Code

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Code Charles Petzold,2022-08-02 The classic guide to how computers work, updated with new chapters and interactive graphics For me, Code was a revelation. It was the first book about programming that spoke to me. It started with a story, and it built up, layer by layer, analogy by analogy, until I understood not just the Code, but the System. Code is a book that is as much about Systems Thinking and abstractions as it is about code and programming. Code teaches us how many unseen layers there are between the computer systems that we as users look at every day and the magical silicon rocks that we infused with lightning and taught to think. - Scott Hanselman, Partner Program Director, Microsoft, and host of Hanselminutes Computers are everywhere, most obviously in our laptops and smartphones, but also our cars, televisions, microwave ovens, alarm clocks, robot vacuum cleaners, and other smart appliances. Have you ever wondered what goes on inside these devices to make our lives easier but occasionally more infuriating? For more than 20 years, readers have delighted in Charles Petzold's illuminating story of the secret inner life of computers, and now he has revised it for this new age of computing. Cleverly illustrated and easy to understand, this is the book that cracks the mystery. You'll discover what flashlights, black cats, seesaws, and the ride of Paul Revere can teach you about computing, and how human ingenuity and our compulsion to communicate have shaped every electronic device we use. This new expanded edition explores more deeply the bit-by-bit and gate-by-gate construction of the heart of every smart device, the central processing unit that combines the simplest of basic operations to perform the most complex of feats. Petzold's companion website, CodeHiddenLanguage.com, uses animated graphics of key circuits in the book to make computers even easier to comprehend. In addition to substantially revised and updated content, new chapters include: Chapter 18: Let's Build a Clock! Chapter 21: The Arithmetic Logic Unit Chapter 22: Registers and Busses Chapter 23: CPU Control Signals Chapter 24: Jumps, Loops, and Calls Chapter 28: The World Brain From the simple ticking of clocks to the worldwide hum of the internet, Code reveals the essence of the digital revolution.

The Code Book: The Secrets Behind Codebreaking Simon Singh,2002-05-14 As gripping as a good thriller. --The Washington Post Unpack the science of secrecy and discover the methods behind cryptography--the encoding and decoding of information--in this clear and easy-to-understand young adult adaptation of the national bestseller that's perfect for this age of WikiLeaks, the Sony hack, and other events that reveal the extent to which our technology is never quite as secure as we want to believe. Coders and codebreakers alike will be fascinated by history's most mesmerizing stories of intrigue and cunning--from Julius Caesar and his Caeser cipher to the Allies' use of the Enigma machine to decode German messages during World War II. Accessible, compelling, and timely, The Code Book is sure to make readers see the past--and the future--in a whole new way. Singh's power of explaining complex ideas is as dazzling as ever. --The Guardian

Beautiful Code Greg Wilson,Andy Oram,2007-06-26 How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

Clean Code Robert C. Martin,2009 Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and smells accumulated from the process of writing clean code.

Code Complete Steve McConnell,2004-06-09 Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Code Kathy Reichs,2013-03-12 Tory and the rest of the Virals are put to the ultimate test when they find a geocache containing an ornate puzzle box. Shelton decodes the cipher inside, only to find more tantalizing clues left by The Gamemaster. A second, greater geocache is within reach—if the Virals are up to the challenge. But the hunt takes a dark turn when Tory locates the other box—it contains a fake bomb, along with a sinister proposal from The Gamemaster. Now, the real game has begun: another bomb is out there—a real one—and the clock is ticking.

Code Reading Diomidis Spinellis,2003 CD-ROM contains cross-referenced code.

Code That Fits in Your Head Mark Seemann,2021-11-02 How to Reduce Code Complexity and Develop Software More Sustainably Mark Seemann is well known for explaining complex concepts clearly and thoroughly. In this book he condenses his wide-ranging software development experience into a set of practical, pragmatic techniques for writing sustainable and human-friendly code. This book will be a must-read for every programmer. -- Scott Wlaschin, author of Domain Modeling Made Functional Code That Fits in Your Head offers indispensable, practical advice for writing code at a sustainable pace and controlling the complexity that causes projects to spin out of control. Reflecting decades of experience helping software teams succeed, Mark Seemann guides you from zero (no code) to deployed features and shows how to maintain a good cruising speed as you add functionality, address cross-cutting concerns, troubleshoot, and optimize. You'll find valuable ideas, practices, and processes for key

issues ranging from checklists to teamwork, encapsulation to decomposition, API design to unit testing. Seemann illuminates his insights with code examples drawn from a complete sample project. Written in C#, they're designed to be clear and useful to anyone who uses any object-oriented language including Java , C++, and Python. To facilitate deeper exploration, all code and extensive commit messages are available for download. Choose mindsets and processes that work, and escape bad metaphors that don't Use checklists to liberate yourself, improving outcomes with the skills you already have Get past "analysis paralysis" by creating and deploying a vertical slice of your application Counteract forces that lead to code rot and unnecessary complexity Master better techniques for changing code behavior Discover ways to solve code problems more quickly and effectively Think more productively about performance and security If you've ever suffered through bad projects or had to cope with unmaintainable legacy code, this guide will help you make things better next time and every time. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Five Lines of Code Christian Clausen,2021-11-09 Five Lines of Code teaches refactoring that's focused on concrete rules and getting any method down to five lines or less! There's no jargon or tricky automated-testing skills required, just easy guidelines and patterns illustrated by detailed code samples. In Five Lines of Code you will learn: The signs of bad code Improving code safely, even when you don't understand it Balancing optimization and code generality Proper compiler practices The Extract method, Introducing Strategy pattern, and many other refactoring patterns Writing stable code that enables change-by-addition Writing code that needs no comments Real-world practices for great refactoring Improving existing code—refactoring—is one of the most common tasks you'll face as a programmer. Five Lines of Code teaches you clear and actionable refactoring rules that you can apply without relying on intuitive judgements such as "code smells." Following the author's expert perspective—that refactoring and code smells can be learned by following a concrete set of principles—you'll learn when to refactor your code, what patterns to apply to what problem, and the code characteristics that indicate it's time for a rework. Foreword by Robert C. Martin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Every codebase includes mistakes and inefficiencies that you need to find and fix. Refactor the right way, and your code becomes elegant, easy to read, and easy to maintain. In this book, you'll learn a unique approach to refactoring that implements any method in five lines or fewer. You'll also discover a secret most senior devs know: sometimes it's quicker to hammer out code and fix it later! About the book Five Lines of Code is a fresh look at refactoring for developers of all skill levels. In it, you'll master author Christian Clausen's innovative approach, learning concrete rules to get any method down to five lines—or less! You'll learn when to refactor, specific refactoring patterns that apply to most common problems, and characteristics of code that should be deleted altogether. What's inside The signs of bad code Improving code safely, even when you don't understand it Balancing optimization and code generality Proper compiler practices About the reader For developers of all skill levels. Examples use easy-to-read Typescript, in the same style as Java and C#. About the author Christian Clausen works as a Technical Agile Coach, teaching teams how to refactor code. Table of Contents 1 Refactoring refactoring 2 Looking under the hood of refactoring PART 1 LEARN BY REFACTORING A COMPUTER GAME 3 Shatter long function 4 Make type codes work 5 Fuse similar code together 6 Defend the data PART 2 TAKING WHAT YOU HAVE LEARNED INTO THE REAL WORLD 7 Collaborate with the compiler 8 Stay away from comments 9 Love deleting code 10 Never be afraid to add code 11 Follow the structure in the code 12 Avoid optimizations and generality 13 Make bad code look bad 14 Wrapping up

Working Effectively with Legacy Code Michael Feathers,2004-09-22 Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

Learn to Code Kit (4 Books and Downloadable App) Publications International Ltd,2018-08 Boxed kit teaches children how to understand and guide coding activities. Including, how to design and code characters, backgrounds scenes, and animations. Turn their ideas into animated stories, complete with dialogue and sound effects using the coding app! Includes 4 books and a downloadable coding app: 1 book is a parental guide instructing parents how to interact with their children in assisting them with the instructions (64 pages). 3 books for kids: 2 books show them how to design and code characters (64 pages each). 1 book of character and design grids (32 pages). Coding app allows kids design and code animated stories: No limit on the number they can save and play back. For iPhone or Android.

Break the Code Bud Johnson,2013-05-22 Simply and clearly written book, filled with cartoons and easy-to-follow instructions, tells youngsters 8 and up how to break 6 different types of coded messages. Examples and solutions.

The Developer's Code Ka Wai Cheung,2012-02-07 You're already a great coder, but awesome coding chops aren't always enough to get you through your toughest projects. You need these 50+ nuggets of wisdom. Veteran programmers: reinvigorate your passion for developing web applications. New programmers: here's the guidance you need to get started. With this book, you'll think about your job in new and enlightened ways. The Developer's Code isn't about the code you write, it's about the code you live by. There are no trite superlatives here. Packed with lessons learned from more than a decade of software development experience, author Ka Wai Cheung takes you through the programming profession from nearly every angle to uncover ways of sustaining a healthy connection with your work. You'll see how to stay productive even on the longest projects. You'll create a workflow that works with you, not against you. And you'll learn how to deal with clients whose goals don't align with your own. If you don't handle them just right, issues such as these can crush even the most seasoned, motivated developer. But with the right approach, you can transcend these common problems and become the professional developer you want to be.

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The Nature of Code Daniel Shiffman,2024-09-03 All aboard The Coding Train! This beginner-friendly creative coding tutorial is designed to grow your skills in a fun, hands-on way as you build simulations of real-world phenomena with "The Coding Train" YouTube star Daniel Shiffman. How can we use code to capture the unpredictable properties of nature? How can understanding the mathematical principles behind our physical world help us create interesting digital environments? Written by "The Coding Train" YouTube star Daniel Shiffman, The Nature of Code is a beginner-friendly creative coding tutorial that explores a range of programming strategies for developing computer simulations of natural systems—from elementary concepts in math and physics to sophisticated machine-learning algorithms. Using the same enthusiastic style on display in Shiffman's popular YT channel, this book makes learning to program fun, empowering you to generate fascinating graphical output while refining your problem-solving and algorithmic-thinking skills. You'll progress from building a basic physics engine that simulates the effects of forces like gravity and wind resistance, to creating evolving systems of intelligent autonomous agents that can learn from their mistakes and adapt to their environment. The Nature of Code introduces important topics such as: Randomness Forces and vectors Trigonometry Cellular automata and fractals Genetic algorithms Neural networks Learn from an expert how to transform your beginner-level skills into writing well-organized, thoughtful programs that set the stage for further experiments in generative design. NOTE: All examples are written with p5.js, a JavaScript library for creative coding, and are available on the book's website.

The Friendship Code #1 Stacia Deutsch,2017-08-22 A New York Times bestseller! Perfect for fans of The Babysitters Club and anyone interested in computer science, this series is published in partnership with the organization Girls Who Code. Loops, variables, input/output — Lucy can't wait to get started with the new coding club at school. Finally, an after school activity that she's really interested in. But Lucy's excitement turns to disappointment when she's put into a work group with girls she barely knows. All she wanted to do was make an app that she believes will help someone very special to her. Suddenly, Lucy begins to get cryptic coding messages and needs some help translating them. She soon discovers that coding — and friendship — takes time, dedication, and some laughs!

Innocent Code Sverre H. Huseby,2004-11-19 This concise and practical book shows where code vulnerabilities lie-without delving into the specifics of each system architecture, programming or scripting language, or application-and how best to fix them Based on real-world situations taken from the author's experiences of tracking coding mistakes at major financial institutions Covers SQL injection attacks, cross-site scripting, data manipulation in order to bypass authorization, and other attacks that work because of missing pieces of code Shows developers how to change their mindset from Web site construction to Web site destruction in order to find dangerous code

Resourceful Code Reuse Dmitry Zinoviev,2021-04-29 Reusing well-written, well-debugged, and well-tested code improves productivity, code quality, and software configurability and relieves pressure on software developers. When you organize your code into self-contained modular units, you can use them as building blocks for your future projects and share them with other programmers, if needed. Understand the benefits and downsides of seven code reuse models so you can confidently reuse code at any development stage. Create static and dynamic libraries in C and Python, two of the most popular modern programming languages. Adapt your code for the real world: deploy shared functions remotely and build software that accesses them using remote procedure calls. Avoid the drawbacks and harness the benefits associated with seven code reuse models. Create static and dynamic libraries in C and Python, deploy shared functions remotely, and build software that makes intelligent use of remote procedure calls. In no time at all, you'll develop the confidence to reuse code at any stage of real-world development. This one-stop solution covers the complete build cycle: editing, compiling, linking, and running a ready program. Apply Linux/macOS power software development tools, such as ld, ldd, ranlib, and nm, to construct and explore state-of-the-art function libraries in C that could be linked with application-specific code either permanently or for the duration of execution. Learn why Python has modules for reuse and how they differ from C object files and libraries. Understand the risks and other negative implications of sharing and reuse. As a bonus, distill the dependencies between your project's components and automate and optimize your build process with the make utility. Whether you are an amateur coder or an experienced developer, become a more productive and resourceful programmer by reusing previously written code. What You Need: To compile and run the C examples mentioned in the book, you need a decent C compiler (GCC is the best, but Intel and Microsoft would probably work, too) and a set of C development tools: maker (make), linker (ld), file, strip, ldd, and ranlib. Again, the GNU development toolset works marvels; other toolsets may or may not work. All examples in the book have been tested on a Linux computer but will most likely work on macOS. For the Python examples, a Python-3.x interpreter is all you want. No third-party modules are required.

Learn to Code by Solving Problems Daniel Zingaro,2021-06-29 Learn to Code by Solving Problems is a practical introduction to programming using Python. It uses coding-competition challenges to teach you the mechanics of coding and how to think like a savvy programmer. Computers are capable of solving almost any problem when given the right instructions. That's where programming comes in. This beginner's book will have you writing Python programs right away. You'll solve interesting problems drawn from real coding competitions and build your programming skills as you go. Every chapter presents problems from coding challenge websites, where online judges test your solutions and provide targeted feedback. As you practice using core Python features, functions, and techniques, you'll develop a clear understanding of data structures, algorithms, and other programming basics. Bonus exercises invite you to explore new concepts on your own, and multiple-choice questions encourage you to think about how each piece of code works. You'll learn how to: Run Python code, work with strings, and use variables Write programs that make decisions Make code more efficient with while and for loops Use Python sets, lists, and dictionaries to organize, sort, and search data Design programs using functions and top-down design Create complete-search algorithms and use Big O notation to design more efficient code By the end of the book, you'll not only be proficient in Python, but you'll also understand how to think through problems and tackle them with code. Programming languages come and go, but this book gives you the lasting foundation you need to start thinking like a programmer.

Clean Code in Python Mariano Anaya,2018-08-29 Getting the most out of Python to improve your codebase Key Features Save maintenance costs by learning to fix your legacy codebase Learn the principles and techniques of refactoring Apply microservices to your legacy systems by implementing practical techniques Book Description Python is currently used in many different areas such as software construction, systems administration, and data processing. In all of these areas, experienced professionals can find examples of inefficiency, problems, and other perils, as a result of bad code. After reading this book, readers will understand these problems, and more importantly, how to correct them. The book begins by describing the basic elements of writing clean code and how it plays an important role in Python programming. You will learn about writing efficient and readable code using the Python standard library and best practices for software design. You will learn to implement the SOLID principles in Python and use decorators to improve your code. The book delves more deeply into object oriented programming in Python and shows you how to use objects with descriptors and generators. It will also show you the design principles of software testing and how to resolve software problems by implementing design patterns in your code. In the final chapter we break down a monolithic application to a microservice one, starting from the code as the basis for a solid platform. By the end of the book, you will be proficient in applying industry approved coding practices to design clean, sustainable and readable Python code. What you will learn Set up tools to effectively work in a development environment Explore how the magic methods of Python can help us write better code Examine the traits of Python to create advanced object-oriented design Understand removal of duplicated code using decorators and descriptors Effectively refactor code with the help of unit tests Learn to implement the SOLID principles in Python Who this book is for This book will appeal to team leads, software architects and senior software engineers who would like to work on their legacy systems to save cost and improve efficiency. A strong understanding of Programming is assumed.

Code as Creative Medium Golan Levin,Tega Brain,2021-02-02 An essential guide for teaching and learning computational art and design: exercises, assignments, interviews, and more than 170 illustrations of creative work. This book is an essential resource for art educators and practitioners who want to explore code as a creative medium, and serves as a guide for computer scientists transitioning from STEM to STEAM in their syllabi or practice. It provides a collection of classic creative coding prompts and assignments, accompanied by annotated examples of both classic and contemporary projects, and more than 170 illustrations of creative work, and features a set of interviews with leading educators. Picking up where standard programming guides leave off, the authors highlight alternative programming pedagogies suitable for the art- and design-oriented classroom, including teaching approaches, resources, and community support structures.

Whispering the Strategies of Language: An Emotional Journey through **Code**

In a digitally-driven earth where monitors reign great and instant communication drowns out the subtleties of language, the profound secrets and mental nuances hidden within phrases frequently get unheard. Yet, nestled within the pages of **Code** a captivating fictional prize blinking with fresh thoughts, lies an exceptional journey waiting to be undertaken. Penned by a skilled wordsmith, that charming opus attracts readers on an introspective trip, delicately unraveling the veiled truths and profound impact resonating within ab muscles cloth of each and every word. Within the mental depths of this emotional evaluation, we can embark upon a honest exploration of the book is primary themes, dissect their fascinating publishing model, and succumb to the powerful resonance it evokes deep within the recesses of readers hearts.

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