DEV C 5.2.0.0 's Developer

Jeff Langr

MEAN Web Development Amos Q. Haviv,2016-11-30 Develop your real-time MEAN application efficiently using a combination of MongoDB, Express, Angular, and Node About This Book Construct a fully-functional MEAN application by using its components along with the best third-party modules Harness the power of the JavaScript ecosystem to effectively run, build, and test your MEAN application Gain a deep, practical understanding of real-time web application development through real-world examples Who This Book Is For If you are a JavaScript developer who is interested in building modern web applications using MongoDB, Express, Angular 2, and Node 5.0, then this book is for you. You only need knowledge of JavaScript development. What You Will Learn Use MongoDB to store and retrieve your application's data Connect your Express application to MongoDB and use the Mongoose module Manage your users' authentication and offer them diverse login options using Passport Structure and use an Angular 2 application in your MEAN project Use Socket.io to create real-time communication between your client and server Test your application's Express and Angular 2 entities In Detail The MEAN stack is a collection of the most popular modern tools for web development that helps you build fast, robust, and maintainable web applications. Starting with the MEAN core frameworks, this pragmatic guide will explain the key concepts of each framework, how to set them up properly, and how to use popular modules to connect it all together. By following the real-world examples shown in this tutorial, you will scaffold your MEAN application architecture, add an authentication layer, and develop an MVC structure to support your project development. You will learn the best practices of maintaining clear and simple code and will see how to avoid common pitfalls. Finally, you will walk through the different tools and frameworks that will help expedite your daily development cycles. Watch how your application development grows by learning from the only guide that is solely orientated towards building a full, end-to-end, real-time application using the MEAN stack! Style and approach This comprehensive guide covers every part of the MEAN stack, and focuses on the gestalt power of the apps they can create through practical, real-world examples

Test Driven Development for Embedded C James W. Grenning,2011-04-25 Another day without Test-Driven Development means more time wasted chasing bugs and watching your code deteriorate. You thought TDD was for someone else, but it's not! It's for you, the embedded C programmer. TDD helps you prevent defects and build software with a long useful life. This is the first book to teach the hows and whys of TDD for C programmers. TDD is a modern programming practice C developers need to know. It's a different way to program---unit tests are written in a tight feedback loop with the production code, assuring your code does what you think. You get valuable feedback every few minutes. You find mistakes before they become bugs. You get early warning of design problems. You get immediate notification of side effect defects. You get to spend more time adding valuable features to your product. James is one of the few experts in applying TDD to embedded C. With his 1.5 decades of training,coaching, and practicing TDD in C, C++, Java, and C# he will lead you from being a novice in TDD to using the techniques that few have mastered. This book is full of code written for embedded C programmers. You don't just see the end product, you see code and tests evolve. James leads you through the thought process and decisions made each step

of the way. You'll learn techniques for test-driving code right nextto the hardware, and you'll learn design principles and how to apply them to C to keep your code clean and flexible. To run the examples in this book, you will need a C/C++ development environment on your machine, and the GNU GCC tool chain or Microsoft Visual Studio for C++ (some project conversion may be needed).

  Practical Enterprise Software Development Techniques Edward Crookshanks,2015-03-03 This expanded and updated edition of Practical Enterprise Software Development Techniques includes a new chapter which explains what makes enterprise scale software development different from other development endeavors. Chapter 4 has been expanded with additional coverage of code review, bug tracker systems and agile software applications. The chapter order has been changed in response to feedback from readers and instructors who have taught classes using the previous version (which was also published by Apress). This book provides an overview of tools and techniques used in enterprise software development, many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these on the job tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques, but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For example, in the chapter on Design Patterns and Architecture, the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc. The architecture discussion revolves has a similar emphasis – different teams may manage different aspects of the application's components with little or no access to the developer. This aspect of restricted access is also mentioned in the section on logging. Theory of logging and discussions of what to log are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it's very important in an enterprise environment.

  Practical Software Development Techniques Edward Crookshanks,2014-11-12 This book provides an overview of tools and techniques used in enterprise software development, many of which are not taught in academic programs or learned on the job. This is an ideal resource containing lots of practical information and code examples that you need to master as a member of an enterprise development team. This book aggregates many of these on the job tools and techniques into a concise format and presents them as both discussion topics and with code examples. The reader will not only get an overview of these tools and techniques, but also several discussions concerning operational aspects of enterprise software development and how it differs from smaller development efforts. For example, in the chapter on Design Patterns and Architecture, the author describes the basics of design patterns but only highlights those that are more important in enterprise applications due to separation of duties, enterprise security, etc. The architecture discussion revolves has a similar emphasis – different teams may manage different aspects of the application's components with little or no access to the developer. This aspect of restricted access is also mentioned in the section on logging. Theory of logging and discussions of what to log

are briefly mentioned, the configuration of the logging tools is demonstrated along with a discussion of why it's very important in an enterprise environment.

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

C++ 2013 for C# Developers Dean C. Wills,2014-10-29 C++ 2013 for C# Developers provides a fast-track to C++ proficiency forthose already using the C# language at an advanced level. Beginning with a detailed explanation of the mechanics of C++'s execution sequence, its grammar, syntax and data access you'll quickly learn the similarities and differences between C++ and C#. The second and third partsof the of the book are devoted to a detailed deep-dive into C++ development to provide clear information and advice about how to use the languageeffectively.

The Developer's Guide to Debugging Thorsten Grötker,Ulrich Holtmann,Holger Keding,Markus Wloka,2008 This book covers the full range of real-world debugging tasks as well as basic and advanced source code debugging topics. Complete with small examples and exercises, it can be a student 's text or professional 's reference.

Development Co-operation Report 1998 Efforts and Policies of the Members of the Development Assistance Committee OECD,1999-01-28 This volume tracks DAC Members' efforts -- qualitative and quantitative -- in the field of development assistance. Policy progress underway and expectations for further action are examined alongside the disturbing picture of further decline in 1997 in aid flows.

Software Development From A to Z Olga Filipova,Rui Vilão,2018-10-12 Understand the big picture of the software development process. We use software every day — operating systems, applications, document editing programs, home banking — but have you ever wondered who creates software and how it's created? This book guides you through the entire process, from conception to the finished product with the aid of user-centric design theory and tools. Software Development: From A to Z provides an overview of backend development - from databases to communication protocols including practical programming skills in Java and of frontend development - from HTML and CSS to npm registry and Vue.js framework. You'll review quality assurance engineering, including the theory about different

kind of tests and practicing end-to-end testing using Selenium. Dive into the devops world where authors discuss continuous integration and continuous delivery processes along with each topic's associated technologies. You'll then explore insightful product and project management coverage where authors talk about agile, scrum and other processes from their own experience. The topics that are covered do not require a deep knowledge of technology in general; anyone possessing basic computer and programming knowledge will be able to complete all the tasks and fully understand the concepts this book aims at delivering. You'll wear the hat of a project manager, product owner, designer, backend, frontend, QA and devops engineer, and find your favorite role. What You'll Learn Understand the processes and roles involved in the creation of software Organize your ideas when building the concept of a new product Experience the work performed by stakeholders and other departments of expertise, their individual challenges, and how to overcome possible threats Improve the ways stakeholders and departments can work with each otherGain ideas on how to improve communication and processes Who This Book Is For Anyone who is on a team that creates software and is curious to learn more about other stakeholders or departments involved. Those interested in a career change and want to learn about how software gets created. Those who want to build technical startups and wonder what roles might be involved in the process.

React Native for Mobile Development Akshat Paul,Abhishek Nalwaya,2019-06-12 Develop native iOS and Android apps with ease using React Native. Learn by doing through an example-driven approach, and have a substantial running app at the end of each chapter. This second edition is fully updated to include ES7 (ECMAScript 7), the latest version of React Native (including Redux), and development on Android. You will start by setting up React Native and exploring the anatomy of React Native apps. You'll then move on to Redux data flow, how it differs from flux, and how you can include it in your React Native project to solve state management differently and efficiently. You will also learn how to boost your development by including popular packages developed by the React Native community that will help you write less; do more. Finally, you'll learn to how write test cases using Jest and submit your application to the App Store. React Native challenges the status quo of native iOS and Android development with revolutionary components, asynchronous execution, unique methods for touch handling, and much more. This book reveals the the path-breaking concepts of React.js and acquaints you with the React way of thinking so you can learn to create stunning user interfaces. What You'll Learn Build stunning iOS and Android applications Understand the Redux design pattern and use it in your project Interact with iOS and android device capabilities such as addressbook, camera, GPS and more with your apps Test and launch your application to the App StoreWho This Book Is For Anyone with JavaScript experience who wants to build native mobile applications but dreads the thought of programming in Objective-C or Java. Developers who have experience with JavaScript but are new or not acquainted to React Native or ReactJS.

Development Co-operation Report 2001 Efforts and Policies of the Members of the Development Assistance Committee OECD,2002-03-18 The 2001 Development Co-operation Report highlights the work over the last year of the OECD's Development Assistance Committee on the multiple challenges of creating a world free from exclusion, vulnerability

and inequality following the events of 9/11.

Modern C++ Programming with Test-Driven Development Jeff Langr,2014-09-21 If you program in C++ you've been neglected. Test-driven development (TDD) is a modern software development practice that can dramatically reduce the number of defects in systems, produce more maintainable code, and give you the confidence to change your software to meet changing needs. But C++ programmers have been ignored by those promoting TDD--until now. In this book, Jeff Langr gives you hands-on lessons in the challenges and rewards of doing TDD in C++. Modern C++ Programming With Test-Driven Development, the only comprehensive treatment on TDD in C++ provides you with everything you need to know about TDD, and the challenges and benefits of implementing it in your C++ systems. Its many detailed code examples take you step-by-step from TDD basics to advanced concepts. As a veteran C++ programmer, you're already writing high-quality code, and you work hard to maintain code quality. It doesn't have to be that hard. In this book, you'll learn: how to use TDD to improve legacy C++ systems how to identify and deal with troublesome system dependencies how to do dependency injection, which is particularly tricky in C++ how to use testing tools for C++ that aid TDD new C++11 features that facilitate TDD As you grow in TDD mastery, you'll discover how to keep a massive C++ system from becoming a design mess over time, as well as particular C++ trouble spots to avoid. You'll find out how to prevent your tests from being a maintenance burden and how to think in TDD without giving up your hard-won C++ skills. Finally, you'll see how to grow and sustain TDD in your team. Whether you're a complete unit-testing novice or an experienced tester, this book will lead you to mastery of test-driven development in C++. What You Need A C++ compiler running under Windows or Linux, preferably one that supports C++11. Examples presented in the book were built under gcc 4.7.2. Google Mock 1.6 (downloadable for free; it contains Google Test as well) or an alternate C++ unit testing tool. Most examples in the book are written for Google Mock, but it isn't difficult to translate them to your tool of choice. A good programmer's editor or IDE. cmake, preferably. Of course, you can use your own preferred make too. CMakeLists.txt files are provided for each project. Examples provided were built using cmake version 2.8.9. Various freely-available third-party libraries are used as the basis for examples in the book. These include: - cURL- JsonCpp- Boost (filesystem, date_time/gregorian, algorithm, assign)Several examples use the boost headers/libraries. Only one example uses cURL and JsonCpp.

DevOps for Developers Michael Httermann,2012-10-24 DevOps for Developers delivers a practical, thorough introduction to approaches, processes and tools to foster collaboration between software development and operations. Efforts of Agile software development often end at the transition phase from development to operations. This book covers the delivery of software, this means "the last mile", with lean practices for shipping the software to production and making it available to the end users, together with the integration of operations with earlier project phases (elaboration, construction, transition). DevOps for Developers describes how to streamline the software delivery process and improve the cycle time (that is the time from inception to delivery). It will enable you to deliver software faster, in better quality and more aligned with individual

requirements and basic conditions. And above all, work that is aligned with the "DevOps" approach makes even more fun! Provides patterns and toolchains to integrate software development and operations Delivers an one-stop shop for kick-starting with DevOps Provides guidance how to streamline the software delivery process

High-Quality Software Engineering David Drysdale,2007 This book describes the processes involved for high-quality software engineering, both from a software development perspective and from a project management perspective. The book is organized around the different phases of software development, from requirements to support. Key themes are also highlighted throughout the book: a) Understanding rationales to allow rational decisions. b) Programming in the future tense by focusing on maintainability. c) Developing the developers, since their calibre is the most important single factor in achieving software quality.

Skills of a Successful Software Engineer Fernando Doglio,2022-08-16 Skills to grow from a solo coder into a productive member of a software development team, with seasoned advice on everything from refactoring to acing an interview. In Skills of a Successful Software Engineer you will learn: The skills you need to succeed on a software development team Best practices for writing maintainable code Testing and commenting code for others to read and use Refactoring code you didn't write What to expect from a technical interview process How to be a tech leader Getting around gatekeeping in the tech community Skills of a Successful Software Engineer is a best practices guide for succeeding on a software development team. The book reveals how to optimize both your code and your career, from achieving a good work-life balance to writing the kind of bug-free code delivered by pros. You'll master essential skills that you might not have learned as a solo coder, including meaningful code commenting, unit testing, and using refactoring to speed up feature delivery. Timeless advice on acing interviews and setting yourself up for leadership will help you throughout your career. Crack open this one-of-a-kind guide, and you'll soon be working in the professional manner that software managers expect. About the technology Success as a software engineer requires technical knowledge, flexibility, and a lot of persistence. Knowing how to work effectively with other developers can be the difference between a fulfilling career and getting stuck in a life-sucking rut. This brilliant book guides you through the essential skills you need to survive and thrive on a software engineering team. About the book Skills of a Successful Software Engineer presents techniques for working on software projects collaboratively. In it, you'll build technical skills, such as writing simple code, effective testing, and refactoring, that are essential to creating software on a team. You'll also explore soft skills like how to keep your knowledge up to date, interacting with your team leader, and even how to get a job you'll love. What's inside Best practices for writing and documenting maintainable code Testing and refactoring code you didn't write What to expect in a technical interview How to thrive on a development team About the reader For working and aspiring software engineers. About the author Fernando Doglio has twenty years of experience in the software industry, where he has worked on everything from web development to big data. Table of Contents 1 Becoming a successful software engineer 2 Writing code everyone can read 3 Unit testing: delivering code that works 4 Refactoring existing code (or Refactoring doesn't mean rewriting code) 5 Tackling the personal side of coding 6

Interviewing for your place on the team 7 Working as part of a team 8 Understanding team leadership

Expert C++ Programming Jeganathan Swaminathan,Maya Posch,Jacek Galowicz,2018-04-11

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!

Skill Up: A Software Developer's Guide to Life and Career Jordan Hudgens,2017-07-31 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.

Development Co-operation Report 2004 Efforts and Policies of the Members of the Development Assistance Committee OECD,2005-01-20 This annual report is the key reference document for statistics and analysis on the latest trends in international aid. It is of particular importance this year as the world reflects on progress in development five years after the UN Millennium Summit set a series of goals to be reached by 2015.

The Dev Lead Trenches: Lessons for Managing Developers Chris Tankersley,2020-02-24 You're the Team Lead-Now What? Whether you're a seasoned lead developer or have just been promoted to the role, this collection can help you nurture an expert programming team within your organization. Get the Most Out of Your Developers After reading this book, you'll understand what processes work for managing the tasks needed to turn a new feature or bug into deployable code. But success is more than just slinging code when you're in charge, and this book covers project management and people skills you'll need to hone. These essays touch on a variety of topics. This book collects almost two-years worth of writings based on Chris Tankersley's experience leading development teams. He first wrote these in his column, also named The Dev Lead Trenches, for php[architect] magazine. Chris' approach to managing a group of programmers comes from the experiences only another programmer can appreciate. His advice is grounded in an authentic concern for bringing the best out people without treating them as interchangeable cogs. He recognizes the value of well-defined, shared workflows without advocating blind adherence to bureaucratic processes. Whether you're a seasoned lead developer or have just been promoted to the role, this collection can help you nurture an expert programming team within your organization. His insight will help you get the most from your team members by applying practical, real-world advice. Reorganized by Topic This book re-organizes his essays thematically, instead of including them in chronological publication order. Chapters 1-3 touch upon what the Development Lead role should entail, how to interact with others, and also defines what you should not do. Chapters 4-9 look at aspects of managing what your team is tasked with, from project management advice to a workflow for turning feature or bug tickets into deployable code. Chapters 10-14 deal with the personnel aspects of finding new hires, assessing individuals, and handling poor performance. Chapter 15-18 tackle topics related to your team, or company, culture with advice on what contributes to a positive one and the things to avoid to prevent burnout and toxicity in your workplace. If you're a newly minted technical lead, start with chapter one to get your bearings. Otherwise, each chapter can stand alone if you have a specific need for help or insight. Topics Covered An overview of the primary responsibilities of a technical lead role. How to listen to and understand people and why communication is a critical skill. The habits and problems to avoid in your new position. Finding

project management tools that work for you. Simple approaches to project management to stay organized. How to make useful estimates for new tasks. What information to collect when creating an issue ticket. Issue tracking workflows that don't get in the way. Using code reviews effectively with your team. How to find new programmers to hire. Streamlining your onboarding processes to bring new members up to speed quickly. How to evaluate job performance. How to deal with problematic team members. How to encourage ongoing professional development within your team. Cultivating a health organization culture to prevent burn out.

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