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Pete Goodliffe

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.

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.

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/>

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 Coder, 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

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 quality 2 Layers of abstraction 3 Other engineers and code contracts 4 Errors PART 2 IN PRACTICE 5 Make code readable 6 Avoid surprises 7 Make code hard to misuse 8 Make code modular 9 Make code reusable and generalizable PART 3 UNIT TESTING 10 Unit testing principles 11 Unit testing practices

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

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 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

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

Source Code Analytics With Roslyn and JavaScript Data Visualization Sudipta Mukherjee, 2016-12-20 Learn how to build an interactive source code analytics system using Roslyn and JavaScript. This concise 150 page book will help you create and use practical code analysis tools utilizing the new features of Microsoft's Roslyn compiler to understand the health of your code and identify parts of the code for refactoring. Source code is one of the biggest assets of a software company. However if not maintained well, it can become a big liability. As source code becomes larger, more complex and accessed via the cloud, maintaining code quality becomes even more challenging. The author provides straightforward tools and advice on how to manage code quality in this new environment. Roslyn exposes a set of APIs which allow developers to parse their C# and VB.NET code and drastically lower the barrier to entry for Meta programming in .NET. Roslyn has a dedicated set of APIs for creating custom refactoring for integrating with Visual Studio. This title will show readers how to use Roslyn along with industry standard JavaScript

visualization APIs like HighCharts, D3.js etc to create a scalable and highly responsive source code analytics system. What You Will Learn Understand the Roslyn Syntax API Use Data Visualization techniques to assist code analysis process visually Code health monitoring matrices (from the standard of Code Query Language) Code mining techniques to identify design patterns used in source code Code forensics techniques to identify probable author of a given source code Techniques to identify duplicate/near duplicate code Who This Book is For .NET Software Developers and Architects

Clean Craftsmanship Robert C. Martin, 2021-09-16 How to Write Code You're Proud of . . . Every Single Day . . . [A] timely and humble reminder of the ever-increasing complexity of our programmatic world and how we owe it to the legacy of humankind--and to ourselves--to practice ethical development. Take your time reading *Clean Craftsmanship*. . . . Keep this book on your go-to bookshelf. Let this book be your old friend--your Uncle Bob, your guide--as you make your way through this world with curiosity and courage. --From the Foreword by Stacia Heimgartner Viscardi, CST & Agile Mentor In *Clean Craftsmanship*, the legendary Robert C. Martin (Uncle Bob) has written the principles that define the profession--and the craft--of software development. Uncle Bob brings together the disciplines, standards, and ethics you need to deliver robust, effective code and to be proud of all the software you write. Robert Martin, the best-selling author of *Clean Code*, provides a pragmatic, technical, and prescriptive guide to the foundational

disciplines of software craftsmanship. He discusses standards, showing how the world's expectations of developers often differ from their own and helping you bring the two in sync. Bob concludes with the ethics of the programming profession, describing the fundamental promises all developers should make to their colleagues, their users, and, above all, themselves. With Uncle Bob's insights, all programmers and their managers can consistently deliver code that builds trust instead of undermining it--trust among users and throughout societies that depend on software for their survival. Moving towards the north star of true software craftsmanship: the state of knowing how to program well Practical, specific guidance for applying five core disciplines: test-driven development, refactoring, simple design, collaborative programming, and acceptance tests How developers and teams can promote productivity, quality, and courage The true meaning of integrity and teamwork among programmers, and ten specific commitments every software professional should make Register your book for convenient access to the book's companion videos, updates, and/or corrections as they become available. See inside book for details.

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

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 Reviews 101 Giuliana Carullo, 2019-03-13 There is no perfect code, whilst too many ways to write bad code. Even clean code will start to smell over time. The more the functionalities, the complexity and the number of different programmers working on it will make it smell. Healthy code requires incremental improvements, and reviews to stay that way. Would you also like to make more money as a programmer by being better at it? Discover the job-changing experience that you need. Sure enough, you might perform long

searches on the web to try to put it all together. But why should you waste your time when you can have 15+ years of experience condensed into a single book? You can continue doing what you are doing. But let's be frank, you won't have read up to this point if you wanted it. You are here because you believe you can have a better career by being a good programmer. It's very tough to self-learn without the shared experience and guidance provided in this book. This book will walk through different approaches, reasoning why they are good or bad, as well as providing some clarifying examples (mainly Python). The book is broken down into different areas ranging from design and good coding practices to performances and security. A checklist ends all the chapters to help you during the code review process of your projects. Don't read this book...if: We are not here to talk about theoretical mumbo jumbo. We are going to talk about practical guidance. And it is our duty - as professionals - to code in the best possible way. Is it not?! This book might not be right for you if: If you are looking for an entire encyclopedia on data structures, software architectures, and any possible software engineering facets: this book is not for you. Certain concepts in the book are in pills: it provides just the core information that can assist you in doing better choices. This book is not made to impress you, it is made to help you out. To be handy and on point. It is not a Python programming book. Nor a programming book per se either. It is meant to help in writing better code by looking at it from several angles. This book is not boring. If you are looking for endless

mechanical chapters, wrong choice. Let's add some fun, life is too short. If your heart as a programmer is too sensible on how bad code can be, please stop. I care about you, seriously. Or at least, read with caution, don't stress too much: there are other wonderful things in the world! And if you get upset identifying bad things that you did... no worries every single programmer on earth has been there! This book is right for you...if: This book is aimed at people with at least some experience with programming in some sort of language: C, C++, Java, Python. It could be easier for Object Oriented programming cowboys and cowgirls to go through the book, but a lot of concepts discussed in the book are general enough to be the foundations of good coding. Some more advanced chapters - like concurrency and security - might require some more focus to make your own if you are fairly new to them. But, no worries, keep going, it will be rewarding and it will give you the right tools to be at the top of your game. Hence, this book is for: Passionate programmers willing to go the extra mile and be better at their jobs. You will be happier, better paid and with an easier life. People who just started to program: this book will power up your programming skills. It will avoid you all the avoidable errors. Software engineers of all kinds. Knowing a programming language is not enough to be good at it. And I am sure you are or you will be a really good one. More experienced IT people in search of a quick guide on how to review code. But at the end of the day, I hope you'll enjoy it!

Becoming a Better Programmer Pete Goodliffe, 2014-10-03 If you're passionate about programming and want to get better at it, you've come to the right source. Code Craft author Pete Goodliffe presents a collection of useful techniques and approaches to the art and craft of programming that will help boost your career and your well-being. Goodliffe presents sound advice that he's learned in 15 years of professional programming. The book's standalone chapters span the range of a software developer's life—dealing with code, learning the trade, and improving performance—with no language or industry bias. Whether you're a seasoned developer, a neophyte professional, or a hobbyist, you'll find valuable tips in five independent categories: Code-level techniques for crafting lines of code, testing, debugging, and coping with complexity Practices, approaches, and attitudes: keep it simple, collaborate well, reuse, and create malleable code Tactics for learning effectively, behaving ethically, finding challenges, and avoiding stagnation Practical ways to complete things: use the right tools, know what “done” looks like, and seek help from colleagues Habits for working well with others, and pursuing development as a social activity

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.

How To Code in Go Mark Bates, Cory LaNou, Tim Raymond, 2020-06-11

Docs Like Code Anne Gentle, 2018-01-13 Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.

How To Code in Node.js David Landup, Marcus Sanatan, 2020-12-14

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Table of Contents

Codepoet, LLC

1. Understanding the eBook Codepoet, LLC
 - The Rise of Digital Reading Codepoet, LLC
 - Advantages of eBooks Over Traditional Books
2. Identifying Codepoet, LLC
 - Exploring Different Genres
 - Considering

- Fiction vs. Non-Fiction
 - Determining Your Reading Goals
- 3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Codepoet, LLC
 - User-Friendly Interface
- 4. Exploring eBook Recommendations from Codepoet, LLC
 - Personalized Recommendations

- Codepoet, LLC User Reviews and Ratings
- Codepoet, LLC and Bestseller Lists
- 5. Accessing Codepoet, LLC Free and Paid eBooks
 - Codepoet, LLC Public Domain eBooks
 - Codepoet, LLC eBook Subscription Services
 - Codepoet, LLC Budget-Friendly Options

6. Navigating Codepoet, LLC eBook Formats
 - ePub, PDF, MOBI, and More
 - Codepoet, LLC Compatibility with Devices
 - Codepoet, LLC Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Codepoet, LLC
 - Highlighting and Note-Taking Codepoet, LLC
 - Interactive Elements
8. Staying Engaged with Codepoet, LLC
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Codepoet, LLC
9. Balancing eBooks and Physical Books Codepoet, LLC
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Codepoet, LLC
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Codepoet, LLC
 - Setting Reading Goals Codepoet, LLC
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Codepoet, LLC
 - Fact-Checking

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