

97 Things Every Programmer Should Know

Java by Comparison
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97 Things Every Programmer Should Know
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30 Things Every Woman Should Have and Should Know by the Time She's 30
An Introduction to Mathematical Modeling
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Improving Working Conditions and Productivity in the Garment Industry
Enterprise Integration Patterns
Codeless Data Structures and Algorithms
97 Things Every Cloud Engineer Should Know
God in Proof

Java by Comparison

Annotation Comparing your code to that of expert programmers is a great way to improve your coding skills. Get hands-on advice to level up your coding style through small and understandable examples that compare flawed code to an improved solution. Discover handy tips and tricks, as well as common bugs an experienced Java programmer needs to know. Make your way from a Java novice to a master craftsman. This book is a useful companion for anyone learning to write clean Java code. The authors introduce you to the fundamentals of becoming a software craftsman, by comparing pieces of problematic code with an improved version, to help you to develop a sense for clean code.

Software Development, Design and Coding

If you create, manage, operate, or configure systems running in the cloud, you're a cloud engineer--even if you work as a system administrator, software developer, data scientist, or site reliability engineer. With this book, professionals from around the world provide valuable insight into today's cloud engineering role. These concise articles explore the entire cloud computing experience, including fundamentals, architecture, and migration. You'll delve into security and compliance, operations and reliability, and software development. And examine networking, organizational culture, and more. You're

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sure to find 1, 2, or 97 things that inspire you to dig deeper and expand your own career. "Three Keys to Making the Right Multicloud Decisions," Brendan O'Leary "Serverless Bad Practices," Manases Jesus Galindo Bello "Failing a Cloud Migration," Lee Atchison "Treat Your Cloud Environment as If It Were On Premises," Iyana Garry "What Is Toil, and Why Are SREs Obsessed with It?", Zachary Nickens "Lean QA: The QA Evolving in the DevOps World," Theresa Neate "How Economies of Scale Work in the Cloud," Jon Moore "The Cloud Is Not About the Cloud," Ken Corless "Data Gravity: The Importance of Data Management in the Cloud," Geoff Hughes "Even in the Cloud, the Network Is the Foundation," David Murray "Cloud Engineering Is About Culture, Not Containers," Holly Cummins

Effective Python

With this in-depth book, data engineers will learn powerful, real-world best practices for managing data--both big and small. Contributors from companies including Google, Microsoft, IBM, Facebook, Databricks, and GitHub share their experiences and lessons learned on cleaning, prepping, wrangling, and storing data. You'll learn best practices for: Building pipelines Stream processing Data privacy and security Data governance and lineage Data storage and architecture Ecosystem of modern tools Career advice Data team makeup and culture

Beginning Ada Programming

Corporate and commercial software-development teams all want solutions for one important problem—how to get their high-pressure development schedules under control. In RAPID DEVELOPMENT, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving. Inside, you'll find: A rapid-development strategy that can be applied to any project and the best practices to make that strategy work Candid discussions of great and not-so-great rapid-development practices—estimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome Case studies that vividly illustrate what can go wrong, what can go right, and how to tell which direction your project is going RAPID DEVELOPMENT is the real-world guide to more efficient applications development.

Becoming a Better Programmer

With sales of more than 750,000 copies, the books in the GentleManners series have become the most popular gift etiquette books on the market today. This latest book in the series was written especially for boys ages 8-14, to teach them

the basic skills every young man should have and every young man's mother and grandmother want him to have. Among the topics covered in this book are how to shake hands, how to make an introduction, what to do when you sneeze or cough, and how to use a napkin. It is written in a style that will appeal to young men of that age.

97 Things Every Project Manager Should Know

Agile Values and Principles for a New Generation “In the journey to all things Agile, Uncle Bob has been there, done that, and has the both the t-shirt and the scars to show for it. This delightful book is part history, part personal stories, and all wisdom. If you want to understand what Agile is and how it came to be, this is the book for you.” -Grady Booch “Bob’s frustration colors every sentence of Clean Agile, but it’s a justified frustration. What is in the world of Agile development is nothing compared to what could be. This book is Bob’s perspective on what to focus on to get to that ‘what could be.’ And he’s been there, so it’s worth listening.” -Kent Beck “It’s good to read Uncle Bob’s take on Agile. Whether just beginning, or a seasoned Agilista, you would do well to read this book. I agree with almost all of it. It’s just some of the parts make me realize my own shortcomings, dammit. It made me double-check our code coverage (85.09%).” -Jon Kern Nearly twenty years after the Agile Manifesto was first presented, the legendary Robert C. Martin (“Uncle Bob”) reintroduces Agile values and principles for a new generation—programmers and nonprogrammers alike. Martin, author of Clean Code and other highly influential software development guides, was there at Agile’s founding. Now, in Clean Agile: Back to Basics, he strips away misunderstandings and distractions that over the years have made it harder to use Agile than was originally intended. Martin describes what Agile is in no uncertain terms: a small discipline that helps small teams manage small projects . . . with huge implications because every big project is comprised of many small projects. Drawing on his fifty years’ experience with projects of every conceivable type, he shows how Agile can help you bring true professionalism to software development. Get back to the basics—what Agile is, was, and should always be Understand the origins, and proper practice, of SCRUM Master essential business-facing Agile practices, from small releases and acceptance tests to whole-team communication Explore Agile team members’ relationships with each other, and with their product Rediscover indispensable Agile technical practices: TDD, refactoring, simple design, and pair programming Understand the central roles values and craftsmanship play in your Agile team’s success If you want Agile’s true benefits, there are no shortcuts: You need to do Agile right. Clean Agile: Back to Basics will show you how, whether you’re a developer, tester, manager, project manager, or customer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Exam Prep for: 97 Things Every Java Programmer Should Know

Most of the high-profile cases of real or perceived unethical activity in data science aren’t matters of bad intent. Rather,

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they occur because the ethics simply aren't thought through well enough. Being ethical takes constant diligence, and in many situations identifying the right choice can be difficult. In this in-depth book, contributors from top companies in technology, finance, and other industries share experiences and lessons learned from collecting, managing, and analyzing data ethically. Data science professionals, managers, and tech leaders will gain a better understanding of ethics through powerful, real-world best practices. Articles include: Ethics Is Not a Binary Concept—Tim Wilson How to Approach Ethical Transparency—Rado Kotorov Unbiased \neq Fair—Doug Hague Rules and Rationality—Christof Wolf Brenner The Truth About AI Bias—Cassie Kozyrkov Cautionary Ethics Tales—Sherrill Hayes Fairness in the Age of Algorithms—Anna Jacobson The Ethical Data Storyteller—Brent Dykes Introducing Ethicize™, the Fully AI-Driven Cloud-Based Ethics Solution!—Brian O'Neill Be Careful with "Decisions of the Heart"—Hugh Watson Understanding Passive Versus Proactive Ethics—Bill Schmarzo

97 Things Every Programmer Should Know

Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

Software Configuration Management Patterns

Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let tests guide your development and "grow" software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you'll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your

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processes to testing your most difficult features. Coverage includes Implementing TDD effectively: getting started, and maintaining your momentum throughout the project Creating cleaner, more expressive, more sustainable code Using tests to stay relentlessly focused on sustaining quality Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the context of a real software development project Using Mock Objects to guide object-oriented designs Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency

Thinking in Java

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

97 Things Every Engineering Manager Should Know

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Guide to Computer Forensics and Investigations

Aiming to help with the productivity and efficiency of garment-producing enterprises, this book suggests practical ideas for the design, materials, safety, welfare and maintenance of the business. It also presents procedures and examples for

identifying and assessing productivity.

Clean Agile

In this tour of the history of arguments for and against the existence of God, Nathan Schneider embarks on a remarkable intellectual, historical, and theological journey through the centuries of believers and unbelievers—from ancient Greeks, to medieval Arabs, to today's most eminent philosophers and the New Atheists. Framed by an account of Schneider's own unique journey, *God in Proof* illuminates the great minds who wrestled with one of history's biggest questions together with their arguments, bringing them to life in their time, and our own. Schneider's sure-handed portrayal of the characters and ideas involved in the search for proof challenges how we normally think about doubt and faith while showing that, in their quest for certainty and the proofs to declare it, thinkers on either side of the God divide are often closer to one another than they would like to think.

97 Things Every Java Programmer Should Know

Accessible text features over 100 reality-based examples pulled from the science, engineering, and operations research fields. Prerequisites: ordinary differential equations, continuous probability. Numerous references. Includes 27 black-and-white figures. 1978 edition.

The Software Craftsman

Enterprise Integration Patterns provides an invaluable catalog of sixty-five patterns, with real-world solutions that demonstrate the formidable of messaging and help you to design effective messaging solutions for your enterprise. The authors also include examples covering a variety of different integration technologies, such as JMS, MSMQ, TIBCO ActiveEnterprise, Microsoft BizTalk, SOAP, and XSL. A case study describing a bond trading system illustrates the patterns in practice, and the book offers a look at emerging standards, as well as insights into what the future of enterprise integration might hold. This book provides a consistent vocabulary and visual notation framework to describe large-scale integration solutions across many technologies. It also explores in detail the advantages and limitations of asynchronous messaging architectures. The authors present practical advice on designing code that connects an application to a messaging system, and provide extensive information to help you determine when to send a message, how to route it to the proper destination, and how to monitor the health of a messaging system. If you want to know how to manage, monitor, and maintain a messaging system once it is in use, get this book.

97 Things Every Programmer Should Know

As programmers, we've all seen source code that's so ugly and buggy it makes our brain ache. Over the past five years, authors Dustin Boswell and Trevor Foucher have analyzed hundreds of examples of "bad code" (much of it their own) to determine why they're bad and how they could be improved. Their conclusion? You need to write code that minimizes the time it would take someone else to understand it—even if that someone else is you. This book focuses on basic principles and practical techniques you can apply every time you write code. Using easy-to-digest code examples from different languages, each chapter dives into a different aspect of coding, and demonstrates how you can make your code easy to understand. Simplify naming, commenting, and formatting with tips that apply to every line of code Refine your program's loops, logic, and variables to reduce complexity and confusion Attack problems at the function level, such as reorganizing blocks of code to do one task at a time Write effective test code that is thorough and concise—as well as readable "Being aware of how the code you create affects those who look at it later is an important part of developing software. The authors did a great job in taking you through the different aspects of this challenge, explaining the details with instructive examples." —Michael Hunger, passionate Software Developer

97 Things About Ethics Everyone in Data Science Should Know

Learn the principles of good software design, and how to turn those principles into great code. This book introduces you to software engineering — from the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With Software Development, Design and Coding, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including Scrum and Lean programming Leverage the capabilities of modern computer systems with parallel programming Work with design patterns to exploit application development best practices Use modern tools for development, collaboration, and source code controls Who This Book Is For Early career software developers, or upper-level students in software engineering courses

Clean Code

"After many decades - and even more methodologies - software projects are still failing. Why? Managers see software

development as a production line. Companies don't know how to manage software projects and hire good developers. Many developers still behave like factory workers, providing terrible service to their employers and clients. Agile was a big step forward, but not enough. What's missing? The right mindset - for both developers and their employers. As developers worldwide are recognizing, the right mindset is craftsmanship Mancuso explains what craftsmanship means to the developer and his or her organization, and shows how to live it every day in your real-world development environment. Mancuso shows how software craftsmanship fits with and helps you improve upon best-practice technical disciplines such as agile and lean, taking all your development projects to the next level. You'll learn how to change the disastrous perception that software developers are the same as factory workers, and that software projects can be run like factories. By placing greater professionalism, technical excellence, and customer satisfaction at the heart of what you do, you won't just deliver more value to everyone involved: you'll be happier and more fulfilled doing it"--Publisher's description.

97 Things Every Programmer Should Know

Learners will master the skills necessary to launch and complete a successful computer investigation with the updated fourth edition of this popular book, GUIDE TO COMPUTER FORENSICS AND INVESTIGATIONS. This resource guides readers through conducting a high-tech investigation, from acquiring digital evidence to reporting its findings. Updated coverage includes new software and technologies as well as up-to-date reference sections. Learn how to set up a forensics lab, how to acquire the proper and necessary tools, and how to conduct the investigation and subsequent digital analysis. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

97 Things Every Scrum Practitioner Should Know

Site reliability engineering (SRE) is more relevant than ever. Knowing how to keep systems reliable has become a critical skill. With this practical book, newcomers and old hats alike will explore a broad range of conversations happening in SRE. You'll get actionable advice on several topics, including how to adopt SRE, why SLOs matter, when you need to upgrade your incident response, and how monitoring and observability differ. Editors Jaime Woo and Emil Stolarsky, co-founders of Incident Labs, have collected 97 concise and useful tips from across the industry, including trusted best practices and new approaches to knotty problems. You'll grow and refine your SRE skills through sound advice and thought-provoking questions that drive the direction of the field. Some of the 97 things you should know: "Test Your Disaster Plan"--Tanya Reilly "Integrating Empathy into SRE Tools"--Daniella Niyonkuru "The Best Advice I Can Give to Teams"--Nicole Forsgren "Where to SRE"--Fatema Boxwala "Facing That First Page"--Andrew Louis "I Have an Error Budget, Now What?"--Alex Hidalgo "Get Your Work Recognized: Write a Brag Document"--Julia Evans and Karla Burnett

Computer Organization & Architecture 7e

Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

Rapid Development

97 Things Every Data Engineer Should Know

30 Things Every Woman Should Have and Should Know by the Time She's 30

An Introduction to Mathematical Modeling

If the projects you manage don't go as smoothly as you'd like, 97 Things Every Project Manager Should Know offers knowledge that's priceless, gained through years of trial and error. This illuminating book contains 97 short and extremely practical tips -- whether you're dealing with software or non-IT projects -- from some of the world's most experienced project managers and software developers. You'll learn how these professionals have dealt with everything from managing teams to handling project stakeholders to runaway meetings and more. While this book highlights software projects, its wise axioms contain project management principles applicable to projects of all types in any industry. You can read the book end to end or browse to find topics that are of particular relevance to you. 97 Things Every Project Manager Should Know is both a useful reference and a source of inspiration. Among the 97 practical tips: "Clever Code Is Hard to Maintain and Maintenance Is Everything" -- David Wood, Partner, Zepheira "Every Project Manager Is a Contract Administrator" -- Fabio Teixeira de Melo, Planning Manager, Construtora Norberto Odebrecht "Can Earned Value and

Velocity Coexist on Reports?" -- Barbee Davis, President, Davis Consulting "How Do You Define 'Finished'"? -- Brian Sam-Bodden, author, software architect "The Best People to Create the Estimates Are the Ones Who Do the Work" -- Joe Zenevitch, Senior Project Manager, ThoughtWorks "How to Spot a Good IT Developer" -- James Graham, independent management consultant "One Deliverable, One Person" -- Alan Greenblatt, CEO, Sciova

97 Things Every SRE Should Know

Tap into the wisdom of experts to learn what every engineering manager should know. With 97 short and extremely useful tips for engineering managers, you'll discover new approaches to old problems, pick up road-tested best practices, and hone your management skills through sound advice. Managing people is hard, and the industry as a whole is bad at it. Many managers lack the experience, training, tools, texts, and frameworks to do it well. From mentoring interns to working in senior management, this book will take you through the stages of management and provide actionable advice on how to approach the obstacles you'll encounter as a technical manager. A few of the 97 things you should know: "Three Ways to Be the Manager Your Report Needs" by Duretti Hirpa "The First Two Questions to Ask When Your Team Is Struggling" by Cate Huston "Fire Them!" by Mike Fisher "The 5 Whys of Organizational Design" by Kellan Elliott-McCrea "Career Conversations" by Raquel Vélez "Using 6-Page Documents to Close Decisions" by Ian Nowland "Ground Rules in Meetings" by Lara Hogan

Growing Object-Oriented Software, Guided by Tests

Discover the Ada programming language by being gently guided through the various parts of the language and its latest available stable release. The goal in this book is to slowly ease you into the different topics. It is understood that you do not always have ample free time, so the text is easy to digest and concepts are spoon fed to the reader. Starting with the simplest of topics, detailed explanations demonstrate the how and why of Ada. You are strongly encouraged to experiment and break things (without which the learning process is linear and quite dull). At the end of Beginning Ada Programming, you will have an excellent understanding of the general topics that make up the Ada programming language and can tackle far more challenging topics. Each chapter builds on what was previously described. Furthermore, each code example is independent of others and will run all by itself. Instructions are provided where you can obtain an Ada compiler and how to debug your code. What You Will Learn Master basic types, control structures, procedures, and functions in Ada Use Ada arrays, records, and access types Implement OO programming using Ada Handle the basics of I/O and interfacing with the operating system Take advantage of string operators, data containers, multiprocessing with tasks, and more Work with contracts and proofs, networks, and various Ada libraries Who This Book Is For Programmers who are new to Ada, with at least some experience in programming, especially scientific programming.

Algorithms in a Nutshell

50 Things Every Young Gentleman Should Know

Written by the creator of SpecFlow and the author of The Cucumber for Java Book, this book provides inside information on how to get the most out of the discovery phase of Behaviour Driven Development (BDD). This practical guide demonstrates good collaboration techniques, illustrated by concrete examples. This book is written for everyone involved in the specification and delivery of software (including product owners, business analysts, developers, and testers). The book starts by explaining the reasons BDD exists in the first place and describes techniques for getting the most out of collaboration between business and delivery team members. This is the first in the BDD Books series that will guide you through the entire development process, including specific technical practices needed to successfully drive development using collaboratively-authored specifications and living documentation.

97 Things Every Software Architect Should Know

CD-ROM contains cross-referenced code.

Code Reading

Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

Discovery

If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You'll be encouraged to look at problems in new ways, take broader responsibility for your work, stretch yourself by learning new techniques, and become as good at the entire craft of development as you possibly can. Edited by Kevlin Henney and Trisha Gee, *97 Things Every Java Programmer Should Know* reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: "Behavior Is Easy, State Is Hard"—Edson Yanaga "Learn Java Idioms and Cache in Your Brain"—Jeanne Boyarsky "Java Programming from a JVM Performance Perspective"—Monica Beckwith "Garbage Collection Is Your Friend"—Holly K Cummins "Java's Unspeakable Types"—Ben Evans "The Rebirth of Java"—Sander Mak "Do You Know What Time It Is?"—Christin Gorman

The Cucumber Book

Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

Programming 32-bit Microcontrollers in C

Improve your understanding of Scrum through the proven experience and collected wisdom of experts around the world. Based on real-life experiences, the 97 essays in this unique book provide a wealth of knowledge and expertise from established practitioners who have dealt with specific problems and challenges with Scrum. You'll find out more about the rules and roles of this framework, as well as tactics, strategies, specific patterns to use with Scrum, and stories from the trenches. You'll also gain insights on how to apply, tune, and tweak Scrum for your work. This guide is an ideal resource for people new to Scrum and those who want to assess and improve their understanding of this framework. "Scrum Is Simple.

Just Use It As Is.," Ken Schwaber "The 'Standing Meeting,'" Bob Warfield "Scrum Events Are Rituals to Ensure Good Harvest," Jasper Lamers "Agile Is More than Sprinting," James W. Grenning

The Art of Readable Code

Featuring advice, wisdom, and observations from an array of prominent and beloved women, *30 Things Every Woman Should Have and Should Know by the Time She's 30* is an essential guide (and perfect gift) for women on the brink of thirty--and for those who are already there! Fifteen years ago, *Glamour* published a list of distinctive yet universally true must-haves and must-knows for women on the cusp of and beyond the age of thirty titled, "30 Things Every Woman Should Have and Should Know by the Time She's 30." It became a phenomenon. Originally penned by *Glamour* columnist Pamela Redmond Satran, The List found a second life when women began to forward it to one another online, millions of times. It became a viral sensation, misattributed to everyone from Maya Angelou to Hillary Clinton--but there's only one original list, and it stands the test of time. Quirky and profound, The List defines the absolute must-haves (#11: "A set of screwdrivers, a cordless drill, and a black lace bra") and must-knows (#1: "How to fall in love without losing yourself") for grown-up female happiness. Now, *Glamour* magazine has gathered together its editors and an incredible group of notable women to expand on each of the items on The List in wise, thoughtful, and intimate essays. Kathy Griffin meditates on knowing when to try harder and when to walk away. Lisa Ling explores the idea that your childhood may not have been perfect, but it's over, and Lauren Conrad shares what she has learned about what she would and wouldn't do for money or love. Other personal insights come from Maya Angelou, Rachel Zoe, Taylor Swift, Katie Couric, Portia de Rossi, Kelly Corrigan, ZZ Packer, Bobbi Brown, Padma Lakshmi, Angie Harmon, and many more. Along with essays based on The List, writers share their feelings about what the milestone of turning thirty meant to them. *30 Things Every Woman Should Have and Should Know by the Time She's 30* is the one book women of all ages will turn to for timely and timeless wisdom.

Improving Working Conditions and Productivity in the Garment Industry

In this truly unique technical book, today's leading software architects present valuable principles on key development issues that go way beyond technology. More than four dozen architects -- including Neal Ford, Michael Nygard, and Bill de hOra -- offer advice for communicating with stakeholders, eliminating complexity, empowering developers, and many more practical lessons they've learned from years of experience. Among the 97 principles in this book, you'll find useful advice such as: Don't Put Your Resume Ahead of the Requirements (Nitin Borwankar) Chances Are, Your Biggest Problem Isn't Technical (Mark Ramm) Communication Is King; Clarity and Leadership, Its Humble Servants (Mark Richards) Simplicity Before Generality, Use Before Reuse (Kevlin Henney) For the End User, the Interface Is the System (Vinayak Hegde) It's Never Too Early to Think About Performance (Rebecca Parsons) To be successful as a software architect, you need to

master both business and technology. This book tells you what top software architects think is important and how they approach a project. If you want to enhance your career, 97 Things Every Software Architect Should Know is essential reading.

Enterprise Integration Patterns

If you're passionate about programming and want to get better at it, you've come to the right source. Code Craft author Pete Goodliffe presents a collection of useful techniques and approaches to the art and craft of programming that will help boost your career and your well-being. Goodliffe presents sound advice that he's learned in 15 years of professional programming. The book's standalone chapters span the range of a software developer's life—dealing with code, learning the trade, and improving performance—with no language or industry bias. Whether you're a seasoned developer, a neophyte professional, or a hobbyist, you'll find valuable tips in five independent categories: Code-level techniques for crafting lines of code, testing, debugging, and coping with complexity Practices, approaches, and attitudes: keep it simple, collaborate well, reuse, and create malleable code Tactics for learning effectively, behaving ethically, finding challenges, and avoiding stagnation Practical ways to complete things: use the right tools, know what "done" looks like, and seek help from colleagues Habits for working well with others, and pursuing development as a social activity

Codeless Data Structures and Algorithms

*Just months after the introduction of the new generation of 32-bit PIC microcontrollers, a Microchip insider and acclaimed author takes you by hand at the exploration of the PIC32 *Includes handy checklists to help readers perform the most common programming and debugging tasks The new 32-bit microcontrollers bring the promise of more speed and more performance while offering an unprecedented level of compatibility with existing 8 and 16-bit PIC microcontrollers. In sixteen engaging chapters, using a parallel track to his previous title dedicated to 16-bit programming, the author puts all these claims to test while offering a gradual introduction to the development and debugging of embedded control applications in C. Author Lucio Di Jasio, a PIC and embedded control expert, offers unique insight into the new 32-bit architecture while developing a number of projects of growing complexity. Experienced PIC users and newcomers to the field alike will benefit from the text's many thorough examples which demonstrate how to nimbly side-step common obstacles, solve real-world design problems efficiently and optimize code using the new PIC32 features and peripheral set. You will learn about: *basic timing and I/O operation *debugging methods with the MPLAB SIM *simulator and ICD tools *multitasking using the PIC32 interrupts *all the new hardware peripherals *how to control LCD displays *experimenting with the Explorer16 board and *the PIC32 Starter Kit *accessing mass-storage media *generating audio and video signals *and more! TABLE OF CONTENTS Day 1 And the adventure begins Day 2 Walking in circles Day 3 Message in a Bottle Day 4

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NUMB3RS Day 5 Interrupts Day 6 Memory Part 2 Experimenting Day 7 Running Day 8 Communication Day 9 Links Day 10 Glass = Bliss Day 11 It's an analog world Part 3 Expansion Day 12 Capturing User Inputs Day 13 UTube Day 14 Mass Storage Day 15 File I/O Day 16 Musica Maestro! 32-bit microcontrollers are becoming the technology of choice for high performance embedded control applications including portable media players, cell phones, and GPS receivers. Learn to use the C programming language for advanced embedded control designs and/or learn to migrate your applications from previous 8 and 16-bit architectures.

97 Things Every Cloud Engineer Should Know

In the era of self-taught developers and programmers, essential topics in the industry are frequently learned without a formal academic foundation. A solid grasp of data structures and algorithms (DSA) is imperative for anyone looking to do professional software development and engineering, but classes in the subject can be dry or spend too much time on theory and unnecessary readings. Regardless of your programming language background, *Codeless Data Structures and Algorithms* has you covered. In this book, author Armstrong Subero will help you learn DSAs without writing a single line of code. Straightforward explanations and diagrams give you a confident handle on the topic while ensuring you never have to open your code editor, use a compiler, or look at an integrated development environment. Subero introduces you to linear, tree, and hash data structures and gives you important insights behind the most common algorithms that you can directly apply to your own programs. *Codeless Data Structures and Algorithms* provides you with the knowledge about DSAs that you will need in the professional programming world, without using any complex mathematics or irrelevant information. Whether you are a new developer seeking a basic understanding of the subject or a decision-maker wanting a grasp of algorithms to apply to your projects, this book belongs on your shelf. Quite often, a new, refreshing, and unpretentious approach to a topic is all you need to get inspired. What You'll Learn Understand tree data structures without delving into unnecessary details or going into too much theory Get started learning linear data structures with a basic discussion on computer memory Study an overview of arrays, linked lists, stacks and queues Who This Book Is For This book is for beginners, self-taught developers and programmers, and anyone who wants to understand data structures and algorithms but don't want to wade through unnecessary details about quirks of a programming language or don't have time to sit and read a massive book on the subject. This book is also useful for non-technical decision-makers who are curious about how algorithms work.

God in Proof

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.

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