

# Effective Programming More Than Writing Code Ebook Jeff Atwood

Effective Programming: More Than Writing Code  
 Effective Perl Programming  
 Writing Idiomatic Python 3.3  
 Writing Better Programs with Tcl and Tk  
 3 Books in 1- the Ultimate Beginner's Guide to Learn Javascript Programming Effectively + Tips and Tricks to Learn Javascript + Strategies  
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 An advanced programmer's guide to efficient hardware utilization and compiler optimizations using C++ examples  
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 Your one-stop shop for all things programming  
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 What every programmer needs to know about cognition  
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 Why Smart Engineers Write Bad Code

Effective Programming More Than Writing Code Ebook Jeff Atwood

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## MICHAEL TYRONE

*Effective Programming: More Than Writing Code* "O'Reilly Media, Inc."

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

*Effective Perl Programming* "O'Reilly Media, Inc."

Writing code is the easy part of your work as a software developer. This practical book lets you explore the other 90%—everything from requirements discovery and rapid prototyping to business analysis and designing for maintainability. Instead of providing neatly packaged advice from on high, author Gregory Brown presents detailed examples of the many problems developers encounter, including the thought process it takes to solve them. He does this in an unusual and entertaining fashion by making you the main character in a series of chapter-length stories. As these stories progress, the examples become more complex, and your responsibilities increase. Together, these stories take you on a journey that will make you question and refine the way you think about, and work on, software projects. Steps in this unique journey include: Using prototypes to explore project ideas Spotting hidden dependencies in incremental changes Identifying the pain points of service integrations Developing a rigorous approach towards problem-solving Designing software from the bottom up Data modeling in an imperfect world Gradual process improvement as an antidote for over-commitment The future of software development

**Writing Idiomatic Python 3.3** Pearson Education

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 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.

*Writing Better Programs with Tcl and Tk* Pearson Education

Python's simplicity lets you become productive quickly, but this often means you aren't using everything it has to offer. With this hands-on guide, you'll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features. Author Luciano Ramalho takes you through Python's core language features and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python to fit patterns they learned from other languages, and never discover Python features outside of their experience. With this book, those Python programmers will thoroughly learn how to become proficient in Python 3. This book covers: Python data model: understand how special methods are the key to the consistent behavior of objects Data structures: take full advantage of built-in types, and understand the text vs bytes duality in the Unicode age Functions as objects: view Python functions as first-class objects, and understand how this affects popular design patterns Object-oriented idioms: build classes by learning about references, mutability, interfaces, operator overloading, and multiple inheritance Control flow: leverage context managers, generators, coroutines, and concurrency with the concurrent.futures and asyncio packages Metaprogramming: understand how properties, attribute descriptors, class decorators, and metaclasses work

**3 Books in 1- the Ultimate Beginner's Guide to Learn Javascript Programming Effectively + Tips and Tricks to Learn Javascript + Strategies** No Starch Press

Page 26: How can I avoid off-by-one errors? Page 143: Are Trojan Horse attacks for real? Page 158: Where should I look when my application can't handle its workload? Page 256: How can I detect memory leaks? Page 309: How do I target my application to international markets? Page 394: How should I name my code's identifiers? Page 441: How can I find and improve the code coverage of my tests? Diomidis Spinellis' first book, *Code Reading*, showed programmers how to understand and modify key functional properties of software. *Code Quality* focuses on non-functional properties, demonstrating how to meet such critical requirements as reliability, security, portability, and maintainability, as well as efficiency in time and space. Spinellis draws on hundreds of examples from open source projects--such as the Apache web and application servers, the BSD Unix systems, and the HSQLDB Java database--to illustrate concepts and techniques that every professional software developer will be able to appreciate and apply immediately. Complete files for the open source code illustrated in this book are available online at: <http://www.spinellis.gr/codequality/>

*The Open Source Perspective* Hyperink Inc

"A great book with deep insights into the bridge between programming and the human mind." - Mike Taylor, CGI Your brain responds in a predictable way when it encounters new or difficult tasks. This unique book teaches you concrete techniques rooted in cognitive science that will improve the way you learn and think about code. In *The Programmer's Brain: What every programmer needs to know about cognition* you will learn: Fast and effective ways to master new programming languages Speed reading skills to quickly comprehend new code Techniques to unravel the meaning of complex code Ways to learn new syntax and keep it memorized Writing code that is easy for others to read Picking the right names for your variables Making your codebase more understandable to newcomers Onboarding new developers to your team Learn how to optimize your brain's natural cognitive processes to read code more easily, write code faster, and pick up new languages in much less time. This book will help you through the confusion you feel when faced with strange and complex code, and explain a codebase in ways that can make a new team member productive in days! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Take advantage of your brain's natural processes to be a better programmer. Techniques based in cognitive science make it possible to learn new languages faster, improve productivity, reduce the need for code rewrites, and more. This unique book will help you achieve these gains. About the book *The Programmer's Brain* unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you

master new technology, comprehend code, and memorize syntax. You'll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you'll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed. What's inside Understand how your brain sees code Speed reading skills to learn code quickly Techniques to unravel complex code Tips for making codebases understandable About the reader For programmers who have experience working in more than one language. About the author Dr. Felienne Hermans is an associate professor at Leiden University in the Netherlands. She has spent the last decade researching programming, how to learn and how to teach it. Table of Contents PART 1 ON READING CODE BETTER 1 Decoding your confusion while coding 2 Speed reading for code 3 How to learn programming syntax quickly 4 How to read complex code PART 2 ON THINKING ABOUT CODE 5 Reaching a deeper understanding of code 6 Getting better at solving programming problems 7 Misconceptions: Bugs in thinking PART 3 ON WRITING BETTER CODE 8 How to get better at naming things 9 Avoiding bad code and cognitive load: Two frameworks 10 Getting better at solving complex problems PART 4 ON COLLABORATING ON CODE 11 The act of writing code 12 Designing and improving larger systems 13 How to onboard new developers

[An advanced programmer's guide to efficient hardware utilization and compiler optimizations using C++ examples](#) Genever Benning

[Classical FORTRAN: Programming for Engineering and Scientific Applications, Second Edition](#) teaches how to write programs in the Classical dialect of FORTRAN, the original and still most widely recognized language for numerical computing. This edition retains the conversational style of the original, along with its simple, carefully chosen subset language and its focus on floating-point calculations. New to the Second Edition Additional case study on file I/O More about CPU timing on Pentium processors More about the g77 compiler and Linux With numerous updates and revisions throughout, this second edition continues to use case studies and examples to introduce the language elements and design skills needed to write graceful, correct, and efficient programs for real engineering and scientific applications. After reading this book, students will know what statements to use and where as well as why to avoid the others, helping them become expert FORTRAN programmers.

[The Programmer's Brain](#) Createspace Independent Publishing Platform

Accessible guide to writing good, clear, correct code without stress, aimed at students on early programming courses.

[35 New Ways to Improve Your Programs and Designs](#) Createspace LLC USA

You need a graphical user interface, and it needs to run on multiple platforms. You don't have much time, and you're not a wizard with X/Motif, the Win32 GUI, or the Mac GUI. The project seems impossible, but with Tcl/Tk it's simple and fun. The Tcl scripting language and the Tk toolkit create a powerful programming environment for building graphical user interfaces. With two lines of code you can create a simple button; with two hundred lines of code, a desktop calculator; and with a thousand lines of code, an industrial-strength groupware calendar and appointment minder. Your applications run on all of the major platforms: UNIX, Windows 95/NT, and Macintosh. You can even embed your programs in a Web page to make them available online. Mark Harrison and Michael McLennan, two noted Tcl/Tk experts, combine their extensive experience in this practical programming guide. It is ideal for developers who are acquainted with the basics of Tcl/Tk and are now moving on to build real applications. *Effective Tcl/Tk Programming* shows you how to build Tcl/Tk applications effectively and efficiently through plenty of real-world advice. It clarifies some of the more powerful aspects of Tcl/Tk, such as the packer, the canvas widget, and binding tags. The authors describe valuable design strategies and coding techniques that will make your Tcl/Tk projects successful. You will learn how to: Create interactive displays with the canvas widget Create customized editors with the text widget Create new geometry managers, like tabbed notebooks or paned windows Implement client/server architectures Handle data structures Interface with existing applications Package Tcl/Tk code into reusable libraries Deliver Tcl/Tk applications that are easy to configure and install Embed applications in a Web page Build applications that will run on multiple platforms Throughout the book, the authors develop numerous applications and a library of reusable components. Learn from their approach, follow their strategies, and steal their code for your own applications! But don't bother retyping all of the examples. 0201634740B04062001

[Be More Than Just a Code Monkey](#) Simon and Schuster

Go beyond basic testing! Great software testing makes the entire development process more efficient. This book reveals a systemic and effective approach that will help you customize your testing coverage and catch bugs in tricky corner cases. In *Effective Software Testing* you will learn how to: Engineer tests with a much higher chance of finding bugs Read code coverage metrics and use them to improve your test suite Understand when to use unit tests, integration tests, and system tests Use mocks and stubs to simplify your unit testing Think of pre-conditions, post-conditions, invariants, and contracts Implement property-based tests Utilize coding practices like dependency injection and hexagonal architecture that make your software easier to test Write good and maintainable test code *Effective Software Testing* teaches you a systematic approach to software testing that will ensure the quality of your code. It's full of techniques drawn from proven research in software engineering, and each chapter puts a new technique into practice. Follow the real-world use cases and detailed code samples, and you'll soon be engineering tests that find bugs in edge cases and parts of code you'd never think of testing! Along the way, you'll develop an intuition for testing that can save years of learning by trial and error. About the technology *Effective testing* ensures that you'll deliver quality software. For software engineers, testing is a key part of the development process. Mastering specification-based testing, boundary testing, structural testing, and other core strategies is essential to writing good tests and catching bugs before they hit production. About the book *Effective Software Testing* is a hands-on guide to creating bug-free software. Written for developers, it guides you through all the different types of testing, from single units up to entire components. You'll also learn how to engineer code that facilitates testing and how to write easy-to-maintain test code. Offering a thorough, systematic approach, this book includes annotated source code samples, realistic scenarios, and reasoned explanations. What's inside Design rigorous test suites that actually find bugs When to use unit tests, integration tests, and system tests Pre-and post-conditions, invariants, contracts, and property-based tests Design systems that are test-friendly Test code best practices and test smells About the reader The Java-based examples illustrate concepts you can use for any object-oriented language. About the author Dr. Maurício Aniche is the Tech Academy Lead at Adyen and an Assistant Professor in Software Engineering at the Delft University of Technology. Table of Contents 1 Effective and systematic software testing 2 Specification-based testing 3 Structural testing and code coverage 4 Designing contracts 5 Property-based testing 6 Test doubles and mocks 7 Designing for testability 8 Test-driven development 9 Writing larger tests 10 Test code quality 11 Wrapping up the book

[59 Specific Ways to Write Better Python](#) Addison-Wesley Professional

There are many excellent R resources for visualization, data science, and package development. Hundreds of scattered vignettes, web pages, and forums explain how to use R in particular domains. But little has been written on how to simply make R work effectively—until now. This hands-on book teaches novices and experienced R users how to write efficient R code. Drawing on years of experience teaching R courses, authors Colin Gillespie and Robin Lovelace provide practical advice

on a range of topics—from optimizing the set-up of RStudio to leveraging C++—that make this book a useful addition to any R user's bookshelf. Academics, business users, and programmers from a wide range of backgrounds stand to benefit from the guidance in *Efficient R Programming*. Get advice for setting up an R programming environment Explore general programming concepts and R coding techniques Understand the ingredients of an efficient R workflow Learn how to efficiently read and write data in R Dive into data carpentry—the vital skill for cleaning raw data Optimize your code with profiling, standard tricks, and other methods Determine your hardware capabilities for handling R computation Maximize the benefits of collaborative R programming Accelerate your transition from R hacker to R programmer

[A Guide for Students](#) Addison-Wesley Professional

More than 150,000 copies in print! Praise for Scott Meyers' first book, *Effective C++*: "I heartily recommend *Effective C++* to anyone who aspires to mastery of C++ at the intermediate level or above." - The C/C++ User's Journal From the author of the indispensable *Effective C++*, here are 35 new ways to improve your programs and designs. Drawing on years of experience, Meyers explains how to write software that is more effective: more efficient, more robust, more consistent, more portable, and more reusable. In short, how to write C++ software that's just plain better. More *Effective C++* includes: Proven methods for improving program efficiency, including incisive examinations of the time/space costs of C++ language features Comprehensive descriptions of advanced techniques used by C++ experts, including placement new, virtual constructors, smart pointers, reference counting, proxy classes, and double-dispatching Examples of the profound impact of exception handling on the structure and behavior of C++ classes and functions Practical treatments of new language features, including bool, mutable, explicit, namespaces, member templates, the Standard Template Library, and more. If your compilers don't yet support these features, Meyers shows you how to get the job done without them. More *Effective C++* is filled with pragmatic, down-to-earth advice you'll use every day. Like *Effective C++* before it, More *Effective C++* is essential reading for anyone working with C++.

[Classical Fortran](#) Packt Publishing Ltd

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 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 Cleland, 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, 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.

[With C and GNU Development Tools](#) Pearson Education

An accessible primer on how to create effective graphics from data This book provides students and researchers a hands-on introduction to the principles and practice of data visualization. It explains what makes some graphs succeed while others fail, how to make high-quality figures from data using powerful and reproducible methods, and how to think about data visualization in an honest and effective way. *Data Visualization* builds the reader's expertise in ggplot2, a versatile visualization library for the R programming language. Through a series of worked examples, this accessible primer then demonstrates how to create plots piece by piece, beginning with summaries of single variables and moving on to more complex graphics. Topics include plotting continuous and categorical variables; layering information on graphics; producing effective "small multiple" plots; grouping, summarizing, and transforming data for plotting; creating maps; working with the output of statistical models; and refining plots to make them more comprehensible. *Effective graphics* are essential to communicating ideas and a great way to better understand data. This book provides the practical skills students and practitioners need to visualize quantitative data and get the most out of their research findings. Provides hands-on instruction using R and ggplot2 Shows how the "tidyverse" of data analysis tools makes working with R easier and more consistent Includes a library of data sets, code, and functions

[An Introduction to Professional C Programming](#) MIT Press

Presents an introduction to the new programming language for the Java Platform.

[A developer's guide](#) Addison-Wesley Professional

*Effective Programming: More Than Writing Code* Your one-stop shop for all things programming Hyperink Inc

[Effective TCP/IP Programming](#) Createspace Independent Pub

This guide will help readers learn how to employ the significant power of use cases to their software development efforts. It provides a practical methodology, presenting key use case concepts.

[Programming for Engineering and Scientific Applications, Second Edition](#) Addison-Wesley Professional

Programming in TCP/IP can seem deceptively simple. Nonetheless, many network programmers recognize that their applications could be much more robust. Effective TCP/IP Programming is designed to boost programmers to a higher level of competence by focusing on the protocol suite's more subtle features and techniques. It gives you the know-how you need to produce highly effective TCP/IP programs. In forty-four concise, self-contained lessons, this book offers experience-based tips, practices, and rules of thumb for learning high-performance TCP/IP programming techniques. Moreover, it shows you how to avoid many of TCP/IP's most common trouble spots. Effective TCP/IP Programming offers valuable advice on such topics as: Exploring IP addressing, subnets, and CIDR Preferring the sockets interface over XTI/TLI Using two TCP connections Making your applications event-driven Using one large write instead of multiple small writes Avoiding data copying Understanding what TCP reliability really means Recognizing the effects of buffer sizes Using tcpdump, traceroute, netstat, and ping effectively Numerous examples demonstrate essential ideas and concepts. Skeleton code and a library of common functions allow you to write applications without having to worry about routine chores. Through individual tips and explanations, you will acquire an overall understanding of TCP/IP's inner workings and the practical knowledge needed to put it to work. Using Effective TCP/IP Programming, you'll speed through the learning process and quickly achieve the programming capabilities of a seasoned pro.

[A Practical Introduction](#) "O'Reilly Media, Inc."

Python Essential Reference is the definitive reference guide to the Python programming language — the one authoritative handbook that reliably untangles and explains both the core Python language and the most essential parts of the Python library. Designed for the professional programmer, the book is concise, to the point, and highly accessible. It also includes detailed information on the Python library and many advanced subjects that is not available in either the official Python documentation or any other single reference source. Thoroughly updated to reflect the significant new programming language features and library modules that have been introduced in Python 2.6 and Python 3, the fourth edition of Python Essential Reference is the definitive guide for programmers who need to modernize existing Python code or who are planning an eventual

migration to Python 3. Programmers starting a new Python project will find detailed coverage of contemporary Python programming idioms. This fourth edition of Python Essential Reference features numerous improvements, additions, and updates: Coverage of new language features, libraries, and modules Practical coverage of Python's more advanced features including generators, coroutines, closures, metaclasses, and decorators Expanded coverage of library modules related to concurrent programming including threads, subprocesses, and the new multiprocessing module Up-to-the-minute coverage of how to use Python 2.6's forward compatibility mode to evaluate code for Python 3 compatibility Improved organization for even faster answers and better usability Updates to reflect modern Python programming style and idioms Updated and improved example code Deep coverage of low-level system and networking library modules — including options not covered in the standard documentation

[More Effective C++](#) Pearson Education

The "Writing Idiomatic Python" book is finally here! Chock full of code samples, you'll learn the "Pythonic" way to accomplish common tasks. Each idiom comes with a detailed description, example code showing the "wrong" way to do it, and code for the idiomatic, "Pythonic" alternative. \*This version of the book is for Python 3.3+. There is also a Python 2.7.3+ version available.\* "Writing Idiomatic Python" contains the most common and important Python idioms in a format that maximizes identification and understanding. Each idiom is presented as a recommendation to write some commonly used piece of code. It is followed by an explanation of why the idiom is important. It also contains two code samples: the "Harmful" way to write it and the "Idiomatic" way. \* The "Harmful" way helps you identify the idiom in your own code. \* The "Idiomatic" way shows you how to easily translate that code into idiomatic Python. This book is perfect for you: \* If you're coming to Python from another programming language \* If you're learning Python as a first programming language \* If you're looking to increase the readability, maintainability, and correctness of your Python code What is "Idiomatic" Python? Every programming language has its own idioms. Programming language idioms are nothing more than the generally accepted way of writing a certain piece of code. Consistently writing idiomatic code has a number of important benefits: \* Others can read and understand your code easily \* Others can maintain and enhance your code with minimal effort \* Your code will contain fewer bugs \* Your code will teach others to write correct code without any effort on your part

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