

## **The Practice Of Programming Addison Wesley Professional Computing Series**

The Practice of Programming  
Mathematical Foundations of Computer  
Networking  
Elements of Programming  
Extreme Programming  
Installed Pair  
Programming Illuminated  
Introducing Python  
Programming Unix  
A Tour of C++  
The Pragmatic Programmer  
Understanding the Digital World  
Hackers & Painters  
Expert C  
Programming  
The Little LISPer  
Classic Computer Science Problems in Python  
Object Structures  
Places of Power  
Computer Graphics  
The AWK Programming Language  
The Elements of Programming Style  
Programming Pearls  
Dreaming in Code  
Structured Programming, Theory and Practice  
The Practice of Computing Using Python  
Millions, Billions, Zillions  
Applied Mathematical Programming  
Java Spaces  
Principles, Patterns, and Practice  
The Go Programming Language  
Joomla! Programming  
Java Concurrency in Practice  
The Practice of Programming  
The Practice of Programming  
Refactoring  
Workbook  
Coders at Work  
The C++ Programming Language  
The Art of UNIX Programming  
D Is for Digital  
Functional Programming  
UNIX System V Network Programming  
Pro HTML5 Games

### **The Practice of Programming**

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Don't miss this guide to building networked and distributed applications for UNIX® System V. Using many helpful examples, the author provides a solid introduction to networking and UNIX programming, plus information on the programming interfaces most important to building communication software in System V, such as STREAMS, the Transport Layer Interface library, Sockets, and Remote Procedure Calls. The book also explains how to write kernel-level communication software, including STREAMS drivers, modules, and multiplexors. A final chapter on SLIP is essential reading.

### **Mathematical Foundations of Computer Networking**

### **Elements of Programming**

Software -- Programming Languages.

### **Extreme Programming Installed**

"The fascinating story of how Unix began and how it took over the world. Brian Kernighan was a member of the original group of Unix developers, the creator of several fundamental Unix programs, and the co-author of classic books like "The C

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Programming Language" and "The Unix Programming Environment."--

### **Pair Programming Illuminated**

A noted journalist chronicles three years in the lives of a team of maverick software developers, led by Lotus 1-2-3 creator Mitch Kapor, intent on creating a revolutionary personal information manager to challenge Microsoft Outlook. Reprint. 30,000 first printing.

### **Introducing Python**

### **Programming**

The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to

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learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

### **Unix**

Easy to understand and fun to read, this updated edition of *Introducing Python* is ideal for beginning programmers as well as those new to the language. Author Bill Lubanovic takes you from the basics to more involved and varied topics, mixing tutorials with cookbook-style code recipes to explain concepts in Python 3. End-of-chapter exercises help you practice what you've learned. You'll gain a strong foundation in the language, including best practices for testing, debugging, code reuse, and other development tips. This book also shows you how to use Python for applications in business, science, and the arts, using various Python tools and open source packages.

### **A Tour of C++**

With the same insight and authority that made their book *The Unix Programming Environment* a classic, Brian Kernighan and Rob Pike have written *The Practice of Programming* to help make individual programmers more effective and productive. The practice of programming is more than just writing code. Programmers must

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also assess tradeoffs, choose among design alternatives, debug and test, improve performance, and maintain software written by themselves and others. At the same time, they must be concerned with issues like compatibility, robustness, and reliability, while meeting specifications. The Practice of Programming covers all these topics, and more. This book is full of practical advice and real-world examples in C, C++, Java, and a variety of special-purpose languages. It includes chapters on: debugging: finding bugs quickly and methodically testing: guaranteeing that software works correctly and reliably performance: making programs faster and more compact portability: ensuring that programs run everywhere without change design: balancing goals and constraints to decide which algorithms and data structures are best interfaces: using abstraction and information hiding to control the interactions between components style: writing code that works well and is a pleasure to read notation: choosing languages and tools that let the machine do more of the work Kernighan and Pike have distilled years of experience writing programs, teaching, and working with other programmers to create this book. Anyone who writes software will profit from the principles and guidance in The Practice of Programming .

### **The Pragmatic Programmer**

Software -- Programming Languages.

## **Understanding the Digital World**

This book explains hardware, software and communications, precisely and carefully but in terms that anyone can understand, no matter what their experience and knowledge of technology.

## **Hackers & Painters**

Precision programming. Elements of logical expression. Elements of program expression. Structured programs. Reading structured programs. The correctness of structured programs. Writing structured programs.

## **Expert C Programming**

Mathematical programming: an overview; solving linear programs; sensitivity analysis; duality in linear programming; mathematical programming in practice; integration of strategic and tactical planning in the aluminum industry; planning the mission and composition of the U.S. merchant Marine fleet; network models; integer programming; design of a naval tender job shop; dynamic programming; large-scale systems; nonlinear programming; a system for bank portfolio planning; vectors and matrices; linear programming in matrix form; a labeling algorithm for

the maximum-flow network problem.

## **The Little LISPer**

Peter Seibel interviews 15 of the most interesting computer programmers alive today in *Coders at Work*, offering a companion volume to Apress's highly acclaimed best-seller *Founders at Work* by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the *Coders at Work* web site:

[www.codersatwork.com](http://www.codersatwork.com). The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstrong: Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford: JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached,

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and Perlbal Dan Ingalls: Smalltalk implementor and designer Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler Donald Knuth: Author of The Art of Computer Programming and creator of TeX Peter Norvig: Director of Research at Google and author of the standard text on AI Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress Ken Thompson: Inventor of UNIX Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

### **Classic Computer Science Problems in Python**

Annotation "JavaSpaces technology is a powerful Jini service from Sun Microsystems, Inc. that facilitates building distributed applications. The JavaSpaces model provides persistent object exchange "areas" in which remote Java processes can coordinate their actions and exchange data. JavaSpaces technology supplies a necessary, cross-platform framework for distributed computing with Jini technology." "This book introduces the JavaSpaces technology architecture and provides a comprehensive description of the model. Using an example-driven approach, this book shows you how to use JavaSpaces technology to develop distributed computing applications." "JavaSpaces Principles, Patterns, and Practice also includes two full-scale applications - one collaborative and the other parallel - that demonstrate how to put the JavaSpaces model to work."--BOOK JACKET. Title Summary field provided by Blackwell North America, Inc. All Rights Reserved.

## Object Structures

### Places of Power

What others in the trenches say about *The Pragmatic Programmer* “The cool thing about this book is that it’s great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there.” —Kent Beck, author of *Extreme Programming Explained: Embrace Change* “I found this book to be a great mix of solid advice and wonderful analogies!” —Martin Fowler, author of *Refactoring and UML Distilled* “I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost.” —Kevin Ruland, Management Science, MSG-Logistics “The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful. By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike.” —John Lakos, author of *Large-Scale C++ Software Design* “This is the sort of book I will buy a dozen copies of when it comes

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out so I can give it to my clients.” —Eric Vought, Software Engineer “Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.” —Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” —Jared Richardson, Senior Software Developer, iRenaissance, Inc. “I would like to see this issued to every new employee at my company.” —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I’m putting together a project, it’s the authors of this book that I want. . . . And failing that I’d settle for people who’ve read their book.” —Ward Cunningham Straight from the programming trenches, *The Pragmatic Programmer* cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts,

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assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

### **Computer Graphics**

The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the

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organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the go get command.

## **The AWK Programming Language**

Build your next game on a bigger scale with Pro HTML5 Games. This book teaches you the essentials of advanced game programming in HTML5. You'll learn techniques that you can transfer to any area of HTML5 game development to make your own professional HTML5 games! Led by an expert game programmer, you'll build two complete games in HTML5: a strategy puzzle game based on the Box2d physics engine and in the style of Angry Birds and a real-time strategy (RTS) game complete with units, buildings, path-finding, artificial intelligence, and multiplayer support. In the process, you'll learn how to do the following: Create realistic physics in your game by incorporating the Box2d physics engine Design large worlds with lots of characters and let users interact with them Use sprite sheets, panning, parallax scrolling, and sound effects to build a more polished game Incorporate pathfinding and steering to help characters navigate through your world Create challenging levels with intelligent enemies by using decision trees, state machines, and scripted events Add multiplayer in your games using Node.js and the WebSocket API This book will help you take your HTML5/JavaScript programming experience to the next level. It gives you the knowledge and skills you need to develop more complex, bolder games and become an HTML5 games pro.

## **The Elements of Programming Style**

An Introduction to Programming by the Inventor of C++ Preparation for Programming in the Real World The book assumes that you aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions. This approach will give you a solid foundation for writing useful, correct, maintainable, and efficient code. Programming with Today's C++ (C++11 and C++14) The book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. The book presents modern C++ programming techniques from the start, introducing the C++ standard library and C++11 and C++14 features to simplify programming tasks. For Beginners--And Anyone Who Wants to Learn Something New The book is primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art. Provides a Broad View The first half of the book covers a wide range of essential concepts, design and programming techniques, language features, and libraries. Those will enable you

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to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics (such as text processing, testing, and the C programming language) and provides abundant reference material. Source code and support supplements are available from the author's website.

### **Programming Pearls**

When programmers list their favorite books, Jon Bentley's collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have irritated real programmers. With origins beyond solid engineering, in the realm of insight and creativity, Bentley's pearls offer unique and clever solutions to those nagging problems. Illustrated by programs designed as much for fun as for instruction, the book is filled with lucid and witty descriptions of practical programming techniques and fundamental design principles. It is not at all surprising that Programming Pearls has been so highly valued by programmers at every level of experience. In this revision, the first in 14 years, Bentley has substantially updated his essays to reflect current programming methods and environments. In addition, there are three new essays on testing, debugging, and timing set representations string problems All the original programs have been rewritten, and an equal amount of new code has been generated. Implementations of all the programs, in C or C++, are now available on

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the Web. What remains the same in this new edition is Bentley's focus on the hard core of programming problems and his delivery of workable solutions to those problems. Whether you are new to Bentley's classic or are revisiting his work for some fresh insight, the book is sure to make your own list of favorites.

### **Dreaming in Code**

The author examines issues such as the rightness of web-based applications, the programming language renaissance, spam filtering, the Open Source Movement, Internet startups and more. He also tells important stories about the kinds of people behind technical innovations, revealing their character and their craft.

### **Structured Programming, Theory and Practice**

An essential guide to recognizing bogus numbers and misleading data Numbers are often intimidating, confusing, and even deliberately deceptive—especially when they are really big. The media loves to report on millions, billions, and trillions, but frequently makes basic mistakes or presents such numbers in misleading ways. And misunderstanding numbers can have serious consequences, since they can deceive us in many of our most important decisions, including how to vote, what to buy, and whether to make a financial investment. In this short,

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accessible, enlightening, and entertaining book, Brian Kernighan teaches anyone—even diehard math-phobes—how to demystify the numbers that assault us every day. Giving you the simple tools you need to avoid being fooled by dubious numbers, *Millions, Billions, Zillions* is an essential survival guide for a world drowning in big—and often bad—data.

### **The Practice of Computing Using Python**

When you master Joomla! programming, you can customize websites in ways that simply aren't possible by tweaking parameters or installing someone else's extensions. Now, there's an authoritative, "soup-to-nuts" programming guide for every Joomla! user: from beginners with no Joomla! development experience to long-time coders seeking a quick start with Joomla!'s powerful new versions, 1.6, 1.7, and 2.5. Joomla!™ Programming presents proven best practices for getting the job done right. Written by Mark Dexter and Joomla! design architect Louis Landry (who wrote much of the new Joomla! framework), the text is packed with detailed examples and sample code, in-depth reference-style explanations available nowhere else, and fascinating sidebars revealing why Joomla! works the way it does. Both a tutorial and reference, this title brings together step-by-step instructions for everything from simple tasks (such as template overrides) to cutting-edge techniques involving components, MVC, and the Joomla! framework. You'll learn how to View Joomla! from a programmer's perspective Extend Joomla!

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with layout overrides, plugins, and modules Take full advantage of Joomla!'s improved new MVC implementation Build front-end and back-end components, from start to finish Secure your websites with Joomla!'s powerful, flexible new Access Control Lists Work with databases and use the new JDatabaseQuery to write complex queries Program Joomla! with JavaScript via the lightweight MooTools framework Develop custom category structures for your own websites and extensions Enable one-click updates for your own custom extensions Use the Joomla! platform as an application framework All example code, updates, and more information on Joomla! programming are available at the companion website, [joomlaprogrammingbook.com](http://joomlaprogrammingbook.com).

### **Millions, Billions, Zillions**

"For intermediate Python programmers"--Back cover.

### **Applied Mathematical Programming**

### **JavaSpaces Principles, Patterns, and Practice**

Extreme programming. The circle of life. On-site customer. User stories.

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Acceptance tests. Sidebar: Acceptance test samples. Story estimation. Interlude: Sense of completion. Small releases. Customer defines release. Iteration planning. Quick design session. Programming. Sidebar: Code Quality. Pair programming. Unit tests. Sidebar: xUnit. Test first, by intention. Releasing changes. Do or do not. Experience improves estimates. Resources, scope, quality, time. Steering. Steering the iteration. steering the release. Handling defects. Sidebar: Advanced Issue: Defect databases; Advanced practice: Tests as database. Conclusion. Bonus tracks: We'll try. How to estimate anything. Infrastructure. It's chet's fault. Balancing hopes and fears. Testing improves code. XPer tries Java. A Java perspective. A true story. Estimates and promises. Everything that could possibly break.

## **The Go Programming Language**

## **Joomla! Programming**

This thoroughly object-oriented book takes the conventional topic of data structures and totally transforms it, leading you through the process of designing software components that are elegant, interchangeable, and reusable. Using Eiffel, the only pure object-oriented programming language designed specifically for

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software engineering, the book will teach you techniques for designing object structure interfaces and inheritance hierarchies. You will find detailed analyses of all the familiar data structures - arrays, lists, queues, stacks, trees, etc. - but the emphasis is on abstracting these structures to create well-designed, reusable components. You will learn how to create a number of different implementations to accomplish a specific task and analyze the advantages and trade-offs of each. In addition, the book illustrates the Design by Contract component design methodology originally developed by Bertrand Meyer, Eiffel's creator. Numerous exercises and sample applications will help you assimilate all of the information and sharpen your object-oriented programming skills. Written for conventional programmers who want to learn object-oriented programming through a familiar medium, or more experienced object-oriented programmers who want to improve their skills and techniques, this book will help you gain a deeper understanding of the theory and application of component design and the foundation of object-oriented programming.

### **Java Concurrency in Practice**

Covers Expression, Structure, Common Blunders, Documentation, & Structured Programming Techniques

## The Practice of Programming

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice*, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. *Java Concurrency in Practice* arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers:

- Basic concepts of concurrency and thread safety
- Techniques for building and composing thread-safe classes
- Using the concurrency building blocks in `java.util.concurrent`
- Performance optimization dos and don'ts
- Testing concurrent programs
- Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory

Model

## **The Practice of Programming**

Places of Power, John Sexton's third book, transports the viewer to places few have experienced firsthand. Sexton's images explore the haunting mystery of ancient Anasazi cliff dwellings, the monumental scale of Hoover Dam, the massive energy of steam turbine power plants, and the intricacies of the Space Shuttle - the single most complex system ever assembled in human history. The eighty-three photographs in Places of Power bring the viewer into intimate contact with these amazing technological achievements. Seen through Sexton's eyes, these structures and machines built for utilitarian purposes are transformed into miraculous sculptures. The book includes a foreword by journalist Walter Cronkite, as well as an essay by computer scientist, Rob Pike. John Sexton shares his experiences and challenges in the making of these photographs in his own essays.

## **Refactoring Workbook**

"To design future networks that are worthy of society's trust, we must put the 'discipline' of computer networking on a much stronger foundation. This book rises above the considerable minutiae of today's networking technologies to emphasize

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the long-standing mathematical underpinnings of the field." -Professor Jennifer Rexford, Department of Computer Science, Princeton University "This book is exactly the one I have been waiting for the last couple of years. Recently, I decided most students were already very familiar with the way the net works but were not being taught the fundamentals-the math. This book contains the knowledge for people who will create and understand future communications systems." -Professor Jon Crowcroft, The Computer Laboratory, University of Cambridge

The Essential Mathematical Principles Required to Design, Implement, or Evaluate Advanced Computer Networks Students, researchers, and professionals in computer networking require a firm conceptual understanding of its foundations. Mathematical Foundations of Computer Networking provides an intuitive yet rigorous introduction to these essential mathematical principles and techniques. Assuming a basic grasp of calculus, this book offers sufficient detail to serve as the only reference many readers will need. Each concept is described in four ways: intuitively; using appropriate mathematical notation; with a numerical example carefully chosen for its relevance to networking; and with a numerical exercise for the reader. The first part of the text presents basic concepts, and the second part introduces four theories in a progression that has been designed to gradually deepen readers' understanding. Within each part, chapters are as self-contained as possible. The first part covers probability; statistics; linear algebra; optimization; and signals, systems, and transforms. Topics range from Bayesian networks to hypothesis testing, and eigenvalue computation to Fourier transforms. These

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preliminary chapters establish a basis for the four theories covered in the second part of the book: queueing theory, game theory, control theory, and information theory. The second part also demonstrates how mathematical concepts can be applied to issues such as contention for limited resources, and the optimization of network responsiveness, stability, and throughput.

### **Coders at Work**

The basics of how computer hardware, software, and systems work, and the risks they create for our privacy and security Computers are everywhere. Some of them are highly visible, in laptops, tablets, cell phones, and smart watches. But most are invisible, like those in appliances, cars, medical equipment, transportation systems, power grids, and weapons. We never see the myriad computers that quietly collect, share, and sometimes leak vast amounts of personal data about us. Through computers, governments and companies increasingly monitor what we do. Social networks and advertisers know far more about us than we should be comfortable with, using information we freely give them. Criminals have all-too-easy access to our data. Do we truly understand the power of computers in our world? Understanding the Digital World explains how computer hardware, software, networks, and systems work. Topics include how computers are built and how they compute; what programming is and why it is difficult; how the Internet and the web operate; and how all of these affect our security, privacy, property,

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and other important social, political, and economic issues. This book also touches on fundamental ideas from computer science and some of the inherent limitations of computers. It includes numerous color illustrations, notes on sources for further exploration, and a glossary to explain technical terms and buzzwords. Understanding the Digital World is a must-read for all who want to know more about computers and communications. It explains, precisely and carefully, not only how they operate but also how they influence our daily lives, in terms anyone can understand, no matter what their experience and knowledge of technology.

### **The C++ Programming Language**

Brian Kernighan and Rob Pike have written The Practice of Programming to help make individual programmers more effective and productive. The practice of programming is more than just writing code. Programmers must also assess tradeoffs, choose among design alternatives, debug and test, improve performance, and maintain software written by themselves and others. At the same time, they must be concerned with issues like compatibility, robustness, and reliability, while meeting specifications. The Practice of Programming covers all these topics, and more. This book is full of practical advice and real-world examples in C, C++, Java, and a variety of special-purpose languages.

## **The Art of UNIX Programming**

A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software.

## **D Is for Digital**

The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, thoroughly covers the details of this language and its use in his definitive reference, *The C++ Programming Language, Fourth Edition*. In *A Tour of C++*, Stroustrup excerpts the overview chapters from that complete reference, expanding and enhancing them to give an experienced programmer—in just a few hours—a clear idea of what constitutes modern C++. In this concise, self-contained guide, Stroustrup covers most major language features and the major standard-library components—not, of course, in great depth, but to a level that gives programmers a meaningful overview of the language, some key examples, and practical help in getting started. Stroustrup presents the C++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour is remarkably comprehensive. Coverage begins with the basics, then ranges widely through more advanced

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topics, including many that are new in C++11, such as move semantics, uniform initialization, lambda expressions, improved containers, random numbers, and concurrency. The tour ends with a discussion of the design and evolution of C++ and the extensions added for C++11. This guide does not aim to teach you how to program (see Stroustrup's *Programming: Principles and Practice Using C++* for that); nor will it be the only resource you'll need for C++ mastery (see Stroustrup's *The C++ Programming Language, Fourth Edition*, for that). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++ language, or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C++, you can't find a shorter or simpler introduction than this tour provides.

### **Functional Programming**

Written as instruction for pair programming newbies, with practical improvement tips for those experienced with the concept, this guide explores the operational aspects and unique fundamentals of pair programming; information such as furniture set-up, pair rotation, and weeding out bad pairs.

### **UNIX System V Network Programming**

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& Most software practitioners deal with inherited code; this book teaches them how to optimize it & & Workbook approach facilitates the learning process & & Helps you identify where problems in a software application exist or are likely to exist

### **Pro HTML5 Games**

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. For courses in Python Programming Introduces Python programming with an emphasis on problem-solving Now in its Third Edition, Practice of Computing Using Python continues to effectively introduce readers to computational thinking using Python, with a strong emphasis on problem solving through computer science. The authors have chosen Python for its simplicity, powerful built-in data structures, advanced control constructs, and practicality. The text is built from the ground up for Python programming, rather than having been translated from Java or C++. Focusing on data manipulation and analysis as a theme, the text allows readers to work on real problems using Internet-sourced or self-generated data sets that represent their own work and interests. The authors also emphasize program development and provide readers of all backgrounds with a practical foundation in programming that suit their needs. Among other changes, the Third Edition incorporates a switch to the Anaconda distribution, the SPYDER IDE, and a focus on debugging and GUIs. Also available with MyProgrammingLab™ MyProgrammingLab

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