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Mark C. Marino

C++ Application Development with Code::Blocks

Biplab Kumar Modak,2013-10-25 This is a comprehensive tutorial with step-by-step instructions on how to develop applications with Code::Blocks.This book is for C++ developers who wish to use Code::Blocks to create applications with a consistent look and feel across multiple platforms. This book assumes that you are familiar with the basics of the C++ programming language.

Code Quality Diomidis Spinellis,2006-04-03 Page 26: How can I avoid off-by-one errors? Page 143: Are Trojan Horse attacks for real? Page 158: Where should I look when my application can't handle its workload? Page 256: How can I detect memory leaks? Page 309: How do I target my application to international markets? Page 394: How should I name my code's identifiers? Page 441: How can I find and improve the code coverage of my tests? Diomidis Spinellis' first book, Code Reading, showed programmers how to understand and modify key functional properties of software. Code Quality focuses on non-functional properties, demonstrating how to meet such critical requirements as reliability, security, portability, and maintainability, as well as efficiency in time and space. Spinellis draws on hundreds of examples from open source projects--such as the Apache web and application servers, the BSD Unix systems, and the HSQLDB Java database--to illustrate concepts and techniques that every professional software developer will be able to appreciate and apply immediately. Complete files for the open source code illustrated in this book are available online at: <http://www.spinellis.gr/codequality/>

Code Simplicity Max Kanat-Alexander,2012 Examines the purpose of good software design, shares examples that demonstrate how a system changes over time, and provides principles applicable to any programming language

or project.

Code Reading Diomidis Spinellis, 2003 CD-ROM contains cross-referenced code.

Good Code, Bad Code Tom Long, 2021-09-21 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
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Make code modular 9 Make code reusable and
generalizable PART 3 UNIT TESTING 10 Unit testing
principles 11 Unit testing practices

The Art of Readable Code Dustin Boswell,Trevor
Foucher,2011-11-03 As programmers, we've all seen source
code that's so ugly and buggy it makes our brain ache. Over
the past five years, authors Dustin Boswell and Trevor
Foucher have analyzed hundreds of examples of bad code
(much of it their own) to determine why they're bad and
how they could be improved. Their conclusion? You need to
write code that minimizes the time it would take someone
else to understand it—even if that someone else is you. This
book focuses on basic principles and practical techniques
you can apply every time you write code. Using easy-to-
digest code examples from different languages, each
chapter dives into a different aspect of coding, and
demonstrates how you can make your code easy to
understand. Simplify naming, commenting, and formatting
with tips that apply to every line of code Refine your
program's loops, logic, and variables to reduce complexity
and confusion Attack problems at the function level, such as
reorganizing blocks of code to do one task at a time Write

effective test code that is thorough and concise—as well as readable Being aware of how the code you create affects those who look at it later is an important part of developing software. The authors did a great job in taking you through the different aspects of this challenge, explaining the details with instructive examples. —Michael Hunger, passionate Software Developer

Critical Code Studies Mark C. Marino, 2020-03-10 An argument that we must read code for more than what it does—we must consider what it means. Computer source code has become part of popular discourse. Code is read not only by programmers but by lawyers, artists, pundits, reporters, political activists, and literary scholars; it is used in political debate, works of art, popular entertainment, and historical accounts. In this book, Mark Marino argues that code means more than merely what it does; we must also consider what it means. We need to learn to read code critically. Marino presents a series of case studies—ranging from the Climategate scandal to a hactivist art project on the US-Mexico border—as lessons in critical code reading. Marino shows how, in the process of its circulation, the meaning of code changes beyond its functional role to include connotations and implications, opening it up to interpretation and inference—and misinterpretation and reappropriation. The Climategate controversy, for example, stemmed from a misreading of a bit of placeholder code as a “smoking gun” that supposedly proved fabrication of climate data. A poetry generator created by Nick Montfort was remixed and reimagined by other poets, and subject to literary interpretation. Each case study begins by presenting a small and self-contained passage of code—by coders as disparate as programming pioneer Grace Hopper and philosopher Friedrich Kittler—and an accessible explanation of its context and functioning. Marino then

explores its extra-functional significance, demonstrating a variety of interpretive approaches.

Code Complete Steve McConnell, 2004-06-09 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. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Code Craft Pete Goodliffe, 2007 A guide to writing computer code covers such topics as variable naming, presentation style, error handling, and security.

Write Great Code, Volume 2, 2nd Edition Randall Hyde, 2020-08-11 Thinking Low-Level, Writing High-Level, the second volume in the landmark Write Great Code series by Randall Hyde, covers high-level programming languages (such as Swift and Java) as well as code generation on 64-

bit CPUs ARM, the Java Virtual Machine, and the Microsoft Common Runtime. Today's programming languages offer productivity and portability, but also make it easy to write sloppy code that isn't optimized for a compiler. Thinking Low-Level, Writing High-Level will teach you to craft source code that results in good machine code once it's run through a compiler. You'll learn: How to analyze the output of a compiler to verify that your code generates good machine code The types of machine code statements that compilers generate for common control structures, so you can choose the best statements when writing HLL code Enough assembly language to read compiler output How compilers convert various constant and variable objects into machine data With an understanding of how compilers work, you'll be able to write source code that they can translate into elegant machine code. NEW TO THIS EDITION, COVERAGE OF: Programming languages like Swift and Java Code generation on modern 64-bit CPUs ARM processors on mobile phones and tablets Stack-based architectures like the Java Virtual Machine Modern language systems like the Microsoft Common Language Runtime

Write Great Code, Volume 2 Randall Hyde, 2006-03-06

It's a critical lesson that today's computer science students aren't always being taught: How to carefully choose their high-level language statements to produce efficient code. *Write Great Code, Volume 2: Thinking Low-Level, Writing High-Level* shows software engineers what too many college and university courses don't - how compilers translate high-level language statements and data structures into machine code. Armed with this knowledge, they will make informed choices concerning the use of those high-level structures and help the compiler produce far better machine code - all without having to give up the productivity and portability benefits of using a high-level

language.

Multi-platform Code Management Kevin

Jameson, 1994 For any programmer or team struggling with builds and maintenance, this book can save dozens of errors and hours of effort. It shows you how to structure a large project and keep your files and builds under control over many releases and platforms. The building blocks are simple: common-sense strategies, public-domain tools that you can obtain on a variety of systems, and special utilities developed by the author. On two diskettes provided with the book, Jameson offers a complete system for managing directories, makefile templates, and source code revisions. Both free software and tools developed by the author are included. The tools and ideas offered here are efficient enough to be used by one person working on a PC, but powerful enough to support entire teams of developers. They've been tested in practice on projects from 50 to 100,000 lines of code. And complete, documented source code is included, in case you need to modify or extend the tools. In short, this book is an inexpensive, one-stop-shopping solution for code management problems. It can help you improve your personal software development process and can make it very easy for you to reuse and update shared code files. Topics covered in this book include: Multi-platform directory structures for isolating and controlling platform dependent code. Automatic makefile generating tools to promote uniform, portable makefiles on your projects and to save you time. File sharing tools that make it easy to share the latest versions of files among multiple developers and software products, automatically. Since the sharing tools log all sharing operations, they can easily help you answer programming questions, such as, Where did this file come from, and which programs will be affected if I modify it? RCSDO, a tool that performs version

control operations on entire trees of files at a time. (RCS v5.5 is included, too.)The source code provided runs on at least these 15 platforms: AIX, Amiga, Apollo Domain, Dell PC Unix (SVR4), HP-UX, Irix4, Linux, MS-DOS (Borland), MS-DOS (Microsoft), OS/2, NetBSD, NeXT, Solaris 1 (SunOS 413), Solaris 2, and Ultrix. The RCS v5.5 software has been specially modified for DOS-Unix network use and is known to run on MS-DOS (Borland), MS-DOS (Microsoft), and Solaris 1.0 (SunOS 413). The diskettes also contain precompiled binaries for MSDOS. Here is a sample of the tools included on the diskettes: cmi copy a shared file from its public location to the directory where it can be used for buildscmx copy a shared file from its source directory to a public location where other developers can get itmakenode make a directory structure to hold a product's source files in the form that the other tools can work withnewmakes generate makefiles throughout a product's directory structurercsdo do common activities on a group of RCS files in bulkwalker generate a batch script that can traverse all files of a particular type in a directory tree

Five Lines of Code Christian Clausen, 2021-11-09 Five Lines of Code teaches refactoring that's focused on concrete rules and getting any method down to five lines or less! There's no jargon or tricky automated-testing skills required, just easy guidelines and patterns illustrated by detailed code samples. In Five Lines of Code you will learn: The signs of bad code Improving code safely, even when you don't understand it Balancing optimization and code generality Proper compiler practices The Extract method, Introducing Strategy pattern, and many other refactoring patterns Writing stable code that enables change-by-addition Writing code that needs no comments Real-world practices for great refactoring Improving existing code—refactoring—is one of the most common tasks you'll

face as a programmer. Five Lines of Code teaches you clear and actionable refactoring rules that you can apply without relying on intuitive judgements such as “code smells.”

Following the author’s expert perspective—that refactoring and code smells can be learned by following a concrete set of principles—you’ll learn when to refactor your code, what patterns to apply to what problem, and the code characteristics that indicate it’s time for a rework. Foreword by Robert C. Martin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Every codebase includes mistakes and inefficiencies that you need to find and fix. Refactor the right way, and your code becomes elegant, easy to read, and easy to maintain. In this book, you’ll learn a unique approach to refactoring that implements any method in five lines or fewer. You’ll also discover a secret most senior devs know: sometimes it’s quicker to hammer out code and fix it later! About the book Five Lines of Code is a fresh look at refactoring for developers of all skill levels. In it, you’ll master author Christian Clausen’s innovative approach, learning concrete rules to get any method down to five lines—or less! You’ll learn when to refactor, specific refactoring patterns that apply to most common problems, and characteristics of code that should be deleted altogether. What's inside The signs of bad code Improving code safely, even when you don't understand it Balancing optimization and code generality Proper compiler practices About the reader For developers of all skill levels. Examples use easy-to-read Typescript, in the same style as Java and C#. About the author Christian Clausen works as a Technical Agile Coach, teaching teams how to refactor code. Table of Contents 1 Refactoring refactoring 2 Looking under the hood of refactoring PART 1 LEARN BY REFACTORING A COMPUTER GAME 3 Shatter long function 4

Make type codes work 5 Fuse similar code together 6
Defend the data PART 2 TAKING WHAT YOU HAVE LEARNED
INTO THE REAL WORLD 7 Collaborate with the compiler 8
Stay away from comments 9 Love deleting code 10 Never
be afraid to add code 11 Follow the structure in the code 12
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How to Code .NET Christian Gross, 2007-12-22 What is good code? This book provides specific guidelines for well-written code in the .NET context. The contents are based on award-winning material the author has presented at conferences throughout the US and Europe. There is debate about good code because there is not a single good piece of code, but many good pieces of code, each depending on the context that it is used. The author, an acknowledged expert on the subject of .NET coding style and techniques, explains that good code results from using patterns, but that not all good pieces of code are patterns.

Coder to Developer Mike Gunderloy, 2006-02-20 Two thumbs up —Gregory V. Wilson, Dr. Dobbs Journal (October 2004) No one can disparage the ability to write good code. At its highest levels, it is an art. But no one can confuse writing good code with developing good software. The difference—in terms of challenges, skills, and compensation—is immense. Coder to Developer helps you excel at the many non-coding tasks entailed, from start to finish, in just about any successful development project. What's more, it equips you with the mindset and self-assurance required to pull it all together, so that you see every piece of your work as part of a coherent process. Inside, you'll find plenty of technical guidance on such topics as: Choosing and using a source code control system Code generation tools—when and why Preventing bugs with unit testing Tracking, fixing, and learning from bugs Application

activity logging Streamlining and systematizing the build process Traditional installations and alternative approaches To pull all of this together, the author has provided the sourcecode for Download Tracker, a tool for organizing your collection ofdownloaded code, that's used for examples throughout this book. Thecode is provided in various states of completion, reflecting everystage of development, so that you can dig deep into the actualprocess of building software. But you'll also develop softerskills, in areas such as team management, open sourcecollaboration, user and developer documentation, and intellectualproperty protection. If you want to become someone who can delivernot just good code but also a good product, this book is the placeto start. If you must build successful software projects, it'sessential reading.

Solid Code Donis Marshall,John Bruno,2009-02-18 Get best-in-class engineering practices to help you write more-robust, bug-free code. Two Microsoft .NET development experts share real-world examples and proven methods for optimizing the software development life cycle—from avoiding costly programming pitfalls to making your development team more efficient. Managed code developers at all levels will find design, prototyping, implementation, debugging, and testing tips to boost the quality of their code—today. Optimize each stage of the development process—from design to testing—and produce higher-quality applications. Use metaprogramming to reduce code complexity, while increasing flexibility and maintainability Treat performance as a feature—and manage it throughout the development life cycle Apply best practices for application scalability Employ preventative security measures to ward off malicious attacks Practice defensive programming to catch bugs before run time Incorporate automated builds, code analysis, and testing

into the daily engineering process Implement better source-control management and check-in procedures Establish a quality-driven, milestone-based project rhythm—and improve your results!

Finding Source Code on the Web for Remix and Reuse

Susan Elliott Sim, Rosalva E. Gallardo-Valencia, 2013-06-04

In recent years, searching for source code on the web has become increasingly common among professional software developers and is emerging as an area of academic research. This volume surveys past research and presents the state of the art in the area of code retrieval on the web. This work is concerned with the algorithms, systems, and tools to allow programmers to search for source code on the web and the empirical studies of these inventions and practices. It is a label that we apply to a set of related research from software engineering, information retrieval, human-computer interaction, management, as well as commercial products. The division of code retrieval on the web into snippet remixing and component reuse is driven both by empirical data, and analysis of existing search engines and tools. Contributors include leading researchers from human-computer interaction, software engineering, programming languages, and management. Finding Source Code on the Web for Remix and Reuse consists of five parts. Part I is titled Programmers and Practices, and consists of a retrospective chapter and two empirical studies on how programmers search the web for source code. Part II is titled From Data Structures to Infrastructures, and covers the creation of ground-breaking search engines for code retrieval required ingenuity in the adaptation of existing technology and in the creation of new algorithms and data structures. Part III focuses on Reuse: Components and Projects, which are reused with minimal modification. Part IV is on Remix: Snippets and Answers, which examines how

source code from the web can also be used as solutions to problems and answers to questions. The book concludes with Part V, Looking Ahead, that looks at future programming and the legalities of software reuse and remix and the implications of current intellectual property law on the future of software development. The story, Richie Boss: Private Investigator Manager, was selected as the winner of a crowdfunded short story contest.

Breaking the Code Bobby Davis Jr.,2020-05-23 If you want to land a job in tech, you need to know how to code. That much is obvious. A skill that is equally as important-but often overlooked-is knowing how to market yourself to potential employers, especially if you're new to the industry. Do you know how to land interviews and deliver a compelling case for why you should be hired? Bobby Davis Jr. has helped place hundreds of aspiring coders into high-paying tech jobs. In *Breaking the Code*, he shares the proven strategies he uses with his students and offers up insider tips that will make you stand out from the competition. You'll learn how to avoid the biggest stumbling block when it comes to landing a job and what you should build before an interview if you don't have a project to show. Bobby also teaches you the secret to accessing jobs not found on corporate job boards and exponentially increasing your chances of getting the job you want. The path to \$100,000 a year-and infinite possibilities beyond that-begins with *Breaking the Code*.

Write Great Code, Vol. 2 Randall Hyde,2004 Provides information on how computer systems operate, how compilers work, and writing source code.

Refactoring Martin Fowler,2018-11-20 Martin Fowler's guide to reworking bad code into well-structured code Refactoring improves the design of existing code and enhances software maintainability, as well as making

existing code easier to understand. Original Agile Manifesto signer and software development thought leader, Martin Fowler, provides a catalog of refactorings that explains why you should refactor; how to recognize code that needs refactoring; and how to actually do it successfully, no matter what language you use. Refactoring principles: understand the process and general principles of refactoring Code smells: recognize “bad smells” in code that signal opportunities to refactor Application improvement: quickly apply useful refactorings to make a program easier to comprehend and change Building tests: writing good tests increases a programmer’s effectiveness Moving features: an important part of refactoring is moving elements between contexts Data structures: a collection of refactorings to organize data, an important role in programs Conditional Logic: use refactorings to make conditional sections easier to understand APIs: modules and their functions are the building blocks of our software, and APIs are the joints that we use to plug them together Inheritance: it is both very useful and easy to misuse, and it’s often hard to see the misuse until it’s in the rear-view mirror---refactorings can fix the misuse Examples are written in JavaScript, but you shouldn’t find it difficult to adapt the refactorings to whatever language you are currently using as they look mostly the same in different languages. Whenever you read [Refactoring], it’s time to read it again. And if you haven’t read it yet, please do before writing another line of code. –David Heinemeier Hansson, Creator of Ruby on Rails, Founder & CTO at Basecamp “Any fool can write code that a computer can understand. Good programmers write code that humans can understand.” –M. Fowler (1999)

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