Errorholic Developers

Saleem Siddiqui

How To Keep Your Best Programmers , This piece is not about code or programming, it is about the fine art of How To Keep Your Best Programmers. In 2012 Erik Dietrich changed jobs and after some philosophical deliberation tells us why he made a change and what developers are looking for in a work environment. Dietrich has over ten years of experience in software architecture, design, implementation, and stabilizing/sustaining.

Developer Testing Alexander Tarlinder,2016-09-07 How do successful agile teams deliver bug-free, maintainable software—iteration after iteration? The answer is: By seamlessly combining development and testing. On such teams, the developers write testable code that enables them to verify it using various types of automated tests. This approach keeps regressions at bay and prevents "testing crunches"—which otherwise may occur near the end of an iteration—from ever happening. Writing testable code, however, is often difficult, because it requires knowledge and skills that cut across multiple disciplines. In Developer Testing, leading test expert and mentor Alexander Tarlinder presents concise, focused guidance for making new and legacy code far more testable. Tarlinder helps you answer questions like: When have I tested this enough? How many tests do I need to write? What should my tests verify? You'll learn how to design for testability and utilize techniques like refactoring, dependency breaking, unit testing, data-driven testing, and test-driven development to achieve the highest possible confidence in your software. Through practical examples in Java, C#, Groovy, and Ruby, you'll discover what works—and what doesn't. You can quickly begin using Tarlinder's technology-agnostic insights with most languages and toolsets while not getting buried in specialist details. The author helps you adapt your current programming style for testability, make a testing mindset "second nature," improve your code, and enrich your day-to-day experience as a software professional. With this guide, you will Understand the discipline and vocabulary of testing from the developer's standpoint Base developer tests on well-established testing techniques and best practices Recognize code constructs that impact testability Effectively name, organize, and execute unit tests Master the essentials of classic and "mockist-style" TDD Leverage test doubles with or without mocking frameworks Capture the benefits of programming by contract, even without runtime support for contracts Take control of dependencies between classes, components, layers, and tiers Handle combinatorial explosions of test cases, or scenarios requiring many similar tests Manage code duplication when it can't be eliminated Actively maintain and improve your test suites Perform more advanced tests at the integration, system, and end-to-end levels Develop an understanding for how the

organizational context influences quality assurance Establish well-balanced and effective testing strategies suitable for agile teams

Lean Software Systems Engineering for Developers Doug Durham,Chad Michel,2021 Graduate to the next level of your software development career, learning the tools you need to successfully manage the complexity of modern software systems. Whether you are a developer at a small software company, or one of many developers at a large enterprise, your success directly correlates to the ability of your development team to rapidly respond to change. What makes this task challenging in today's world, is that the technical challenges we as developers strive to overcome are becoming increasingly more complex. We have to consider many more options when it comes to things like requirements, solution hosting, support, pace of change, and generally with less time and warning. A good developer knows that it is critical to manage every aspect of software development from soup to nuts, and understands that when details and decisions are left to chance, outcomes can be negatively impacted. Poor planning can result in increased errors, substandard quality, budget and schedule overruns, and result in the ultimate business failure, dissatisfied customers, and stakeholders. This book will help you put on the lenses of a software engineer. You will come away with an understanding of how to view the entire spectrum of the software development process, learn valuable concepts, and apply these principles through meaningful examples, case studies, and source code. What You Will Learn Move beyond being a programmer to being a professional software engineer Spend more time doing software development; minimize time spent dealing with ineffective or inadequate processes Reduce errors in judgment and provide predictable outcomes, while still maintaining agility and responsiveness using Lean and Agile practices Know the steps you can take to ensure a shared understanding among stakeholders Discover tools to validate user experience early and often to minimize costly re-work Develop software designs and architectures that enable long-term business agility Implement patterns and processes that result in falling into the pit of success instead of into the pit of failure Adopt processes and patterns that will result in pervasive institutionalized quality Understand the necessity of redefining the essential role of technical leadership to ensure team maturity and growth This book is for software developers and team leaders who have struggled to implement design and development best practices due to lack of team resources, in-depth knowledge, or experience, and want a book designed to provide the confidence and foundational skills needed to achieve success. Doug Durham is CEO of Don't Panic Labs, a firm that helps companies innovate through the design and development of software technologies. He is also the co-founder of Nebraska

Global (parent company of Don't Panic Labs), a pioneer in the startup landscape in Nebraska. Doug has more than three decades of software engineering and development experience in aerospace and defense, healthcare, manufacturing, ecommerce, consumer web applications, and Internet network services. He is passionate about the process of solving problems through software, and the application of sound engineering principles and patterns to these efforts. Doug has taught at the University of Nebraska-Lincoln Raikes School of Computer Science, and serves on a College of Engineering advisory board. He often speaks at industry conferences on the topic of software engineering, and is a frequent guest lecturer at the University of Nebraska-Lincoln. Chad Michel is Lead Software Architect for Don't Panic Labs and has more than 20 years of software development and engineering experience. He helps clients solve problems through innovative software solutions. He graduated from the University of Nebraska-Lincoln with a bachelor's degree in computer engineering and a master's degree in computer science. Chad has worked for several companies in Lincoln, where he helped build a practice management application for lawyers, developed key features for an ecommerce application, and helped wrangle a content delivery network into a stable platform. He often speaks at technical meetups hosted by Don't Panic Labs, as well as at many other conferences and technical groups. He regularly contributes to the Don't Panic Labs blog. Chad is a fourth-degree black belt in Tae Kwon Do. .

Node.js for .NET Developers David Gaynes,2015-03-13 Build scalable, high-traffic websites and web applications with Node.js For many .NET programmers, Node.js represents a new way to build high-traffic websites and applications. Now there’s a practical, concise introduction to Node.js specifically for Microsoft developers. David Gaynes guides you through the entire Node.js development process. Using Microsoft Visual Studio examples, he addresses everything from setting up servers and authorization through delivering rich CSS pages packed with graphics and data-driven content. Gaynes clearly explains Node.js’s async model, coding approach, request/response paradigm, site structure, data management, security, and more. This quick guide will help you apply your hard-won .NET skills to Node.js. Expert guidance showing you how to: Choose, organize, and configure the tools you need to build Node.js solutions in Visual Studio Apply JavaScript coding practices that help you avoid problems in Node.js Work with callback functions and the Node.js asynchronous programming model Set up a Node.js project and use what you know about MVVM and MVC patterns Control the entire Node.js request/response life cycle Establish site structure, routes, and access to static resources Manage data through caching, forms, IO techniques, and file uploads Integrate data from Microsoft

SQL Server and other databases Use Passport to integrate simple, flexible authentication

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.

Code Leader Patrick Cauldwell,2008-04-30 This book is for the career developer who wants to take his or her skill set and/or project to the next level. If you are a professional software developer with 3–4 years of experience looking to bring a higher level of discipline to your project, or to learn the skills that will help you transition from software engineer to technical lead, then this book is for you. The topics covered in this book will help you focus on delivering software at a higher quality and lower cost. The book is about practical techniques and practices that will help you and your team realize those goals. This book is for the developer understands that the business of software is, first and foremost, business. Writing code is fun, but writing high-quality code on time and at the lowest possible cost is what makes a software project successful. A team lead or architect who wants to succeed must keep that in mind. Given that target audience, this book assumes a certain level of skill at reading code in one or more languages, and basic familiarity with building and testing software projects. It also assumes that you have at least a basic understanding of the software development lifecycle, and how requirements from customers become testable software projects. Who This Book Is Not For: This is not a book for the entry-level developer fresh out of college, or for those just getting started as professional coders. It isn't a book about writing code; it's a book about how we write code together while keeping quality up and costs down. It is not for those who want to learn to write more efficient or literate code. There are plenty of other books available on those subjects, as mentioned previously. This is also not a book about project management or development methodology. All of the strategies and techniques presented here are just as applicable to waterfall projects as they are to those employing Agile methodologies. While certain strategies such as Test-Driven Development and Continuous Integration have risen to popularity hand in hand with Agile development methodologies, there is no coupling between them. There are plenty of projects run using SCRUM that do not use TDD, and there are just as many waterfall projects that do. Philosophy versus Practicality: There are a lot of religious arguments in software development. Exceptions versus result codes, strongly typed versus dynamic languages, and where to put your curly braces are just a few examples. This book tried to steer clear of those arguments here. Most of the chapters in this book deal with practical steps that you as a developer can take to improve your skills and improve the state of your project. The

author makes no claims that these practices represent the way to write software. They represent strategies that have worked well for the author and other developers that he have worked closely with. Philosophy certainly has its place in software development. Much of the current thinking in project management has been influenced by the Agile philosophy, for example. The next wave may be influenced by the Lean methodologies developed by Toyota for building automobiles. Because it represents a philosophy, the Lean process model can be applied to building software just as easily as to building cars. On the other hand, because they exist at the philosophical level, such methodologies can be difficult to conceptualize. The book tries to favor the practical over the philosophical, the concrete over the theoretical. This should be the kind of book that you can pick up, read one chapter of, and go away with some practical changes you can make to your software project that will make it better. That said, the first part of this book is entitled "Philosophy" because the strategies described in it represent ways of approaching a problem rather than a specific solution. There are just as many practical ways to do Test-Driven Development as there are ways to manage a software project. You will have to pick the way that fits your chosen programming language, environment, and team structure. The book has tried to describe some tangible ways of realizing TDD, but it remains an abstract ideal rather than a one-size-fits-all technical solution. The same applies to Continuous Integration. There are numerous ways of thinking about and achieving a Continuous Integration solution, and this book presents only a few. Continuous Integration represents a way of thinking about your development process rather than a concrete or specific technique. The second and third parts represent more concrete process and construction techniques that can improve your code and your project. They focus on the pragmatic rather than the philosophical. Every Little Bit Helps: You do not have to sit down and read this book from cover to cover. While there are interrelationships between the chapters, each chapter can also stand on its own. If you know that you have a particular problem such as error handling with your current project, read that chapter and try to implement some of the suggestions in it. Don't feel that you have to overhaul your entire software project at once. The various techniques described in this book can all incrementally improve a project one at a time. If you are starting a brand new project and have an opportunity to define its structure, then by all means read the whole book and see how it influences the way you design your project. If you have to work within an existing project structure, you might have more success applying a few improvements at a time. In terms of personal career growth, the same applies. Every new technique you learn makes you a better developer, so take them one at a time as your schedule and projects allow. Examples: Most of the

examples in this book are written in C#. However, the techniques described in this book apply just as well to any other modern programming language with a little translation. Even if you are unfamiliar with the inner workings or details of C# as a language, the examples are very small and simple to understand. Again, this is not a book about how to write code, and the examples in it are all intended to illustrate a specific point, not to become a part of your software project in any literal sense. This book is organized into three sections, Philosophy, Process and Code Construction. The following is a short summary of what you will find in each section and chapter. Part I (Philosophy) contains chapters that focus on abstract ideas about how to approach a software project. Each chapter contains practical examples of how to realize those ideas. Chapter 1 (Buy, not Build) describes how to go about deciding which parts of your software project you need to write yourself and which parts you may be able to purchase or otherwise leverage from someplace else. In order to keep costs down and focus on your real competitive advantage, it is necessary to write only those parts of your application that you really need to. Chapter 2 (Test-Driven Development) examines the Test-Driven Development (or Test-Driven Design) philosophy and some practical ways of applying it to your development lifecycle to produce higher-quality code in less time. Chapter 3 (Continuous Integration) explores the Continuous Integration philosophy and how you can apply it to your project. CI involves automating your build and unit testing processes to give developers a shorter feedback cycle about changes that they make to the project. A shorter feedback cycle makes it easier for developers to work together as a team and at a higher level of productivity. The chapters in Part II (Process) explore processes and tools that you can use as a team to improve the quality of your source code and make it easier to understand and to maintain. Chapter 4 (Done Is Done) contains suggestions for defining what it means for a developer to "finish" a development task. Creating a "done is done" policy for your team can make it easier for developers to work together, and easier for developers and testers to work together. If everyone on your team follows the same set of steps to complete each task, then development will be more predictable and of a higher quality. Chapter 5 (Testing) presents some concrete suggestions for how to create tests, how to run them, and how to organize them to make them easier to run, easier to measure, and more useful to developers and to testers. Included are sections on what code coverage means and how to measure it effectively, how to organize your tests by type, and how to automate your testing processes to get the most benefit from them. Chapter 6 (Source Control) explains techniques for using your source control system more effectively so that it is easier for developers to work together on the same project, and easier to correlate changes in source control with physical

software binaries and with defect or issue reports in your tracking system. Chapter 7 (Static Analysis) examines what static analysis is, what information it can provide, and how it can improve the quality and maintainability of your projects. Part III (Code Construction) includes chapters on specific coding techniques that can improve the quality and maintainability of your software projects. Chapter 8 (Contract, Contract, Contract!) tackles programming by contract and how that can make your code easier for developers to understand and to use. Programming by contract can also make your application easier (and therefore less expensive) to maintain and support. Chapter 9 (Limiting Dependencies) focuses on techniques for limiting how dependent each part of your application is upon the others. Limiting dependencies can lead to software that is easier to make changes to and cheaper to maintain as well as easier to deploy and test. Chapter 10 (The Model-View-Presenter Model) offers a brief description of the MVP model and explains how following the MVP model will make your application easier to test. Chapter 11 (Tracing) describes ways to make the most of tracing in your application. Defining and following a solid tracing policy makes your application easier to debug and easier for your support personnel and/or your customers to support. Chapter 12 (Error Handing) presents some techniques for handling errors in your code that if followed consistently make your application easier to debug and to support. Part IV (Putting It All Together) is simply a chapter that describes a day in the life of a developer who is following the guiding principles and using the techniques described in the rest of the book. Chapter 13 (Calculator Project: A Case Study) shows many of this book’s principles and techniques in actual use.

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 itshighest levels, it is an art. But no one can confuse writing good code with developing goodsoftware. The difference—in terms of challenges, skills, andcompensation—is immense. Coder to Developer helps you excel at the manynon-coding tasks entailed, from start to finish, in just about anysuccessful development project. What's more, it equips you with themindset and self-assurance required to pull it all together, sothat you see every piece of your work as part of a coherentprocess. Inside, you'll find plenty of technical guidance on suchtopics 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.

Test Driven Development Kent Beck,2022-03-25 Quite simply, test-driven development is meant to eliminate fear in application development. While some fear is healthy (often viewed as a conscience that tells programmers to be careful!), the author believes that byproducts of fear include tentative, grumpy, and uncommunicative programmers who are unable to absorb constructive criticism. When programming teams buy into TDD, they immediately see positive results. They eliminate the fear involved in their jobs, and are better equipped to tackle the difficult challenges that face them. TDD eliminates tentative traits, it teaches programmers to communicate, and it encourages team members to seek out criticism However, even the author admits that grumpiness must be worked out individually! In short, the premise behind TDD is that code should be continually tested and refactored. Kent Beck teaches programmers by example, so they can painlessly and dramatically increase the quality of their work.

Learning Test-Driven Development Saleem Siddiqui,2021-10-12 Your code is a testament to your skills as a developer. No matter what language you use, code should be clean, elegant, and uncluttered. By using test-driven development (TDD), you'll write code that's easy to understand, retains its elegance, and works for months, even years, to come. With this indispensable guide, you'll learn how to use TDD with three different languages: Go, JavaScript, and Python. Author Saleem Siddiqui shows you how to tackle domain complexity using a unit test-driven approach. TDD partitions requirements into small, implementable features, enabling you to solve problems irrespective of the languages and frameworks you use. With Learning Test-Driven Development at your side, you'll learn how to incorporate TDD into your regular coding practice. This book helps you: Use TDD's divide-and-conquer approach to tame domain complexity Understand how TDD works across languages, testing frameworks, and domain concepts Learn how TDD enables continuous integration Support refactoring and redesign with TDD Learn how to write a simple and effective unit test harness in JavaScript Set up a continuous integration environment with the unit tests produced during TDD Write clean, uncluttered code using TDD in Go, JavaScript, and Python

Team Geek Brian W. Fitzpatrick,Ben Collins-Sussman,2012-07-06 Annotation In this book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams and users while trying to develop software.

The Clean Coder Robert C. Martin,2011-05-13 Programmers who endure and succeed amidst swirling uncertainty and nonstop pressure share a common attribute: They care deeply about the practice of creating software. They treat it as a craft. They are professionals. In The Clean Coder: A Code of Conduct for Professional Programmers, legendary software expert Robert C. 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 will learn 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 Great software is something to marvel at: powerful, elegant, functional, a pleasure to work with as both a developer and as a user. Great software isn't written by machines. It is written by professionals with an unshakable commitment to craftsmanship. The Clean Coder will help you become one of them–and earn the pride and fulfillment that they alone possess.

Foundation Version Control for Web Developers Chris Kemper,Ian Oxley,2012-06-11 Foundation Version Control for Web Developers explains how version control works, what you can do with it and how. Using a friendly and accessible tone, you will learn how to use the three leading version control systems–Subversion, Git and Mercurial–on multiple operating systems. The history and integral concepts of version control are covered so that you will gain a thorough understanding of the subject, and why it should be used to manage all changes in web development projects. This book covers the valuable knowledge and transferable skills that will enable you use one of the three leading systems as well as easily switch to new systems that will arise in the workplace. Topics covered include: How to choose the correct software for your needs. Creating and working with repositories. Understanding

trunks, branches, hooks, conflicts and merging. Setting up respository servers and integrating with Apache. Using Terminal, and understanding alternatives. Foundation Version Control for Web Developers is a concise beginner's course for designer and developer alike. Even if you have no prior knowledge of version control, this book will provide you with the knowledge to fully manage projects from start to finish, ensuring your projects are as seamless and successful as you need them to be.

The Problem with Software Adam Barr,2018-10-23 An industry insider explains why there is so much bad software—and why academia doesn't teach programmers what industry wants them to know. Why is software so prone to bugs? So vulnerable to viruses? Why are software products so often delayed, or even canceled? Is software development really hard, or are software developers just not that good at it? In The Problem with Software, Adam Barr examines the proliferation of bad software, explains what causes it, and offers some suggestions on how to improve the situation. For one thing, Barr points out, academia doesn't teach programmers what they actually need to know to do their jobs: how to work in a team to create code that works reliably and can be maintained by somebody other than the original authors. As the size and complexity of commercial software have grown, the gap between academic computer science and industry has widened. It's an open secret that there is little engineering in software engineering, which continues to rely not on codified scientific knowledge but on intuition and experience. Barr, who worked as a programmer for more than twenty years, describes how the industry has evolved, from the era of mainframes and Fortran to today's embrace of the cloud. He explains bugs and why software has so many of them, and why today's interconnected computers offer fertile ground for viruses and worms. The difference between good and bad software can be a single line of code, and Barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers. Looking to the future, Barr writes that the best prospect for improving software engineering is the move to the cloud. When software is a service and not a product, companies will have more incentive to make it good rather than "good enough to ship.

Rules for Rad Elliot Carruthers,2016-10-02 Learn the secrets of RAD from a Microsoft Certified Solution Developer and Systems Engineer with decades of RAD experience. Learn the system for successful bug free software projects from a CIO and lead developer on hundreds of fortune 500 projects. Excellent for developers and project managers.

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

Frameworkless Front-End Development Francesco Strazzullo,2019-08-13 Explore an alternative method of front-end application development without using frameworks or third-party libraries. This book provides you with the required skills and freedom to consider a "no framework" approach when choosing a technology for creating a new project. You'll work through the most important issues in a clear and sensible way, using practical methods and tools to gain an understanding of non-functional requirements. This book answers questions on important topics such as state management, making a routing system, creating a REST client using fetch, and reveals the trade-offs and risks associated with choosing the wrong framework or tool for your project, as well as providing sustainable, functional alternatives. Frameworkless Front-End Development breaks down the concept of technical debt and the ways in which a framework can impact the lifespan of a project. Along with gaining a comprehensive and clear guide on coding effectively from scratch without frameworks, you will also learn some principles of technical decision-making. WHAT YOU'LL LEARN: Review how DOM manipulation worksManage the state of a front-end application with different patternsSafely migrate existing applications to a new framework or to frameworkless codeUse decision-making tools such as a Framework Compass Chart and an Architectural ClashSee how the choice of frameworks can affect the 'health' and lifespan of a codebase WHO IS THIS BOOK FOR: JavaScript developers; technical managers responsible for helping teams choose technology stacks for new projects; consultants intending to refactor existing JavaScript front-end codebases

10x Software Engineer Fabio Cicerchia,2020-12-15 The ebooks will cover all the stages of a developer career, from the beginning to the advanced roles, the main core is focusing on improving your career when you already started. Therefore this is mainly for junior and mid-level programmers,

but it has good points and useful information even for experienced developers as well.

The Software Development Edge Joe Marasco,2005-04-13 The new software management classic: in-the-trenches wisdom from legendary project leader Joe Marasco Over the course of a distinguished career, Joe Marasco earned a reputation as the go-to software project manager: the one to call when you were facing a brutally tough, make-or-break project. Marasco reflected on his experiences in a remarkable series of Franklin's Kite essays for The Rational Edge, Rational and IBM's online software development magazine. Now, Marasco collects and updates those essays, bringing his unique insights (and humor) to everything from modeling to scheduling, team dynamics to compensation. The result: a new classic that deserves a place alongside Frederick Brooks' The Mythical Man-Month in the library of every developer and software manager. If you want to ship products you're proud of... ship on time and on budget... deliver real customer value... you simply must read The Software Development Edge.

The Cucumber Book Matt Wynne,Aslak Hellesoy,Steve Tooke,2017-02-17 Your customers want rock-solid, bug-free software that does exactly what they expect it to do. Yet they can't always articulate their ideas clearly enough for you to turn them into code. You need Cucumber: a testing, communication, and requirements tool-all rolled into one. All the code in this book is updated for Cucumber 2.4, Rails 5, and RSpec 3.5. Express your customers' wild ideas as a set of clear, executable specifications that everyone on the team can read. Feed those examples into Cucumber and let it guide your development. Build just the right code to keep your customers happy. You can use Cucumber to test almost any system or any platform. Get started by using the core features of Cucumber and working with Cucumber's Gherkin DSL to describe-in plain language-the behavior your customers want from the system. Then write Ruby code that interprets those plain-language specifications and checks them against your application. Next, consolidate the knowledge you've gained with a worked example, where you'll learn more advanced Cucumber techniques, test asynchronous systems, and test systems that use a database. Recipes highlight some of the most difficult and commonly seen situations the authors have helped teams solve. With these patterns and techniques, test Ajax-heavy web applications with Capybara and Selenium, REST web services, Ruby on Rails applications, command-line applications, legacy applications, and more. Written by the creator of Cucumber and the co-founders of Cucumber Ltd., this authoritative guide will give you and your team all the knowledge you need to start using Cucumber with confidence. What You Need: Windows, Mac OS X (with XCode) or Linux, Ruby 1.9.2 and upwards, Cucumber 2.4, Rails 5, and RSpec 3.5

Managing the Unmanageable Mickey W. Mantle,Ron Lichty,2019-11-12 The Essential Guide to

Effectively Managing Developers So You Can Deliver Better Software–Now Extensively Updated "Lichty and Mantle have assembled a guide that will help you hire, motivate, and mentor a software development team that functions at the highest level. Their rules of thumb and coaching advice form a great blueprint for new and experienced software engineering managers alike." –Tom Conrad, CTO, Pandora "Reading this book's nuggets felt like the sort of guidance that I would get from a trusted mentor. A mentor who I not only trusted, but one who trusted me to take the wisdom, understand its limits, and apply it correctly." –Mike Fauzy, CTO, FauzyLogic Today, many software projects continue to run catastrophically over schedule and budget, and still don't deliver what customers want. Some organizations conclude that software development can't be managed well. But it can–and it starts with people. In their extensively updated Managing the Unmanageable, Second Edition, Mickey W. Mantle and Ron Lichty show how to hire and develop programmers, onboard new hires quickly and successfully, and build and nurture highly effective and productive teams. Drawing on over 80 years of combined industry experience, the authors share Rules of Thumb, Nuggets of Wisdom, checklists, and other Tools for successfully leading programmers and teams, whether they're co-located or dispersed worldwide. This edition adds extensive new Agile coverage, new approaches to recruitment and onboarding, expanded coverage of handling problem employees, and much more. Whether you're new to software management or you've done it for years, you'll find indispensable advice for handling your challenges and delivering outstanding software. Find, recruit, and hire the right programmers, when you need them Manage programmers as the individuals they are Motivate software people and teams to accomplish truly great feats Create a successful development subculture that can thrive even in a toxic company culture Master the arts of managing down and managing up Embrace your role as a manager who empowers self-directed agile teams to thrive and succeed Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

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Table of Contents Errorholic Developers

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