

Php Ide Visual Studio .net Developme

Don Jones

Professional PHP5 Ed Lecky-Thompson, Heow Eide-Goodman, Steven D. Nowicki, Alec Cove, 2007-01-29 What is this book about? With the release of PHP 5 and the Zend Engine 2, PHP finally graduates from its earliest days as a lightweight scripting syntax to an powerful object oriented programming language that can hold its own against the Java and .NET architectures that currently dominate corporate software development. This book has a pragmatic focus on how to use PHP in the larger scheme of enterprise-class software development. What does this book cover? Unlike Java or .NET, there is little discussion of the application of design patterns, component architectures, and best-practices to the development of applications using PHP. Software written in the absence of this sort of higher-order architecture will never be able to match the robust frameworks that Java and .NET ship with out of the box. This book addresses this issue by covering the following material: Part 1 discusses the OO concepts that were initially explored in Beginning PHP 5 and a demonstration of how to implement them in PHP 5. This section also covers UML modeling and provides a brief introduction to project management techniques that are covered in more depth in Part 4. Parts 2 and 3 present objects and object hierarchies that, when completed, comprise a robust toolkit that developers will be able to reuse on future projects. These chapters are designed to arm the professional PHP developer with the sort of constructs that are available out of the box with platforms such as Java and .NET — from simple utility classes like Collection and Iterator, to more complex constructs like Model/View/Controller architectures and state machines. Part 4 shows how to use the toolkit from Parts 2 and 3 to create real-world applications. We look at the development of a robust contact management system that will leverage the componentry and concepts already discussed and introduce project management and software architecture concepts that enable developers to accurately identify business requirements, design scalable, extensible platforms, and handle change management effectively. It covers the waterfall and spiral project management paradigms and include a discussion on eXtreme Programming and other approaches to software development. The Appendices include an extended discussion on the effective use of CVS, introduce the Zend Studio IDE and related tools, and discuss performance tuning and scalability.

Visual Studio Code Bruce Johnson, 2019-08-14 Expert guidance on using Visual Studio Code for editing and debugging your web development projects Visual Studio Code, a free, open source, cross-compatible source code editor, is one of the most popular choices for web developers. It is fast, lightweight, customizable, and contains built-in support for JavaScript, Typescript, and Node.js extensions for other languages, including C++, Python, and PHP. Features such as debugging capability, embedded Git control, syntax highlighting, code snippets, and IntelliSense intelligent code completion support—several of which set it apart from the competition—help make Visual Studio Code an impressive, out-of-the-box solution. Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers helps readers to become familiar with and productive in Visual Studio Code. This up-to-date guide covers all of the essential components of the software, including the editing features of the workspace, advanced functionality such as code refactoring and key binding, and integration with Grunt, Gulp, NPM, and other external tools. New users, experienced developers, and those considering moving from another developer tool will benefit from this book's detailed, yet easy-to-follow information on Visual Studio Code. This book: Teaches readers how to use Visual Studio Code to do full-stack development Explains the steps to install Visual Studio Code on Windows, Mac and Linux platforms Provides a foundation for non-users considering moving to Visual Studio Code Helps current users expand their knowledge of the tool and its available extensions Describes how to open a .NET Core project and get end-to-end execution and debugging functionality Visual Studio Code: End-to-End Editing and Debugging Tools for Web Developers is an invaluable guide for both professional and hobbyist web developers seeking immediately-useful information on Visual Studio Code.

Learn, PHP, Or ASP.NET Sara Jackline, 2022-01-03 Learn, PHP, Or ASP.NET: Application - Website / Asp.Net Software, Development In this broad manual for starting with ASP.NET 4.5.1, top-of-the-line maker Imar Spaanjaars gives a firm foundation to coders new to ASP.NET and key pieces

of information for those not yet familiar with the critical updates in the 4.5.1 conveyance. Perusers sort out some way to create full-included ASP.NET destinations using Visual Studio Express for Web, Microsoft's free improvement mechanical assembly for ASP.NET web applications. Beginning ASP.NET 4.5.1 associates you through the way toward making a totally utilitarian, database-driven website, from the development of the most fundamental page structure directly down to the productive sending of the webpage to a creative environment. Microsoft ASP.NET Tutorial for Beginners Pro ASP.NET Core 3, Using MVC, Blazor Develop Cloud-Ready Web Applications Customizing ASP.NET Core 5.0, web Turn the right screws in ASP.NET Core Programming ASP.NET Core, development ASP.NET Core 5 for Beginners, Website

Human-Centred Web Adaptation and Personalization Panagiotis Germanakos, Marios Belk, 2016-02-19 This book focuses on the importance of adaptation and personalization in today's society and the upgraded role computational systems and the Internet play in our day-to-day activities. In this era of wireless communication, pervasive computing and the Internet of Things, it is becoming increasingly critical to ensure humans remain central in the developmental process of new technologies to guarantee their continued usefulness and a positive end-user experience. Organized into three clear parts - theory, principles and practice, a holistic approach to designing and developing adaptive interactive systems and services has been adopted. With an emphasis on distinct human factors, both basic and applied research topics are explored, extending from human-centred user models, driven by user's individual differences in cognitive processing and emotions, to the creation of smart interfaces that can handle the ever increasing volume and complexity of information to the benefit of the end-user. Human-Centred Web Adaptation and Personalization - From Theory to Practice is meticulously crafted to serve researchers, practitioners, and students who wish to have an end-to-end understanding of how to convert pure research and scientific results into viable user interfaces, system components and applications. It will serve to bridge the knowledge gap that still remains by suggesting interaction design and implementation guidelines for areas like E-Commerce, E-Learning and Usable Security.

Information on Demand , 2006-11-01

Visual Studio 2019 Tricks and Techniques Paul Schroeder, Aaron Cure, 2021-01-15 Harness the full power of the Visual Studio IDE to take your coding skills to the next level by learning about IDE productivity practices and exclusive techniques Key Features Increase your productivity by leveraging Visual Studio 2019's improvements and features Explore powerful editing, code intelligence, and source code control features to increase productivity Delve into VS's powerful, untapped features such as custom project templates and extensions Book Description Visual Studio 2019 (VS 2019) and Visual Studio Code (VS Code) are powerful professional development tools that help you to develop applications for any platform with ease. Whether you want to create web, mobile, or desktop applications, Microsoft Visual Studio is your one-stop solution. This book demonstrates some of the most sophisticated capabilities of the tooling and shows you how to use the integrated development environment (IDE) more efficiently to be more productive. You'll begin by gradually building on concepts, starting with the basics. The introductory chapters cover shortcuts, snippets, and numerous optimization tricks, along with debugging techniques, source control integration, and other important IDE features that will help you make your time more productive. With that groundwork in place, more advanced concepts such as the inner workings of project and item templates are covered. You will also learn how to write quality, secure code more efficiently as well as discover how certain Visual Studio features work 'under the hood'. By the end of this Visual Studio book, you'll have learned how to write more secure code faster than ever using your knowledge of the extensions and processes that make developing successful solutions more enjoyable and repeatable. What you will learn Understand the similarities and differences between VS 2019 and VS Code Get to grips with numerous keyboard shortcuts to improve efficiency Discover IDE tips and tricks that make it easier to write code Experiment with code snippets that make it easier to write repeating code patterns Find out how to customize project and item templates with the help of hands-on exercises Use Visual Studio extensions for ease and improved productivity Delve

into Visual Studio's behind the scene operationsWho this book is for This book is for C# and .NET developers who want to become more efficient and take advantage of features they may not be aware of in the IDE. Those looking to increase their productivity and write quality code more quickly by fully utilizing the power of the Visual Studio IDE will also find this book useful.

Coder to Developer Mike Gunderloy,2006-02-20 Two thumbs up —Gregory V. Wilson, Dr. Dobbs Journal (October 2004) No one can disparage the ability to write good code. At its highest levels, it is an art. But no one can confuse writing good code with developing good software. The difference—in terms of challenges, skills, and compensation—is immense. Coder to Developer helps you excel at the many non-coding tasks entailed, from start to finish, in just about any successful development project. What's more, it equips you with the mindset and self-assurance required to pull it all together, so that you see every piece of your work as part of a coherent process. Inside, you'll find plenty of technical guidance on such topics as: Choosing and using a source code control system Code generation tools—when and why Preventing bugs with unit testing Tracking, fixing, and learning from bugs Application activity logging Streamlining and systematizing the build process Traditional installations and alternative approaches To pull all of this together, the author has provided the source code for Download Tracker, a tool for organizing your collection of downloaded code, that's used for examples throughout this book. The code is provided in various states of completion, reflecting every stage of development, so that you can dig deep into the actual process of building software. But you'll also develop softer skills, in areas such as team management, open source collaboration, user and developer documentation, and intellectual property protection. If you want to become someone who can deliver not just good code but also a good product, this book is the place to start. If you must build successful software projects, it's essential reading.

.NET MAUI Cross-Platform Application Development Roger Ye,2023-01-27 Build apps for Android, iOS, macOS, and Windows using Microsoft's .NET Multi-platform App UI and Blazor Key Features Get familiar with Microsoft's UI toolkit to build amazing interfaces for iOS, Android, Windows, and macOS Build a cross-platform password manager based on the famous Windows app, KeePass Explore .NET MAUI development and Hybrid app development using Blazor Book Description An evolution of Xamarin.Forms, .NET Multi-platform App UI (.NET MAUI) is a cross-platform framework for creating native mobile and desktop apps with C# and XAML. Using .NET MAUI, you can develop apps that'll run on Android, iOS, macOS, and Windows from a single shared code-base. This step-by-step guide provides a comprehensive introduction to those who are new to .NET MAUI that will have you up to speed with app development using .NET MAUI in no time. The book begins by showing you how to develop a cross-platform application using .NET MAUI and then helps you build an app throughout the chapters. You'll gain all the knowledge needed to create a cross-platform application for Android, iOS, the mac OS, and Windows from a single shared code-base using .NET MAUI. As you advance, you'll get to grips with the entire application development lifecycle, from design and implementation through to deployment to the app store through the development of a password manager app using KeePassLib. The concluding chapters will teach you how to integrate the latest frontend technology into your app through .NET MAUI Blazor. By the end of this book, you'll have learned how to develop your own cross-platform applications using .NET MAUI. What you will learn Discover the latest features of .NET 6 that can be used in mobile and desktop app development Find out how to build cross-platform apps with .NET MAUI and Blazor Implement device-specific features using .NET MAUI Essentials Integrate third-party libraries and add your own device-specific features Discover .NET class unit test using xUnit.net and Razor components unit test using bUnit Deploy apps in different app stores on mobile as well as desktop Who this book is for This book is an entry-level .NET MAUI book for mobile developers interested in cross-platform application development with working experience of the .NET Core framework, as well as fresh or junior engineers who've just begun their career in mobile app development. Native application developers (desktop) or Xamarin developers who want to migrate to .NET MAUI will also benefit from this book. Basic knowledge of modern object-oriented programming language, such as C#, Java or Kotlin, is assumed.

Beginning Smartphone Web Development Gail Frederick, Rajesh Lal, 2010-04-15 Today's Web 2.0 applications (think Facebook and Twitter) go far beyond the confines of the desktop and are widely used on mobile devices. The mobile Web has become incredibly popular given the success of the iPhone and BlackBerry, the importance of Windows Mobile, and the emergence of Palm Pre (and its webOS platform). At Apress, we are fortunate to have Gail Frederick of the well-known training site Learn the Mobile Web offer her expert advice in *Beginning Smartphone Web Development*. In this book, Gail teaches the web standards and fundamentals specific to smartphones and other feature-driven mobile phones and devices. Shows you how to build interactive mobile web sites using web technologies optimized for browsers in smartphones Details markup fundamentals, design principles, content adaptation, usability, and interoperability Explores cross-platform standards and best practices for the mobile Web authored by the W3C, dotMobi, and similar organizations Dives deeps into the feature sets of the most popular mobile browsers, including WebKit, Chrome, Palm Pre webOS, Pocket IE, Opera Mobile, and Skyfire By the end of this book, you'll have the training, tools, and techniques for creating robust mobile web experiences on any of these platforms for your favorite smartphone or other mobile device.

Professional Visual Studio Extensibility Keyvan Nayyeri, 2008-03-24 Visual Studio is a development IDE created by Microsoft to enable easier development for Microsoft programming languages as well as development technologies. It has been the most popular IDE for working with Microsoft development products for the past 10 years. Extensibility is a key feature of Visual Studio. There have not been many books written on this aspect of Visual Studio. Visual Studio Extensibility (VSX) can be considered a hard topic to learn for many developers in comparison with most .NET related topics. Also, its APIs are very complex and not very well written. Some may refer to these APIs as "dirty" because they do not have good structure, naming convention, or consistency. Visual Studio is now 10 years old. It was created during the COM days for COM programming but later migrated to .NET. However, Visual Studio still relies heavily on COM programming. It was revamped when moving to the .NET platform but still contains its COM nature; this fact is what makes it harder for .NET developers to work with VSX. Because it is an older product built on two technologies, it has produced inconsistency in code. Although there are problems with the current version of VSX, the future looks bright for it. The many different teams working on the software have been moved into one umbrella group known as the Visual Studio Ecosystem team. Throughout the past 10 years Visual Studio has continued to grow and new extensibility features have been added. Learning all of the options with their different purposes and implementations is not easy. Many extensibility features are broad topics such as add-ins, macros, and the new domain-specific language tools in Visual Studio. Learning these topics can be difficult because they are not closely related to general .NET programming topics. This book is for .NET developers who are interested in extending Visual Studio as their development tool. In order to understand the book you must know the following material well: Object-oriented programming (OOP), the .NET Framework and .NET programming, C# or Visual Basic languages, some familiarity with C++, some familiarity with XML and its related topics, and Visual Studio structure and usage. A familiarity with COM programming and different .NET technologies is helpful. The aims of this book are to: Provide an overview of all aspects of VSX Enable readers to know where/when to use extensibility Familiarize readers with VS Extensibility in detail Show readers the first steps and let them learn through their own experiences Use examples, sample code, and case studies to demonstrate things in such a way that helps readers understand the concepts Avoid bothering readers with long discussions and useless code samples In order to use this book, and get the most out of it, there are some technical requirements. You must have the following two packages installed on your machine to be able to read/understand the chapters and test code samples: Visual Studio 2008 Team System Edition (or other commercial editions) Visual Studio 2008 SDK 1.0 (or its newer versions) You will need to buy Visual Studio 2008 to register for an evaluation version. The Free Express editions of Visual Studio do not support the extensibility options. The Visual Studio SDK is needed in order to read some of the chapters in the book and can be downloaded as a free package. The operating system doesn't matter for the content

of the book, but all code was written with Visual Studio 2008 Team System Edition in Windows Vista x86. Chapters 1, 2, and 3 will give you an introduction to the basic concepts you need to understand before you can move on to the rest of the book. Chapter 4 discusses the automation model, which is an important prerequisite for many of the chapters in the book that focus on add-ins, macros, and VSPackages. Chapters 5-14 will utilize add-ins in a case study to learn about the main responsibilities of the automation model and some of the more common techniques used in VSX development. Each of the following chapters is dedicated to a specific extensibility option; they are independent of one another and you can read them in any order. It is important to read chapters 4-14 before you begin reading about the specific extensibility options. Chapter 5 contains a walk-through of the Add-in Wizard and describes its steps. Chapter 6 will show you the anatomy of add-ins and explain how to create add-ins and how they work. Chapter 7 discusses how to manipulate solutions, projects, and project items via your code to build add-ins. Chapter 8 shows you how to deal with documents and code editors in your add-ins. Chapter 9 explains how to work with programming codes and how to manipulate their elements. Chapter 10 describes some ways to work with user interface elements, Windows Forms, and controls via code in your add-ins. Chapter 11 discusses the Tools Options page and uses add-ins as the case study to show you how to create your own Tools Options pages. Chapter 12 teaches you how to debug and test your add-ins. Chapter 13 shows you how to deploy your add-ins. Chapter 14 completes the discussion about add-ins by talk about resources and localization of add-ins. Chapter 15 discusses a new feature in VS 2008: the Visual Studio Shell. Chapter 16 talks about domain-specific language tools; you will learn how to build them and see a quick overview of DSL tools. Chapter 17 discusses debugging and how to extend debugging features. Chapter 18 talks about VSPackages as a way to extend VS functionality and add something new to its existing packages. Chapter 19 teaches you what a code snippet is and how to write and manage code snippets in Visual Studio to make your coding process easier. Chapter 20 talks about VS project templates and starter kits and how to write your own project templates. Chapter 21 focuses on MSBuild and writing custom builds for Visual Studio and .NET applications. Chapter 22 discusses Visual Studio macros in detail and explains how to build a Visual Studio macro. Keyvan Nayyeri is a software architect and developer. He has a Bachelor of Science degree in applied mathematics. His main focus is on Microsoft development technologies and their related markup languages. Nayyeri is also a team leader and developer for several .NET open-source projects; this includes writing code for special purposes. He holds an MVP award for Community Server. He recently co-authored Wrox Professional Community Server (2007).

Pro Drupal 7 for Windows Developers Brian Travis, 2011-07-18 Drupal 7 opens the door for you as a Windows developer to build Drupal sites—including custom modules—all without leaving Visual Studio! Pro Drupal 7 for Windows Developers gives you everything you need to know to achieve this, whilst drilling down into the advanced topics that you'll want to master whilst working with Drupal 7 as a Windows developer. Pro Drupal 7 for Windows Developers starts with the Drupal page model, which Windows programmers can contrast against the ASP.NET page model. You will then explore the various features of Drupal, including the hook model, theming, roles, and caching. You'll also discover the data abstraction layer which lays the foundation for integration with your enterprise-level databases and external systems. Pro Drupal 7 for Windows Developers focuses on the important topics for the programmer coming to Drupal: An up-to-speed introduction to Drupal for developers so that they can get past the initial learning curve most efficiently. Key introductions to the important features of Drupal, including the page model, the hook architecture, the theming layer, and custom module development. How to work with the Drupal 7 features you want to work with within the Windows development environment. Step-by-step tutorials on building, testing, and deploying custom modules for internal use or for sharing with the Drupal community. Pro Drupal 7 for Windows Developers provides a bridge to Drupal for you as a Windows developer—by speaking your language!

Learn Computing Fundamentals in Microsoft Excel, Access, Visual Studio and Webmatrix Mark Taylor, 2011-04 Learn computing fundamentals in Microsoft Excel, Access, Visual Studio and

Webmatrix is ideal for mainly anyone interested in computing and for those students studying a business/computer related course with ambitions of becoming an Administrator, Software Developer or Web Developer. The book is packed full of knowledge, and is designed to springboard your computer studies dramatically, by teaching you 'How to' concisely and effectively. The topics covered have been selectively chosen. You will learn what can be done dynamically in these packages, from Excel and the use of data forms and macros to creating your own professional web site in Webmatrix. You will learn a greater understanding of these packages and how they can work together. The methodical way that this book explains the fundamentals in these core software packages will provide the learner with a solid platform to further explore computer sciences and achieve his or her potential.

Learning Windows Server Containers Srikanth Machiraju, 2017-04-28 Build, package, and deploy applications as easily manageable and shippable containers. About This Book Discover the secret to building highly portable apps that run on any machine with Windows Server 2016 anywhere, from laptops, desktop servers, and public or private clouds, without any changes to the code Build your company cost-effective, container-based apps that support large-scale, virtual cloud environments The most up-to-date help on the market, offering developers expert guidance in building and shipping high-quality apps, and also helping admins create infrastructure that's simple to maintain Who This Book Is For This book is for application developers with a basic programming knowledge of C#, ASP.NET, and PowerShell. IT Administrators or DevOps engineers with basic PowerShell experience can benefit by extending their learning to use PowerShell to manage containers on Windows environments and use additional management tools. What You Will Learn Build and deploy ASP.NET web applications as Windows Containers on Windows 10 (Desktop) and Azure using Visual Studio 2015, Docker, and PowerShell Build and manage custom images using Windows Server Core base OS image and Docker CLI, publish images to Docker, tag images, author Docker files, and so on Create enterprise-scale, production-grade container environments using Redis Cache containers and SQL Server containers with storage volumes, set up custom container networks, continuous integration, and deployment pipelines using VSTS, Azure, and Git Deploy a composite container environment using Docker Compose on Windows Learn to build applications using Microsoft's thinnest server platform - Nano Servers. Build custom Nano Server images and Nano Containers using Windows PowerShell and configure using PowerShell Core, DSC In Detail Windows Server Containers are independent, isolated, manageable and portable application environments which are light weight and shippable. Decomposing your application into smaller manageable components or MicroServices helps in building scalable and distributed application environments. Windows Server Containers have a significant impact on application developers, development operations (DevOps) and infrastructure management teams. Applications can be built, shipped and deployed in a fast-paced manner on an easily manageable and updatable environment. Learning Windows Server Containers teaches you to build simple to advanced production grade container based application using Asp.Net Core, Visual Studio, Azure, Docker and PowerShell technologies. The book teaches you to build and deploy simple web applications as Windows and Hyper-V containers on Windows 10 and Windows Server 2016 on Azure. You will learn to build on top of Windows Container Base OS Images, integrate with existing images from Docker Hub, create custom images and publish to Hub. You will also learn to work with storage containers built using Volumes and SQL Server as container, create and configure custom networks, integrate with Redis Cache containers, configure continuous integration and deployment pipelines using VSTS and Git Repository. Further you can also learn to manage resources for a container, setting up monitoring and diagnostics, deploy composite container environments using Docker Compose on Windows and manage container clusters using Docker Swarm. The last chapter of the book focuses on building applications using Microsoft's new and thinnest server platform - Nano Servers. Style and approach This hands-on tutorial helps you get started with Windows Server containers, the new trend in the container market. This example-driven guide is packed with real-world scenarios of Windows Server containers in production environments.

JavaScript and JSON Essentials Sai Srinivas Sriparasa,2013-10-24 The book follows a tutorial-based approach and will teach you how to work with JSON tools, design JSON objects, and how to use different techniques to handle JSON data.This book is a great resource for developers who would like to learn more about JSON and who wish to apply it in their own projects. It will be useful to have some prior knowledge of HTML and JavaScript to help you understand the concepts covered in this book. Some familiarity with a server-side language such as PHP, C#, or Python would also be beneficial, but this is not compulsory.

Study Material & Question Ban YCT Expert Team , 2022-23 RSSB Study Material & Question Bank

Beginning Visual Web Programming in C# Daniel Cazzulino,Victor Garcia Aprea,James Greenwood,Chris Hart,2004-09-30 * Takes the best of a series of C# Web Programming books from Wrox into one great book * Offers a natural follow-on to the Apress title 'Beginning C#' so that readers can continue building their .NET programming expertise with Apress Written by an expert teacher and programmer who is recognized in his field, and who is prepared to teach with real-world examples for his audience

The Definitive Guide to Building Code Quality Don Jones,2009

Professional Java for Web Applications Nicholas S. Williams,2014-02-21 The comprehensive Wrox guide for creating Java web applications for the enterprise This guide shows Java software developers and software engineers how to build complex web applications in an enterprise environment. You'll begin with an introduction to the Java Enterprise Edition and the basic web application, then set up a development application server environment, learn about the tools used in the development process, and explore numerous Java technologies and practices. The book covers industry-standard tools and technologies, specific technologies, and underlying programming concepts. Java is an essential programming language used worldwide for both Android app development and enterprise-level corporate solutions As a step-by-step guide or a general reference, this book provides an all-in-one Java development solution Explains Java Enterprise Edition 7 and the basic web application, how to set up a development application server environment, which tools are needed during the development process, and how to apply various Java technologies Covers new language features in Java 8, such as Lambda Expressions, and the new Java 8 Date & Time API introduced as part of JSR 310, replacing the legacy Date and Calendar APIs Demonstrates the new, fully-duplex WebSocket web connection technology and its support in Java EE 7, allowing the reader to create rich, truly interactive web applications that can push updated data to the client automatically Instructs the reader in the configuration and use of Log4j 2.0, Spring Framework 4 (including Spring Web MVC), Hibernate Validator, RabbitMQ, Hibernate ORM, Spring Data, Hibernate Search, and Spring Security Covers application logging, JSR 340 Servlet API 3.1, JSR 245 JavaServer Pages (JSP) 2.3 (including custom tag libraries), JSR 341 Expression Language 3.0, JSR 356 WebSocket API 1.0, JSR 303/349 Bean Validation 1.1, JSR 317/338 Java Persistence API (JPA) 2.1, full-text searching with JPA, RESTful and SOAP web services, Advanced Message Queuing Protocol (AMQP), and OAuth Professional Java for Web Applications is the complete Wrox guide for software developers who are familiar with Java and who are ready to build high-level enterprise Java web applications.

Junior to Senior David Glassanos,2023-08-07 As a programmer, you've spent plenty of time learning technical and programming skills. Junior engineers-and even some who have been in it a long time-must constantly focus on improving their hard technical skills. But writing code is only part of our job as software developers. It's equally essential for developers to cultivate the soft skills critical for adding value for their team, their company, their customers, and their career-and it's often neglected. Junior to Senior is one of only a few books that gives practical advice on the soft skills needed to thrive as an engineer: · Dealing with lack of confidence · Learning from others and by reading unfamiliar code · Managing your time · Working effectively with your manager · Communicating clearly with business stakeholders and writing clear documentation · Understanding different ways to add value for a company and its customers · Managing risks and recovering from

mistakes · Dealing with conflict · Balancing the demands of work and personal life ... and much more. Improvements in these areas are important milestones on the journey from junior to senior software developer. Junior to Senior is filled with insights, from one engineer to another, to guide you along that path. Whether you studied Computer Science, graduated from a coding bootcamp, or are a self-taught programmer, this book will help you manage yourself, build value, and earn the confidence of your team to take on roles with greater responsibility and impact.

Head First Software Development Dan Pilone, Russ Miles, 2007-12-20 Even the best developers have seen well-intentioned software projects fail -- often because the customer kept changing requirements, and end users didn't know how to use the software you developed. Instead of surrendering to these common problems, let Head First Software Development guide you through the best practices of software development. Before you know it, those failed projects will be a thing of the past. With its unique visually rich format, this book pulls together the hard lessons learned by expert software developers over the years. You'll gain essential information about each step of the software development lifecycle -- requirements, design, coding, testing, implementing, and maintenance -- and understand why and how different development processes work. This book is for you if you are: Tired of your customers assuming you're psychic. You'll learn not only how to get good requirements, but how to make sure you're always building the software that customers want (even when they're not sure themselves) Wondering when the other 15 programmers you need to get your project done on time are going to show up. You'll learn how some very simple scheduling and prioritizing will revolutionize your success rate in developing software. Confused about being rational, agile, or a tester. You'll learn not only about the various development methodologies out there, but how to choose a solution that's right for your project. Confused because the way you ran your last project worked so well, but failed miserably this time around. You'll learn how to tackle each project individually, combine lessons you've learned on previous projects with cutting-edge development techniques, and end up with great software on every project. Head First Software Development is here to help you learn in a way that your brain likes... and you'll have a blast along the way. Why pick up hundreds of boring books on the philosophy of this approach or the formal techniques required for that one? Stick with Head First Software Development, and your projects will succeed like never before. Go on, get started... you'll learn and have fun. We promise.

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