

Programmers Help

Andrei Alexandrescu

The Self-Taught Programmer Cory Althoff,2022-01-13

Learning to Program Steven Foote,2014-11-04 Helps readers develop a solid foundation in programming, teaching concepts that can be used with any modern programming language, covering such topics as text editors, build tools, programming standards, regular expressions, and debugging.

Understanding Software Max Kanat-Alexander,2017-09-29 Software legend Max Kanat-Alexander shows you how to succeed as a developer by embracing simplicity, with forty-three essays that will help you really understand the software you work with. About This Book Read and enjoy the superlative writing and insights of the legendary Max Kanat-Alexander Learn and reflect with Max on how to bring simplicity to your software design principles Discover the secrets of rockstar programmers and how to also just suck less as a programmer Who This Book Is For Understanding Software is for every programmer, or anyone who works with programmers. If life is feeling more complex than it should be, and you need to touch base with some clear thinking again, this book is for you. If you need some inspiration and a reminder of how to approach your work as a programmer by embracing some simplicity in your work again, this book is for you. If you're one of Max's followers already, this book is a collection of Max's thoughts selected and curated for you to enjoy and reflect on. If you're new to Max's work, and ready to connect with the power of simplicity again, this book is for you! What You Will Learn See how to bring simplicity and success to your programming world Clues to complexity - and how to build excellent software Simplicity and software design Principles for programmers The secrets of rockstar programmers Max's views and interpretation of the Software industry Why Programmers suck and how to suck less as a programmer Software design in two sentences What is a bug? Go deep into debugging In Detail In Understanding Software, Max Kanat-Alexander, Technical Lead for Code Health at Google, shows you how to bring simplicity back to computer programming. Max explains to you why programmers suck, and how to suck less as a programmer. There's just too much complex stuff in the world. Complex stuff can't be used, and it breaks too easily. Complexity is stupid. Simplicity is smart. Understanding Software covers many areas of programming, from how to write simple code to profound insights into programming, and then how to suck less at what you do! You'll discover the problems with software complexity, the root of its causes, and how to use simplicity to create great software. You'll examine debugging like you've never done before, and how to get a handle on being happy while working in teams. Max brings a selection of carefully crafted essays, thoughts, and advice about working and succeeding in the software industry, from his legendary blog Code Simplicity. Max has crafted forty-three essays which have the power to help you avoid complexity and embrace simplicity, so you can be a happier and more successful developer. Max's technical knowledge, insight, and kindness, has earned him code guru status, and his ideas will inspire you and help refresh your approach to the challenges of being a developer. Style and approach Understanding Software is a new selection of carefully chosen and crafted essays from Max Kanat-Alexander's legendary blog call Code Simplicity. Max's writing and thoughts are great to sit and read cover to cover, or if you prefer you can drop in and see what you discover new every single time!

Helping Kids with Coding For Dummies Camille McCue, Ph.D,Guthals,2018-04-05 Help for grown-ups new to coding Getting a jump on learning how coding makes technology work is essential to prepare kids for the future. Unfortunately, many parents, teachers, and mentors didn't learn the unique logic and language of coding in school. Helping Kids with Coding For Dummies comes to the rescue. It breaks beginning coding into easy-to-understand language so you can help a child with coding homework, supplement an existing coding curriculum, or have fun learning with your favorite kid. The demand to have younger students learn coding has increased in recent years as the demand for trained coders has far exceeded the supply of coders. Luckily, this fun and accessible book makes it a snap to learn the skills necessary to help youngsters develop into proud, capable coders! Help with coding homework or enhance a coding curriculum Get familiar with coding logic and how to de-bug programs Complete small projects as you learn coding language Apply math skills to coding If you're a parent, teacher, or mentor eager to help 8 to 14 year olds learn to speak a coding language like a mini pro, this book makes it possible!

Programming Interviews Exposed John Mongan,Noah Suojanen Kindler,Eric Giguere,2018-03-28 Ace technical interviews with smart preparation Programming Interviews Exposed is the programmer's ideal first choice for technical interview preparation. Updated to reflect changing techniques and trends, this new fourth edition provides insider guidance on the unique interview process that today's programmers face. Online coding contests are being used to screen candidate pools of thousands, take-home projects have become commonplace, and employers are even evaluating a candidate's public code repositories at GitHub—and with competition becoming increasingly fierce, programmers need to shape themselves into the ideal candidate well in advance of the interview. This book doesn't just give you a collection of questions and answers, it walks you through the process of coming up with the solution so you learn the skills and techniques to shine on whatever problems you're given. This edition combines a thoroughly revised basis in classic questions involving fundamental data structures and algorithms with problems and step-by-step procedures for new topics including probability, data science, statistics, and machine learning which will help you fully prepare for whatever comes your way. Learn what the interviewer needs to hear to move you forward in the process Adopt an effective approach to phone screens with non-technical recruiters Examine common interview problems and tests with expert explanations Be ready to demonstrate your skills verbally, in contests, on GitHub, and more Technical jobs require the skillset, but you won't get hired unless you are able to effectively and efficiently demonstrate that skillset under pressure, in competition with hundreds of others with the same background. Programming Interviews Exposed teaches you the interview skills you need to stand out as the best applicant to help you get the job you want.

Java 7 Pocket Guide Robert Liguori,Patricia Liguori,2013-07-09 When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to the standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as supplemental information about topics including the Java Scripting API, third-party tools, and the basics of the Unified Modeling Language (UML). Updated for new features through Java SE 7, this little book is an ideal companion, whether you're in the office, in the lab, or on the road. Quickly find Java language details, such as naming conventions, fundamental types, and object-oriented programming elements Get details on the Java SE 7 platform, including development basics, memory management, concurrency, and generics Browse through basic information on NIO 2.0, the G1 Garbage Collector, and Project Coin (JSR-334) features Get supplemental references to development, CM, and test tools; libraries; IDEs; and Java-related scripting languages Find information to help you prepare for the Oracle Certified Associate Java SE 7 Programmer I exam

Think Like a Programmer V. Anton Spraul,2012-08-12 The real challenge of programming isn't learning a language's syntax—it's learning to creatively solve problems so you can build something great. In this one-of-a-kind text, author V. Anton Spraul breaks down the ways that programmers solve problems and teaches you what other introductory books often ignore: how to Think Like a Programmer. Each chapter tackles a single programming concept, like classes, pointers, and recursion, and open-ended exercises throughout challenge you to apply your knowledge. You'll also learn how to: -Split problems into discrete components to make them easier to solve -Make the most of code reuse with functions, classes, and libraries -Pick the perfect data structure for a particular job -Master more advanced programming tools like recursion and dynamic memory -Organize your thoughts and develop strategies to tackle particular types of problems Although the book's examples are written in C++, the creative problem-solving concepts they illustrate go beyond any particular language; in fact, they often reach outside the realm of computer science. As the most skillful programmers know, writing great code is a creative art—and the first step in creating your masterpiece is learning to Think Like a Programmer.

Professional iOS Programming Peter van de Put,2013-11-20 Hands-on guidance for programming the next generation of iOS apps If you want to create advanced level iOS apps that get noticed in the App Store, start with this expert book. Written by an international software developer and consultant who has delivered winning solutions for clients all over the world, this professional guide helps you build robust, professional

iOS apps at a level that satisfies the demands of clients, companies, and your own creativity. The book includes full source code and invaluable insight from the author's extensive experience. Especially helpful are numerous case studies that shed light on key topics. Explores all topics necessary to help you build professional iOS applications perfectly targeted to clients' needs Covers essential topics including creating a professional UI, networking and data processing, integrating your app, and taking it into production Includes sample code and sample apps, ideal for hands-on learning Examines using social media aggregators, real-time currency converters, QR scanners, customer tracking and quality payment system Provides in-depth examples from the author's extensive career, as well as numerous case studies Take your programming skills to an advanced level with Professional iOS Programming.

Professional JavaScript for Web Developers Matt Frisbie,2019-10-02 Update your skill set for ES 6 and 7 with the ultimate JavaScript guide for pros Professional JavaScript for Web Developers is the essential guide to next-level JavaScript development. Written for intermediate-to-advanced programmers, this book jumps right into the technical details to help you clean up your code and become a more sophisticated JavaScript developer. From JavaScript-specific object-oriented programming and inheritance, to combining JavaScript with HTML and other markup languages, expert instruction walks you through the fundamentals and beyond. This new fourth edition has been updated to cover ECMAScript 6 and 7 (also known as ES2015 and ES2016) and the major re-imagination and departure from ES 5.1; new frameworks and libraries, new techniques, new testing tools, and more are explained in detail for the professional developer, with a practical focus that helps you put your new skills to work on real-world projects. The latest—and most dramatic—ES release is already being incorporated into JavaScript engines in major browsers; this, coupled with the rise in mobile web traffic increasing demand for responsive, dynamic web design, means that all web developers need to update their skills—and this book is your ideal resource for quick, relevant guidance. Get up to date with ECMAScript 6 and 7, new frameworks, and new libraries Delve into web animation, emerging APIs, and build systems Test more effectively with mocks, unit tests, functional tests, and other tools Plan your builds for future ES releases Even if you think you know JavaScript, new ES releases bring big changes that will affect the way you work. For a professional-level update that doesn't waste time on coding fundamentals, Professional JavaScript for Web Developers is the ultimate resource to bring you up to speed.

Exercises for Programmers Brian P. Hogan,2015-09-04 When you write software, you need to be at the top of your game. Great programmers practice to keep their skills sharp. Get sharp and stay sharp with more than fifty practice exercises rooted in real-world scenarios. If you're a new programmer, these challenges will help you learn what you need to break into the field, and if you're a seasoned pro, you can use these exercises to learn that hot new language for your next gig. One of the best ways to learn a programming language is to use it to solve problems. That's what this book is all about. Instead of questions rooted in theory, this book presents problems you'll encounter in everyday software development. These problems are designed for people learning their first programming language, and they also provide a learning path for experienced developers to learn a new language quickly. Start with simple input and output programs. Do some currency conversion and figure out how many months it takes to pay off a credit card. Calculate blood alcohol content and determine if it's safe to drive. Replace words in files and filter records, and use web services to display the weather, store data, and show how many people are in space right now. At the end you'll tackle a few larger programs that will help you bring everything together. Each problem includes constraints and challenges to push you further, but it's up to you to come up with the solutions. And next year, when you want to learn a new programming language or style of programming (perhaps OOP vs. functional), you can work through this book again, using new approaches to solve familiar problems. What You Need: You need access to a computer, a programming language reference, and the programming language you want to use.

C# 6.0 Pocket Reference Joseph Albahari,Ben Albahari,2015-10-06 When you need answers for programming with C# 6.0, this practical and tightly focused book tells you exactly what you need to know—without long introductions or bloated samples. Easy to browse, it's ideal as a quick reference or as a guide to get you rapidly up to speed if you already know Java, C++, or an earlier version of C#. Written by the author of C# 6.0 in a Nutshell, this book covers the entire C# 6.0 language, including: All of C#'s fundamentals Advanced topics such as operator overloading, type constraints, covariance and contravariance, iterators, nullable types, operator lifting, lambda expressions, and closures LINQ, starting with sequences, lazy execution and standard query operators, and finishing with a complete reference to query expressions Dynamic binding and asynchronous functions Unsafe code & pointers, custom attributes, preprocessor directives, and XML documentation

The D Programming Language Andrei Alexandrescu,2010-06-02 D is a programming language built to help programmers address the challenges of modern software development. It does so by fostering modules interconnected through precise interfaces, a federation of tightly integrated programming paradigms, language-enforced thread isolation, modular type safety, an efficient memory model, and more. The D Programming Language is an authoritative and comprehensive introduction to D. Reflecting the author's signature style, the writing is casual and conversational, but never at the expense of focus and precision. It covers all aspects of the language (such as expressions, statements, types, functions, contracts, and modules), but it is much more than an enumeration of features. Inside the book you will find In-depth explanations, with idiomatic examples, for all language features How feature groups support major programming paradigms Rationale and best-use advice for each major feature Discussion of cross-cutting issues, such as error handling, contract programming, and concurrency Tables, figures, and “cheat sheets” that serve as a handy quick reference for day-to-day problem solving with D Written for the working programmer, The D Programming Language not only introduces the D language—it presents a compendium of good practices and idioms to help both your coding with D and your coding in general.

C# 7.0 Pocket Reference Joseph Albahari,Ben Albahari,2017-07-03 When you need answers for programming with C# 7.0, this tightly focused reference tells you exactly what you need to know—without long introductions or bloated examples. Easy-to-browse and ideal as a quick reference, this guide will help experienced C#, Java, and C++ programmers get up to speed with the latest version of the C# language. All programs and code snippets in this book are available as interactive samples in LINQPad. You can edit these samples and instantly see the results without needing to set up projects in Visual Studio. Written by the authors of C# 7.0 in a Nutshell, this pocket reference covers C# 7.0 without skimping on detail, including: All of C#'s fundamentals Features new to C# 7.0, including tuples, pattern matching, and deconstructors Advanced topics: operator overloading, type constraints, iterators, nullable types, operator lifting, lambda expressions, and closures LINQ: sequences, lazy execution, standard query operators, and query expressions Unsafe code and pointers, custom attributes, preprocessor directives, and XML documentation

C# 5.0 Pocket Reference Joseph Albahari,Ben Albahari,2012-06-09 Offers a reference to key C# programming concepts, covering language elements, syntax, datatypes, and tasks.

Learning to Program Steven Foote,2014-10-16 Everyone can benefit from basic programming skills—and after you start, you just might want to go a whole lot further. Author Steven Foote taught himself to program, figuring out the best ways to overcome every obstacle. Now a professional web developer, he'll help you follow in his footsteps. He teaches concepts you can use with any modern programming language, whether you want to program computers, smartphones, tablets, or even robots. Learning to Program will help you build a solid foundation in programming that can prepare you to achieve just about any programming goal. Whether you want to become a professional software programmer, or you want to learn how to more effectively communicate with programmers, or you are just curious about how programming works, this book is a great first step in helping to get you there. Learning to Program will help you get started even if you aren't sure where to begin. • Learn how to simplify and automate many programming tasks • Handle different types of data in your programs • Use regular expressions to find and work with patterns • Write programs that can decide what to do, and when to do it • Use functions to write clean, well-organized code • Create programs others can easily understand and improve • Test and debug software to make it reliable • Work as part of a programming team • Learn the next steps to take to build a lifetime of programming skills

C# 8.0 Pocket Reference Joseph Albahari,Ben Albahari,2019-10-24 When you need answers about using C# 8.0, this tightly focused and practical book tells you exactly what you need to know without long intros or bloated samples. Easy to browse, C# 8.0 Pocket Reference is ideal as a quick source of information or as a guide to get you rapidly up to speed if you already know Java, C++, or an earlier C# version. All programs

and code snippets are available as interactive samples in LINQPad. You can edit these samples and instantly see the results without needing to set up projects in Visual Studio. Written by the author of C# 7.0 in a Nutshell, this pocket reference covers C# 8.0 without skimping on detail, including: C# fundamentals and features new to C# 8.0 Advanced topics like operator overloading, type constraints, iterators, nullable types, operator lifting, lambda expressions, and closures LINQ: sequences, lazy execution, standard query operators, and query expressions Unsafe code and pointers, custom attributes, preprocessor directives, and XML documentation

Python Programming On Win32 Mark Hammond, Andy Robinson, 2000 A demonstration of Python's basic technologies showcases the programming language's possibilities as a Windows development and administration tool.

Perl Best Practices Damian Conway, 2005-07-12 Many programmers code by instinct, relying on convenient habits or a style they picked up early on. They aren't conscious of all the choices they make, like how they format their source, the names they use for variables, or the kinds of loops they use. They're focused entirely on problems they're solving, solutions they're creating, and algorithms they're implementing. So they write code in the way that seems natural, that happens intuitively, and that feels good. But if you're serious about your profession, intuition isn't enough. Perl Best Practices author Damian Conway explains that rules, conventions, standards, and practices not only help programmers communicate and coordinate with one another, they also provide a reliable framework for thinking about problems, and a common language for expressing solutions. This is especially critical in Perl, because the language is designed to offer many ways to accomplish the same task, and consequently it supports many incompatible dialects. With a good dose of Aussie humor, Dr. Conway (familiar to many in the Perl community) offers 256 guidelines on the art of coding to help you write better Perl code--in fact, the best Perl code you possibly can. The guidelines cover code layout, naming conventions, choice of data and control structures, program decomposition, interface design and implementation, modularity, object orientation, error handling, testing, and debugging. They're designed to work together to produce code that is clear, robust, efficient, maintainable, and concise, but Dr. Conway doesn't pretend that this is the one true universal and unequivocal set of best practices. Instead, Perl Best Practices offers coherent and widely applicable suggestions based on real-world experience of how code is actually written, rather than on someone's ivory-tower theories on how software ought to be created. Most of all, Perl Best Practices offers guidelines that actually work, and that many developers around the world are already using. Much like Perl itself, these guidelines are about helping you to get your job done, without getting in the way. Praise for Perl Best Practices from Perl community members: As a manager of a large Perl project, I'd ensure that every member of my team has a copy of Perl Best Practices on their desk, and use it as the basis for an in-house style guide.-- Randal Schwartz There are no more excuses for writing bad Perl programs. All levels of Perl programmer will be more productive after reading this book.-- Peter Scott Perl Best Practices will be the next big important book in the evolution of Perl. The ideas and practices Damian lays down will help bring Perl out from under the embarrassing heading of scripting languages. Many of us have known Perl is a real programming language, worthy of all the tasks normally delegated to Java and C++. With Perl Best Practices, Damian shows specifically how and why, so everyone else can see, too.-- Andy Lester Damian's done what many thought impossible: show how to build large, maintainable Perl applications, while still letting Perl be the powerful, expressive language that programmers have loved for years.-- Bill Odom Finally, a means to bring lasting order to the process and product of real Perl development teams.-- Andrew Sundstrom Perl Best Practices provides a valuable education in how to write robust, maintainable Perl, and is a definitive citation source when coaching other programmers.-- Bennett Todd I've been teaching Perl for years, and find the same question keeps being asked: Where can I find a reference for writing reusable, maintainable Perl code? Finally I have a decent answer.-- Paul Fenwick At last a well researched, well thought-out, comprehensive guide to Perl style. Instead of each of us developing our own, we can learn good practices from one of Perl's most prolific and experienced authors. I recommend this book to anyone who prefers getting on with the job rather than going back and fixing errors caused by syntax and poor style issues.-- Jacinta Richardson If you care about programming in any language read this book. Even if you don't intend to follow all of the practices, thinking through your style will improve it.-- Steven Lembark The Perl community's best author is back with another outstanding book. There has never been a comprehensive reference on high quality Perl coding and style until Perl Best Practices. This book fills a large gap in every Perl bookshelf.-- Uri Guttman

Practical System Programming for Rust Developers Prabhu Eshwarla, 2020-12-24 Explore various Rust features, data structures, libraries, and toolchain to build modern systems software with the help of hands-on examples Key Features Learn techniques to design and build system tools and utilities in Rust Explore the different features of the Rust standard library for interacting with operating systems Gain an in-depth understanding of the Rust programming language by writing low-level software Book Description Modern programming languages such as Python, JavaScript, and Java have become increasingly accepted for application-level programming, but for systems programming, C and C++ are predominantly used due to the need for low-level control of system resources. Rust promises the best of both worlds: the type safety of Java, and the speed and expressiveness of C++, while also including memory safety without a garbage collector. This book is a comprehensive introduction if you're new to Rust and systems programming and are looking to build reliable and efficient systems software without C or C++. The book takes a unique approach by starting each topic with Linux kernel concepts and APIs relevant to that topic. You'll also explore how system resources can be controlled from Rust. As you progress, you'll delve into advanced topics. You'll cover network programming, focusing on aspects such as working with low-level network primitives and protocols in Rust, before going on to learn how to use and compile Rust with WebAssembly. Later chapters will take you through practical code examples and projects to help you build on your knowledge. By the end of this Rust programming book, you will be equipped with practical skills to write systems software tools, libraries, and utilities in Rust. What you will learn Gain a solid understanding of how system resources are managed Use Rust confidently to control and operate a Linux or Unix system Understand how to write a host of practical systems software tools and utilities Delve into memory management with the memory layout of Rust programs Discover the capabilities and features of the Rust Standard Library Explore external crates to improve productivity for future Rust programming projects Who this book is for This book is for developers with basic knowledge of Rust but little to no knowledge or experience of systems programming. System programmers who want to consider Rust as an alternative to C or C++ will also find this book useful.

Mazes for Programmers Jamis Buck, 2015-07-15 Unlock the secrets to creating random mazes! Whether you're a game developer, an algorithm connoisseur, or simply in search of a new puzzle, you're about to level up. Learn algorithms to randomly generate mazes in a variety of shapes, sizes, and dimensions. Bend them into Moebius strips, fold them into cubes, and wrap them around spheres. Stretch them into other dimensions, squeeze them into arbitrary outlines, and tile them in a dizzying variety of ways. From twelve little algorithms, you'll discover a vast reservoir of ideas and inspiration. From video games to movies, mazes are ubiquitous. Explore a dozen algorithms for generating these puzzles randomly, from Binary Tree to Eller's, each copiously illustrated and accompanied by working implementations in Ruby. You'll learn their pros and cons, and how to choose the right one for the job. You'll start by learning six maze algorithms and transition from making mazes on paper to writing programs that generate and draw them. You'll be introduced to Dijkstra's algorithm and see how it can help solve, analyze, and visualize mazes. Part 2 shows you how to constrain your mazes to different shapes and outlines, such as text, circles, hex and triangle grids, and more. You'll learn techniques for culling dead-ends, and for making your passages weave over and under each other. Part 3 looks at six more algorithms, taking it all to the next level. You'll learn how to build your mazes in multiple dimensions, and even on curved surfaces. Through it all, you'll discover yourself brimming with ideas, the best medicine for programmer's block, burn-out, and the grayest of days. By the time you're done, you'll be energized and full of maze-related possibilities! What You Need: The example code requires version 2 of the Ruby programming language. Some examples depend on the ChunkyPNG library to generate PNG images, and one chapter uses POV-Ray version 3.7 to render 3D graphics.

In a global consumed by displays and the ceaseless chatter of instantaneous conversation, the melodic beauty and mental symphony created by the published term frequently diminish in to the backdrop, eclipsed by the constant sound and disturbances that permeate our lives. However, located within the pages of **Programmers Help** an enchanting fictional treasure filled with fresh thoughts, lies an immersive symphony waiting to be embraced. Crafted by a masterful musician of language, that charming masterpiece conducts readers on an emotional trip, well unraveling the hidden songs and profound impact resonating within each carefully constructed phrase. Within the depths of the moving evaluation, we will examine the book is key harmonies, analyze its enthralling writing type, and submit ourselves to the profound resonance that echoes in the depths of readers souls.

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