

TopLang Software

Zheng Qin,Huidi Zhang,Xin Qin,Kaiping Xu,Kouemo Ngayo Anatoli Dimitrov,Guolong Wang,Wenhui Yu

PC Mag ,2004-03-16 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Cognitive-Behavioral Therapy for Adult ADHD Mary V. Solanto,2013-08-21 This highly practical book provides evidence-based strategies for helping adults with ADHD build essential skills for time management, organization, planning, and coping. Each of the 12 group sessions--which can also be adapted for individual therapy--is reviewed in step-by-step detail. Handy features include quick-reference Leader Notes for therapists, engaging in-session exercises, and reproducible take-home notes and homework assignments. The paperback edition includes the adult ADHD criteria from DSM-5. The treatment program presented in this book received the Innovative Program of the Year Award from CHADD (Children and Adults with ADHD).

Wall Street & Technology ,2004

The Best Software Writing I Avram Joel Spolsky,2006-11-30 * Will appeal to the same (large) audience as Joel on Software * Contains exclusive commentary by Joel * Lots of free publicity both because of Joel's influence in the community and the influence of the contributors

LOTOSphere: Software Development with LOTOS Tommaso Bolognesi,Jeroen van de Lagemaat,Chris Vissers,2012-12-06 LOTOS (Language Of Temporal Ordering Specification) became an international standard in 1989, although application of preliminary versions of the language to communication services and protocols of the ISO/OSI family dates back to 1984. This history of the use of LOTOS made it apparent that more advantages than the pure production of standard reference documents were to be expected from the use of such formal description techniques. LOTOSphere: Software Development with LOTOS describes in depth a five year project that moved LOTOS out of the ISO tower into software engineering practice. LOTOS became a vehicle for efficient, yet formally based industrial software specification, design, verification, implementation and testing. LOTOSphere: Software Development with LOTOS is divided into six parts. The first introduces the reader to LOTOS and the project LOTOSphere. The five remaining each treat an important part of the software development life cycle using LOTOS. This is the first book to give a comprehensive treatment of the use of these formal description techniques in a software engineering environment. It will thus be a valuable reference for researchers and software developers and can also be used as a text for an advanced course on the subject.

Coding Places Yuri Takhteyev,2012-09-21 An examination of software practice in Brazil that reveals both the globalization and the localization of software development. Software development would seem to be a quintessential example of today's Internet-enabled "knowledge work"—a global profession not bound by the constraints of geography. In Coding Places, Yuri Takhteyev looks at the work of software developers who inhabit two contexts: a geographical area—in this case, greater Rio de Janeiro—and a "world of practice," a global system of activities linked by shared meanings and joint practice. The work of the Brazilian developers, Takhteyev discovers, reveals a paradox of the world of software: it is both diffuse and sharply centralized. The world of software revolves around a handful of places—in particular, the San Francisco Bay area—that exercise substantial control over both the material and cultural elements of software production. Takhteyev shows how in this context Brazilian software developers work to find their place in the world of software and to bring its benefits to their city. Takhteyev's study closely examines Lua, an open source programming language developed in Rio but used in such internationally popular products as World of Warcraft and Angry Birds. He shows that Lua had to be separated from its local origins on the periphery in order to achieve success abroad. The developers, Portuguese speakers, used English in much of their work on Lua. By bringing to light the work that peripheral practitioners must do to give software its seeming universality, Takhteyev offers a revealing perspective on the not-so-flat world of globalization.

Programming with GNU Software Michael Kosta Loukides,Andrew Oram,1997 Here is a complete package for programmers who are new to UNIX or who would like to make better use of the system. The book provides an introduction to all the tools needed for a C programmer. The CD contains sources and binaries for the most popular GNU tools, including their C/C++ compiler.

Industrial Parsing of Software Manuals Sutcliffe,2023-11-27 The task of language engineering is to develop the technology for building computer systems which can perform useful linguistic tasks such as machine assisted translation, text retrieval, message classification and document summarisation. Such systems often require the use of a parser which can extract specific types of grammatical data from pre-defined classes of input text. There are many parsers already available for use in language engineering systems. However, many different linguistic formalisms and parsing algorithms are employed. Grammatical coverage varies, as does the nature of the syntactic information extracted. Direct comparison between systems is difficult because each is likely to have been evaluated using different test criteria. In this volume, eight different parsers are applied to the same task, that of analysing a set of sentences derived from software instruction manuals. Each parser is presented in a separate chapter. Evaluation of performance is carried out using a standard set of criteria with the results being presented in a set of tables which have the same format for each system. Three additional chapters provide further analysis of the results as well as discussing possible approaches to the standardisation of parse tree data. Five parse trees are provided for each system in an appendix, allowing further direct comparison between systems by the reader. The book will be of interest to students, researchers and practitioners in the areas of computational linguistics, computer science, information retrieval, language engineering, linguistics and machine assisted translation.

UML Xtra-Light Milan Kratochvil,Barry McGibbon,2003 If you are a non-technical person with a stake in the success of a software project, this book is for you. Business managers often find it impossible to communicate business objectives and specify their software requirements to technical members of staff. This beginner's guide teaches readers to communicate with software developers in a more focused, effective way. It describes the basic diagrams of the UML modeling notation and shows how they are used to specify requirements in a unambiguous way. When used on project, the risk of failure through unclear requirements is removed.

Seriously Good Software Marco Faella,2020-03-05 Summary Serious developers know that code can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application's speed, size, resilience, and maintainability. In Seriously Good Software: Code that Works, Survives, and Wins, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You'll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on seven pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book Seriously Good Software is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you'll get a firm grasp of the concepts as you go. When you finish the last version of the book's central project, you'll be able to confidently choose the right optimizations for your code. What's inside Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based exercises you can apply in any OO language About the reader For developers with basic object-oriented programming skills and intermediate Java skills. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course. Table of Contents *Part 1: Preliminaries * 1 Software qualities and a problem to solve 2 Reference implementation *Part 2: Software Qualities* 3 Need for speed: Time efficiency 4 Precious memory: Space efficiency 5 Self-conscious code: Reliability through monitoring 6 Lie to me: Reliability through testing 7 Coding aloud: Readability 8 Many cooks in the kitchen:

Thread safety 9 Please recycle: Reusability

Fundamental Approaches to Software Engineering Luciano Baresi,Reiko Heckel,2006-03-29 This book constitutes the refereed proceedings of the 9th International Conference on Fundamental Approaches to Software Engineering, FASE 2006, held in Vienna, Austria in March 2006 as part of ETAPS. The 27 revised full papers, two tool papers presented together with two invited papers were carefully reviewed and selected from 166 submissions. The papers are organized in topical sections.

Advances in Software Engineering Techniques Tomasz Szmuc,Marcin Szpyrka,Jaroslav Zendulka,2012-04-24 This book constitutes the thoroughly refereed post-conference proceedings of the 4th IFIP TC2 Central and East European Conference on Software Engineering Techniques, CEE-SET 2009, held in Krakow, Poland, in October 2009. The 19 revised full papers presented were carefully reviewed and selected from 63 submissions. The papers are organized in topical sections on software architectures and development; modelling and formal methods in software development; measurements, testing, and quality of software.

Software Product Lines Patrick Donohoe,2000-08-31 Software product lines are emerging as a critical new paradigm for software development. Product lines are enabling organizations to achieve impressive time-to-market gains and cost reductions. With the increasing number of product lines and product-line researchers and practitioners, the time is right for a comprehensive examination of the issues surrounding the software product line approach. The Software Engineering Institute at Carnegie Mellon University is proud to sponsor the first conference on this important subject. This book comprises the proceedings of the First Software Product Line Conference (SPLC1), held August 28-31, 2000, in Denver, Colorado, USA. The twenty-seven papers of the conference technical program present research results and experience reports that cover all aspects of software product lines. Topics include business issues, enabling technologies, organizational issues, and life-cycle issues. Emphasis is placed on experiences in the development and fielding of product lines of complex systems, especially those that expose problems in the design, development, or evolution of software product lines. The book will be essential reading for researchers and practitioners alike.

Java Software Solutions: CD-ROM John Lewis,2003

Software Development Tools William E. Riddle,Richard E. Fairley,1980 This text contains the proceedings of a workshop on software development tools, held at Pingree Park, Colorado in May, 1979. The workshop, for which we were co-chair- men, was primarily, but not exclusively, concerned with a variety of tools supporting pre-implementation phases of software development. The workshop brought together researchers and practitioners from industrial, governmental, and academic sectors to compare and assess current work and to set some directions for future work in this emerging technical area. The fifty participants represented research and development efforts in software tools within the United States, Canada, France, Great Britain, and Japan. (A list of participants appears at the end of the text.) Sponsorship was provided by the National Aeronautics and Space Administration, the National Bureau of Standards, the National Science Foundation, and Digital Equipment Corporation. The conference consisted of seven formal sessions and numerous organized and impromptu discussions. Each session (except the last) included invited papers, prepared remarks by discussants, and an open discussion.

Higher-Order Perl Mark Jason Dominus,2005-03-31 Most Perl programmers were originally trained as C and Unix programmers, so the Perl programs that they write bear a strong resemblance to C programs. However, Perl incorporates many features that have their roots in other languages such as Lisp. These advanced features are not well understood and are rarely used by most Perl programmers, but they are very powerful. They can automate tasks in everyday programming that are difficult to solve in any other way. One of the most powerful of these techniques is writing functions that manufacture or modify other functions. For example, instead of writing ten similar functions, a programmer can write a general pattern or framework that can then create the functions as needed according to the pattern. For several years Mark Jason Dominus has worked to apply functional programming techniques to Perl. Now Mark brings these flexible programming methods that he has successfully taught in numerous tutorials and training sessions to a wider audience. * Introduces powerful programming methods new to most Perl programmers that were previously the domain of computer scientists* Gradually builds up confidence by describing techniques of progressive sophistication* Shows how to improve everyday programs and includes numerous engaging code examples to illustrate the methods

Open Advice Lydia Pintscher,2012

Beautiful Software Chuck Connell,2011-04-11 Software quality matters. Software runs our banking operations, air traffic control, stock markets, global navigation, personal information privacy, and many other facets of our lives. Good software helps all of these things run smoothly; bad software has the potential to hurt or even kill people. But what, exactly, distinguishes good software from bad software? Expert programmers know good software when they see it, and they are likely to produce it themselves. What do they see in the better software that makes it better? And how do they write it? Are there universal principles of good software design, that all high-quality examples share, and which are absent from poor software? If so, what are these principles? The book addresses these questions and is written for anyone in the computer field or related areas: programmers, managers, investors, engineers, scientists. It is also useful as a supplementary text in a college course on software engineering. TABLE OF CONTENTS 1. Beautiful Software 2. The Missing Theory of Refactoring 3. All Source Code Should Be Open 4. Is Software Patentable? 5. A Software Schedule Ain't Nothin' but a Piece of Paper 6. It's Not About Lines of Code 7. Why Software Really Fails, and What to Do About It 8. What the Linux Community Needs To Grok 9. Do Open Source Projects Manage Themselves? 10. Why Software Engineering Matters 11. Software Engineering Is More than Computer Science 12. A Quagmire in the Tar Pit 13. Hey, Programmers! We Got No Theory!

Fundamentals of Software Culture Zheng Qin,Huidi Zhang,Xin Qin,Kaiping Xu,Kouemo Ngayo Anatoli Dimitrov,Guolong Wang,Wenhui Yu,2018-07-17 As the first book about software culture, this book discusses software culture from three perspectives including historical perspective, the classification of software and software applications. This book takes credit from the view of science and technology development. It analyzed scientific innovations and the social areas promoted following the growth of technology. And according to the fact that information helps to build human cultural form, we proposed the concept and researching method of software culture. The aim of writing this book is to strengthen the connection between software and culture, to replenish knowledge system in the subject of software engineering, and to establish a new area of study that is the culture of software.

Polished Ruby Programming Jeremy Evans,2021-07-16 Elevate your Ruby skills to an advanced level by deepening your understanding of the design principles, best practices, and trade-offs involved in implementation approaches to future-proof your Ruby applications Key FeaturesLearn Ruby web application design principles and strategies for databases, security, and testing from a Ruby committer Understand the design principles behind polished Ruby code and trade-offs between implementation approachesUse metaprogramming and DSLs to reduce the amount of code needed without decreasing maintainabilityBook Description Anyone striving to become an expert Ruby programmer needs to be able to write maintainable applications. Polished Ruby Programming will help you get better at designing scalable and robust Ruby programs, so that no matter how big the codebase grows, maintaining it will be a breeze. This book takes you on a journey through implementation approaches for many common programming situations, the trade-offs inherent in each approach, and why you may choose to use different approaches in different situations. You'll start by refreshing Ruby fundamentals, such as correctly using core classes, class and method design, variable usage, error handling, and code formatting. Then you'll move on to higher-level programming principles, such as library design, use of metaprogramming and domain-specific languages, and refactoring. Finally, you'll learn principles specific to web application development, such as how to choose a database and web framework, and how to use advanced security features. By the end of this Ruby programming book, you'll be a well rounded web developer with a deep understanding of Ruby. While most code examples and principles discussed in the book apply to all Ruby versions, some examples and principles are specific to Ruby 3.0, the latest release at the time of publication. What you will learnUse Ruby's core classes and design custom classes effectivelyExplore the principles behind variable usage and method argument choiceImplement advanced

error handling approaches such as exponential backoffDesign extensible libraries and plugin systems in RubyUse metaprogramming and DSLs to avoid code redundancyImplement different approaches to testing and understand their trade-offsDiscover design patterns, refactoring, and optimization with RubyExplore database design principles and advanced web app securityWho this book is for This book is for Ruby programmers who are comfortable in coding with Ruby but want to advance their skills by mastering the deeper principles and best practices behind writing maintainable, scalable, optimized, and well-structured Ruby code. This book won't teach you the basics of Ruby – you'll need intermediate knowledge and practical experience before you can dive in.

Ignite the flame of optimism with Get Inspired by is motivational masterpiece, **TopLang Software** . In a downloadable PDF format (*), this ebook is a beacon of encouragement. Download now and let the words propel you towards a brighter, more motivated tomorrow.

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Politics: A Brief History with Documents. Bedford/St. Martin's Press. Hamilton, ... Marie Bashkirtseff's Life in Self-portraits 1858-1884 - Amazon Marie Bashkirtseff's Life in Self-Portraits (1858-1884) This scholarly monograph on the Ukranian-born Russian diarist, artist, and sculptor Marie Bashkirtseff (1858-1884) makes an important contribution to a ... Marie Bashkirtseff's life in self-portraits (1858-1884) : woman as ... Marie Bashkirtseff's life in self-portraits (1858-1884) : woman as artist in 19th century France. Author / Creator: Konz, Louly Peacock. Marie Bashkirtseff's Life in Self-portraits 1858-1884: ... This scholarly monograph on the Ukranian-born Russian diarist, artist, and sculptor Marie Bashkirtseff (1858-1884) makes an important contribution to a ... woman as artist in 19th century France / Louly Peacock Konz. Marie Bashkirtseff's life in self-portraits (1858-1884) : woman as artist in 19th century France / Louly Peacock Konz.-book. Marie Bashkirtseff's Life in... book by Louly Peacock Konz This scholarly monograph on the Ukranian-born Russian diarist, artist, and sculptor Marie Bashkirtseff (1858-1884) makes an important contribution to a ... Bashkirtseff, Marie | Reflections on a Genius Sep 1, 2022 — Marie Bashkirtseff, "Self-portrait with a Palette" (1880), oil on canvas. Collection of Musée des Beaux-Arts de Nice (Jules Chéret), Nice, ... Marie Bashkirtseff's life in self-portraits (1858-1884) Marie Bashkirtseff's life in self-portraits (1858-1884); woman as artist in 19th century France. Konz, Louly Peacock. Edwin Mellen Pr. Reframing History: Marie Bashkirtseff Aug 17, 2022 — At least sixty paintings still survive, including The Meeting which is housed at the Musée d'Orsay in Paris. In addition to being a talented ... Parts list Atlas Copco - Air Compressors Trade Part number - Part number: if no part number is specified, the component is not available as a spare part. A line shown in bold is an assembly. A part of ... Parts Online - Atlas Copco USA Parts Online is a user-friendly platform that allows you to quickly and easily find spare parts for Atlas Copco construction equipment. Parts list - Atlas Copco Stationary Air Compressors GA 75

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