AS HOW TO STUDY AND UNDERSTAND COMPLEX TOPICS AND GETTING PAST SKILL PLATEAUS WHEN LEARNING NEW LANGUAGES FREELANCER SKILLS CONTAINS ADVICE FOR DEVELOPERS WORKING AS FREELANCERS OR WITH FREELANCERS IT INCLUDES SUCH SUBJECTS AS KNOWING WHEN TO FIRE A CLIENT AND TIPS FOR TAKING OVER LEGACY APPLICATIONS CAREER SKILLS CONTAINS ADVICE FOR BUILDING A SUCCESSFUL CAREER AS A DEVELOPER IT INCLUDES SUCH SUBJECTS AS HOW TO IMPROVE YOUR PROGRAMMING TECHNIQUES AND INTERVIEW GUIDES AND DEVELOPER SALARY NEGOTIATION STRATEGIES STYLE AND APPROACH THIS UNIQUE BOOK PROVIDES OVER 50 INSIGHTFUL ESSAYS FULL OF PRACTICAL ADVICE FOR IMPROVING YOUR PROGRAMMING CAREER THE BOOK IS SPLIT INTO THREE BROAD SECTIONS COVERING DIFFERENT ASPECTS OF A DEVELOPER S CAREER EACH ESSAY IS SELF CONTAINED AND CAN BE READ INDIVIDUALLY OR IN CHUNKS

JOEL SPOLSKY BEGAN HIS LEGENDARY WEB LOG JOELONSOFTWARE COM IN MARCH 2000 IN ORDER TO OFFER INSIGHTS FOR IMPROVING THE WORLD OF PROGRAMMING SPOLSKY BASED THESE

OBSERVATIONS ON YEARS OF PERSONAL EXPERIENCE THE RESULT JUST A HANDFUL OF YEARS LATER SPOLSKY S TECHNICAL KNOWLEDGE CAUSTIC WIT AND EXTRAORDINARY WRITING SKILLS HAVE EARNED HIM STATUS AS A PROGRAMMING GURU HIS BLOG HAS BECOME RENOWNED THROUGHOUT THE PROGRAMMING WORLDNOW LINKED TO MORE THAN 600 WEBSITES AND TRANSLATED INTO OVER 30 LANGUAGES JOEL ON SOFTWARE COVERS EVERY CONCEIVABLE ASPECT OF SOFTWARE PROGRAMMING FROM THE BEST WAY TO WRITE CODE TO THE BEST WAY TO DESIGN AN OFFICE IN WHICH TO WRITE CODE ALL PROGRAMMERS ALL PEOPLE WHO WANT TO ENHANCE THEIR KNOWLEDGE OF PROGRAMMERS AND ALL WHO ARE TRYING TO MANAGE PROGRAMMERS WILL SURELY RELATE TO JOEL S MUSINGS

THIS BOOK FOCUSES ON PRACTICAL DESIGN AND IMPLEMENTATION ISSUES COMMON TO MANY X SOFTWARE DEVELOPMENT PROJECTS THE BOOK PRESENTS THE ADVANTAGES OF USING ABSTRACTION TO DEVELOP HIGHER LEVEL MODULES ALONG WITH DISCUSSION OF TOOLS AND TECHNIQUES THAT ENHANCE THE X TOOLKIT S EXISTING PROGRAMMING ABSTRACTIONS

THIS BOOK IS THE HELLO WORLD TUTORIAL FOR BUILDING PRODUCTS TECHNOLOGIES AND TEAMS IN A STARTUP ENVIRONMENT IT S BASED ON THE EXPERIENCES OF THE AUTHOR YEVGENIY JIM BRIKMAN AS WELL AS INTERVIEWS WITH PROGRAMMERS FROM SOME OF THE MOST SUCCESSFUL STARTUPS OF THE LAST DECADE INCLUDING GOOGLE FACEBOOK LINKEDIN TWITTER GITHUB STRIPE INSTAGRAM ADMOB PINTEREST AND MANY OTHERS HELLO STARTUP IS A PRACTICAL HOW TO GUIDE THAT CONSISTS OF THREE PARTS PRODUCTS TECHNOLOGIES AND TEAMS ALTHOUGH AT ITS CORE THIS IS A BOOK FOR PROGRAMMERS BY PROGRAMMERS ONLY PART II TECHNOLOGIES IS SIGNIFICANTLY TECHNICAL WHILE THE REST SHOULD BE ACCESSIBLE TO TECHNICAL AND NON TECHNICAL AUDIENCES ALIKE IF YOU RE AT ALL INTERESTED IN STARTUPS WHETHER YOU RE A PROGRAMMER AT THE BEGINNING OF YOUR CAREER A SEASONED DEVELOPER BORED WITH LARGE COMPANY POLITICS OR A MANAGER LOOKING TO MOTIVATE YOUR ENGINEERS THIS BOOK IS FOR YOU

THE PROFESSIONAL PROGRAMMER S DEITEL GUIDE TO PROCEDURAL PROGRAMMING IN C THROUGH 130 WORKING CODE EXAMPLES WRITTEN FOR PROGRAMMERS WITH A BACKGROUND IN HIGH LEVEL LANGUAGE PROGRAMMING THIS BOOK APPLIES THE DEITEL SIGNATURE LIVE CODE APPROACH TO

TEACHING THE C LANGUAGE AND THE C STANDARD LIBRARY THE BOOK PRESENTS THE CONCEPTS IN THE CONTEXT OF FULLY TESTED PROGRAMS COMPLETE WITH SYNTAX SHADING CODE HIGHLIGHTING CODE WALKTHROUGHS AND PROGRAM OUTPUTS THE BOOK FEATURES APPROXIMATELY 5 000 LINES OF PROVEN C CODE AND HUNDREDS OF SAVVY TIPS THAT WILL HELP YOU BUILD ROBUST APPLICATIONS START WITH AN INTRODUCTION TO C THEN RAPIDLY MOVE ON TO MORE ADVANCED TOPICS INCLUDING BUILDING CUSTOM DATA STRUCTURES THE STANDARD LIBRARY SELECT FEATURES OF THE NEW C11 STANDARD SUCH AS MULTITHREADING TO HELP YOU WRITE HIGH PERFORMANCE APPLICATIONS FOR TODAY S MULTICORE SYSTEMS AND SECURE C PROGRAMMING SECTIONS THAT SHOW YOU HOW TO WRITE SOFTWARE THAT IS MORE ROBUST AND LESS VULNERABLE YOU LL ENJOY THE DEITELS CLASSIC TREATMENT OF PROCEDURAL PROGRAMMING WHEN YOU RE FINISHED YOU LL HAVE EVERYTHING YOU NEED TO START BUILDING INDUSTRIAL STRENGTH C APPLICATIONS PRACTICAL EXAMPLE RICH COVERAGE OF C PROGRAMMING FUNDAMENTALS COMPILING AND DEBUGGING WITH GNU GCC AND GDB AND VISUAL C KEY NEW C11 STANDARD FEATURES TYPE GENERIC EXPRESSIONS ANONYMOUS STRUCTURES AND UNIONS MEMORY ALIGNMENT ENHANCED UNICODE SUPPORT STATIC ASSERT QUICK EXIT AND AT QUICK EXIT NORETURN FUNCTION SPECIFIER C11 HEADERS C11 MULTITHREADING FOR ENHANCED PERFORMANCE ON TODAY S MULTICORE SYSTEMS SECURE C PROGRAMMING SECTIONS DATA STRUCTURES SEARCHING AND SORTING ORDER OF EVALUATION ISSUES PREPROCESSOR DESIGNATED INITIALIZERS COMPOUND LITERALS BOOL TYPE COMPLEX NUMBERS VARIABLE LENGTH ARRAYS RESTRICTED POINTERS TYPE GENERIC MATH INLINE FUNCTIONS AND MORE VISIT DEITEL COM FOR INFORMATION ON DEITEL S DIVE INTO SERIES PROGRAMMING TRAINING COURSES DELIVERED AT ORGANIZATIONS WORLDWIDE VISIT DEITEL COM TRAINING OR WRITE TO DEITEL DEITEL COM DOWNLOAD CODE EXAMPLES TO RECEIVE UPDATES FOR THIS BOOK SUBSCRIBE TO THE FREE DEITEL BUZZ ONLINE E MAIL NEWSLETTER AT DEITEL COM NEWSLETTER SUBSCRIBE HTML JOIN THE DEITEL SOCIAL NETWORKING COMMUNITIES ON FACEBOOK AT FACEBOOK COM DEITELFAN TWITTER DEITEL LINKEDIN AT BIT LY DEITELLINKEDIN AND GOOGLE TM AT GPLUS TO DEITEL

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