

The Passionate Programmer Creating A Remarkable Career In Software Development Pragmatic Life

If you ally dependence such a referred **The Passionate Programmer Creating A Remarkable Career In Software Development Pragmatic Life** books that will come up with the money for you worth, get the enormously best seller from us currently from several preferred authors. If you desire to droll books, lots of novels, tale, jokes, and more fictions collections are then launched, from best seller to one of the most current released.

You may not be perplexed to enjoy all books collections The Passionate Programmer Creating A Remarkable Career In Software Development Pragmatic Life that we will unquestionably offer. It is not in the region of the costs. Its virtually what you craving currently. This The Passionate Programmer Creating A Remarkable Career In Software Development Pragmatic Life , as one of the most keen sellers here will certainly be in the midst of the best options to review.

Explain the Cloud Like I'm 10 - Todd Hoff 2017-10-03

What is the cloud? Discover the secrets of the cloud through simple explanations that use lots of pictures and lots of examples. Why learn about the cloud? It's the future. The cloud is the future of software, the future of computing, and the future of business. If you're not up on the cloud the future will move on without you. Don't miss out. Not a geek? Don't worry. I wrote this book for you! After reading *Explain Cloud Like I'm 10*, you will understand the cloud. That's a promise. How do I deliver on that promise? I'll let you in on a little secret: the cloud is not that hard to understand. It's just that nobody has taken the time to explain it properly. take the time. I go slow. You'll learn step-by-step; one idea at a time. You'll learn something new no matter if you're a beginner, someone who knows a little and wants to know more, or someone thinking about a career change. In *Explain Cloud Like I'm 10*, you'll discover:

- How the cloud got its name. A more interesting story than you might think. An intuitive picture based definition of the cloud.
- What it means when someone says a service is in the cloud. If stormy weather affects cloud computing.
- How the internet really works. Most people don't know.

You will. The real genius of cloud computing. Hint: it's not the technology.

- The good, the bad, and the ugly of cloud computing.
- How cloud computing changed how software is made—forever.
- Why Amazon AWS became so popular. Hint: it's not the technology.
- What happens when you press play on Netflix.
- Why Kindle is the perfect example of a cloud service.
- The radically different approaches Apple and Google take to the cloud.
- How Google Maps and Facebook Messenger excel as cloud applications.
- Cloud providers are engaging in a winner-take-all war to addict you to their ecosystems.
- Key ideas like: VM, serverless, container, IaaS, PaaS, SaaS, virtualization, caching, ISP, OpEx, CapEx, network, AMI, EC2, S3, CDN, elastic computing, datacenter, and cloud-native. And so much more. Sound like gobbledygook? Don't worry! It will all make sense. I've been a programmer and a writer for over 30 years. I've been in cloud computing since the beginning, and I'm here to help you on your journey to understand the cloud. Consider me your guide. I'll be with you every step of the way. Sound fun? Buy *Explain Cloud Like I'm 10* and let's get started learning about the cloud today!

The Unwritten Laws of Engineering - W.J. King 1944

Some years ago the author became very much impressed with the fact, which can be observed in any engineering organization, that the chief obstacles to the success of individual engineers or of the group comprising a unit were of a personal and administrative rather than a technical nature. It was apparent that both the author and his associates were getting into much more trouble by violating the unwritten laws of professional conduct than by committing technical sins against the well-documented laws of science. Since the former appeared to be indeed unwritten at that time, as regards any adequate and convenient text, the following "laws" were originally formulated and collected into a sort of scrapbook, to provide a set of "house rules," or a professional code, for a design-engineering section of a large manufacturing organization. Although they are admittedly fragmentary and incomplete, they are offered here for whatever they may be worth to younger men just starting their careers, and to older men who know these things perfectly well but who all too often fail to apply them in practice. Just a few points should be emphasized: None of these "laws" is theoretical or imaginary, and however obvious and trite they may appear, their repeated violation is responsible for much of the frustration and embarrassment to which engineers everywhere are liable. In fact this paper is primarily a record, derived from direct observation over a period of seventeen years, of the experience of four engineering departments, three of them newly organized and struggling to establish themselves by the trial-and-error method. It has, however, been supplemented and confirmed by the experience of others as gathered from numerous discussions, lectures, and the literature, so that it most emphatically does not reflect the unique experience or characteristics of any one organization. Furthermore, many of these rules are generalizations to which exceptions will occur in special circumstances. There is no thought of urging a slavish adherence to rules and red tape, for there is no substitute for judgment, and at times vigorous individual initiative is needed to cut through formalities in an emergency. But in many respects these laws are like the basic laws of society; they cannot be violated too

often with impunity, notwithstanding striking exceptions in individual cases.

Pomodoro Technique Illustrated - Staffan Noteberg 2009-12-28

Printed in full color. Do you ever look at the clock and wonder where the day went? You spent all this time at work and didn't come close to getting everything done. Tomorrow try something new. Use the Pomodoro Technique to work in focused sprints throughout the day. In Pomodoro Technique Illustrated, Staffan Noteberg shows you how to organize your work to accomplish more in less time. There's no need for expensive software or fancy planners. You can get started with nothing more than a piece of paper, a pencil, and a kitchen timer. You have so much you need to accomplish today. Your list is a mile long and you find yourself getting interrupted every other minute. You'd like to tell everyone to leave you alone, but most of the interruptions are coming from you! You think of a phone call you need to make or a web site you need to check and before you know it you're answering email, checking twitter, and finding a million other things to occupy your time. You need to focus---really focus. The Pomodoro Technique puts you back in charge of your day. You'll apply successful techniques from software engineering to identify what you should be doing today and to help you achieve your goals. Your mind won't wander when it is fully engaged in short bursts of focused activity. Learn to work less and accomplish more using nothing more than paper, pencil, and a simple kitchen timer. Set the timer and start on your next Pomodoro. When the bell rings take a break. This personal approach to timeboxing is at the core of the Pomodoro technique and this book is filled with advice on how to get started and how to tailor it to your own needs.

Code Craft - Pete Goodliffe 2007

A guide to writing computer code covers such topics as variable naming, presentation style, error handling, and security.

The Startup Owner's Manual - Steve Blank 2020-03-17

More than 100,000 entrepreneurs rely on this book for detailed, step-by-step instructions on building successful, scalable, profitable startups. The National Science Foundation pays hundreds of startup teams each year

to follow the process outlined in the book, and it's taught at Stanford, Berkeley, Columbia and more than 100 other leading universities worldwide. Why? The Startup Owner's Manual guides you, step-by-step, as you put the Customer Development process to work. This method was created by renowned Silicon Valley startup expert Steve Blank, co-creator with Eric Ries of the "Lean Startup" movement and tested and refined by him for more than a decade. This 608-page how-to guide includes over 100 charts, graphs, and diagrams, plus 77 valuable checklists that guide you as you drive your company toward profitability. It will help you:

- Avoid the 9 deadly sins that destroy startups' chances for success
- Use the Customer Development method to bring your business idea to life
- Incorporate the Business Model Canvas as the organizing principle for startup hypotheses
- Identify your customers and determine how to "get, keep and grow" customers profitably
- Compute how you'll drive your startup to repeatable, scalable profits.

The Startup Owner's Manual was originally published by K&S Ranch Publishing Inc. and is now available from Wiley. The cover, design, and content are the same as the prior release and should not be considered a new or updated product.

Just Java 2 - Peter van der Linden 2004-06-21

The #1 introduction to J2SE 1.5 and enterprise/server-side development! An international bestseller for eight years, Just Java™ 2 is the complete, accessible Java tutorial for working programmers at all levels. Fully updated and revised, this sixth edition is more than an engaging overview of Java 2 Standard Edition (J2SE 1.5) and its libraries: it's also a practical introduction to today's best enterprise and server-side programming techniques. Just Java™ 2, Sixth Edition, reflects both J2SE 1.5 and the latest Tomcat and servlet specifications. Extensive new coverage includes: New chapters on generics and enumerated types New coverage of Web services, with practical examples using Google and Amazon Web services Simplified interactive I/O with printf() Autoboxing and unboxing of primitive types Static imports, foreach loop construct, and other new language features Peter van der Linden delivers expert advice, clear explanations, and crisp sample programs

throughout—including dozens new to this edition. Along the way, he introduces: The core language: syntax, objects, interfaces, nested classes, compiler secrets, and much more Key libraries: date and calendar, pattern matching, network software, mapped I/O, utilities and generic collections Server-side technology: network server systems, a complete tiny HTML Web server, and XML in Java Enterprise J2EE: Sql and JDBC™ tutorial, servlets and JSP and much more Client-side Java: fundamentals of JFC/Swing GUI development, new class data sharing details Companion Web Site All the book's examples and sample programs are available at <http://afu.com>.

Trees of Delhi - Pradip Krishen 2006

Learn to Program - Chris Pine 2021-06-17

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the

book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

So Good They Can't Ignore You - Cal Newport 2012-09-18

In an unorthodox approach, Georgetown University professor Cal Newport debunks the long-held belief that "follow your passion" is good advice, and sets out on a quest to discover the reality of how people end up loving their careers. Not only are pre-existing passions rare and have little to do with how most people end up loving their work, but a focus on passion over skill can be dangerous, leading to anxiety and chronic job hopping. Spending time with organic farmers, venture capitalists, screenwriters, freelance computer programmers, and others who admitted to deriving great satisfaction from their work, Newport uncovers the strategies they used and the pitfalls they avoided in developing their compelling careers. Cal reveals that matching your job to a pre-existing passion does not matter. Passion comes after you put in the hard work to become excellent at something valuable, not before. In other words, what you do for a living is much less important than how you do it. With a title taken from the comedian Steve Martin, who once said his advice for aspiring entertainers was to "be so good they can't ignore you," Cal Newport's clearly written manifesto is mandatory reading for anyone fretting about what to do with their life, or frustrated by their current job situation and eager to find a fresh new way to take control of their livelihood. He provides an evidence-based blueprint for creating work you love, and will change the way you think about careers, happiness, and the crafting of a remarkable life.

JAVA Developer's Reference - Mike Cohn 1996

The Java Developer's Reference provides definitive solutions to your Java needs. Written for serious Java programmers, this comprehensive volume is actually three books in one, combining all the latest information on Java programming to make this the most timely and enduring Java reference book on the market.

Java Design Pattern Essentials - Tony Bevis 2012-10

Once you've learned the fundamentals of Java, understanding Design Patterns is essential for writing clear, concise and effective code. This fully revised and updated book gives you a step-by-step guide to object-oriented development, using tried and trusted techniques. The examples have been kept simple, enabling you to concentrate on understanding the concepts and application of each pattern. All examples have been designed around a common theme, making it easier to see how they relate to each other and how you can adapt them to your applications. While the book assumes a basic knowledge of Java you don't need to be a guru. This book is perfect for the programmer wishing to take their skills to the next level, and feel confident about using Java in real applications. Coverage includes all 23 of the patterns from the "Gang of Four" work, additional patterns including Model-View-Controller, and simple UML diagrams.

Code Complete, 2nd Edition - Steve McConnell

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices-and hundreds of new code samples-illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking-and help you build the highest quality code.

Coding All-in-One For Dummies - Nikhil Abraham 2017-04-18

See all the things coding can accomplish The demand for people with coding know-how exceeds the number of people who understand the languages that power technology. Coding All-in-One For Dummies gives you an ideal place to start when you're ready to add this valuable asset to your professional repertoire. Whether you need to learn how coding

works to build a web page or an application or see how coding drives the data revolution, this resource introduces the languages and processes you'll need to know. Peek inside to quickly learn the basics of simple web languages, then move on to start thinking like a professional coder and using languages that power big applications. Take a look inside for the steps to get started with updating a website, creating the next great mobile app, or exploring the world of data science. Whether you're looking for a complete beginner's guide or a trusted resource for when you encounter problems with coding, there's something for you! Create code for the web Get the tools to create a mobile app Discover languages that power data science See the future of coding with machine learning tools With the demand for skilled coders at an all-time high, Coding All-in-One For Dummies is here to propel coding newbies to the ranks of professional programmers.

You Don't Know JS Yet - Kyle Simpson 2020-01-28

It seems like there's never been as much widespread desire before to learn JS. But with a million blogs, books, and videos out there, just where do you start? The worldwide best selling "You Don't Know JS" book series is back for a 2nd edition: "You Don't Know JS Yet". All 6 books are brand new, rewritten to cover all sides of JS for 2020 and beyond. "Get Started" prepares you for the journey ahead, first surveying the language then detailing how the rest of the You Don't Know JS Yet book series guides you to knowing JS more deeply.

Programming Ruby - David Thomas 2004

A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate)

The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies - Erik Brynjolfsson 2014-01-20

A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.

The RSpec Book - David Chelimsky 2010

Behaviour Driven Development is about writing software that matters. It is an approach to agile software development that takes cues from Test Driven Development, Domain Driven Design, and Acceptance Test Driven Planning. RSpec and Cucumber are the leading Behaviour Driven Development tools in Ruby. RSpec supports Test Driven Development in Ruby through the BDD lens, keeping your focus on design and documentation while also supporting thorough testing and quick fault isolation. Cucumber, RSpec's steadfast companion, supports Acceptance Test Driven Planning with business-facing, executable requirements documentation that helps to ensure that you are writing relevant software targeted at real business needs. The RSpec Book will introduce you to RSpec, Cucumber, and a number of other tools that make up the Ruby BDD family. Replete with tutorials and practical examples, the RSpec Book will help you get your BDD on, taking you from executable requirements to working software that is clean, well tested, well documented, flexible and highly maintainable.

Somebody - Stefan Kanfer 2009-11-03

Stefan Kanfer, acclaimed biographer of Lucille Ball and Groucho Marx, now gives us the definitive life of Marlon Brando, seamlessly intertwining the man and the work to give us a stunning and illuminating appraisal. Beginning with Brando's turbulent childhood, Kanfer follows him to New York where he made his star-making Broadway debut as Stanley Kowalski in *A Streetcar Named Desire* at age twenty-three. Brando then decamped for Hollywood, and Kanfer looks at each of Brando's films over the years—from *The Men* in 1950 to *The Score* in 2001—offering deft and insightful analysis of his sometimes brilliant, sometimes baffling performances. And, finally, Kanfer brings into focus Brando's self-destructiveness, ambivalence toward his craft, and the tragedies that shadowed his last years.

The Passionate Programmer - Chad Fowler 2009

Programmers can learn how to become entrepreneurs, driving their career in the direction of their choosing. This guide illustrates how those in the IT field can set the direction of their careers, leading to a more

fulfilling and remarkable professional life.

Land the Tech Job You Love - Andy Lester 2009

Gives you the background, the skills and the hard-won wisdom to bypass the mistakes of those who don't prepare. Conventional wisdom has it that finding a job is simple: send some resumes, go on some interviews and take the offer that sounds best. But that's only the start!

The Agile Samurai - Jonathan Rasmusson 2010-09-25

Printed in full color. Faced with a software project of epic proportions? Tired of over-committing and under-delivering? Enter the dojo of the agile samurai, where agile expert Jonathan Rasmusson shows you how to kick-start, execute, and deliver your agile projects. Combining cutting-edge tools with classic agile practices, *The Agile Samurai* gives you everything you need to deliver something of value every week and make rolling your software into production a non-event. Get ready to kick some software project butt. By learning the ways of the agile samurai you will discover: how to create plans and schedules your customer and your team can believe in what characteristics make a good agile team and how to form your own how to gather requirements in a fraction of the time using agile user stories what to do when you discover your schedule is wrong, and how to look like a pro correcting it how to execute fiercely by leveraging the power of agile software engineering practices By the end of this book you will know everything you need to set up, execute, and successfully deliver agile projects, and have fun along the way. If you're a project lead, this book gives you the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, usability designer, or project manager, this book gives you the insight and foundation necessary to become a valuable agile team member. *The Agile Samurai* slices away the fluff and theory that make other books less-than-agile. It's packed with best practices, war stories, plenty of humor and hands-on tutorial exercises that will get you doing the right things, the right way. This book will make a difference.

The Pragmatic Programmer - David Thomas 2019-07-30

"One of the most significant books in my life." -Obie Fernandez, Author, *The Rails Way* "Twenty years ago, the first edition of *The Pragmatic*

Programmer completely changed the trajectory of my career. This new edition could do the same for yours." -Mike Cohn, Author of *Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied* ". . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come." -Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks ". . . lightning does strike twice, and this book is proof." -VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks *The Pragmatic Programmer* is one of those rare tech books you'll read, re-read, and read again over the years. Whether you're new to the field or an experienced practitioner, you'll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range 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 Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic Programmers Take responsibility for your work and career Test ruthlessly and effectively, including property-based testing Implement the Pragmatic Starter Kit Delight your users Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best approaches 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. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

[The Healthy Programmer](#) - Joe Kutner 2013-06-26

Printed in full color. To keep doing what you love, you need to maintain your own systems, not just the ones you write code for. Regular exercise and proper nutrition help you learn, remember, concentrate, and be creative--skills critical to doing your job well. Learn how to change your work habits, master exercises that make working at a computer more comfortable, and develop a plan to keep fit, healthy, and sharp for years to come. Small changes to your habits can improve your health--without getting in the way of your work. The Healthy Programmer gives you a daily plan of action that's incremental and iterative just like the software development processes you're used to. Every tip, trick, and best practice is backed up by the advice of doctors, scientists, therapists, nutritionists, and numerous fitness experts. We'll review the latest scientific research to understand how being healthy is good for your body and mind. You'll start by adding a small amount of simple activity to your day--no trips to the gym needed. You'll learn how to mitigate back pain, carpal tunnel syndrome, headaches, and many other common sources of pain. You'll also learn how to refactor your diet to properly fuel your body without gaining weight or feeling hungry. Then, you'll turn the exercises and activities into a pragmatic workout methodology that doesn't interfere with the demands of your job and may actually improve your cognitive skills. You'll also learn the secrets of prominent figures in the software community who turned their health around by making diet and exercise changes. Throughout, you'll track your progress with a "companion iPhone app". Finally, you'll learn how to make your healthy lifestyle pragmatic, attainable, and fun. If you're going to live well, you should enjoy it. Disclaimer This book is intended only as an informative guide for

those wishing to know more about health issues. In no way is this book intended to replace, countermand, or conflict with the advice given to you by your own healthcare provider including Physician, Nurse Practitioner, Physician Assistant, Registered Dietician, and other licensed professionals. Keep in mind that results vary from person to person. This book is not intended as a substitute for medical or nutritional advice from a healthcare provider or dietician. Some people have a medical history and/or condition and/or nutritional requirements that warrant individualized recommendations and, in some cases, medications and healthcare surveillance. Do not start, stop, or change medication and dietary recommendations without professional medical and/or Registered Dietician advice. A healthcare provider should be consulted if you are on medication or if there are any symptoms that may require diagnosis or medical attention. Do not change your diet if you are ill, or on medication except under the supervision of a healthcare provider. Neither this, nor any other book or discussion forum is intended to take the place of personalized medical care or treatment provided by your healthcare provider. This book was current as of January, 2013 and as new information becomes available through research, experience, or changes to product contents, some of the data in this book may become invalid. You should seek the most up to date information on your medical care and treatment from your health care professional. The ultimate decision concerning care should be made between you and your healthcare provider. Information in this book is general and is offered with no guarantees on the part of the author, editor or The Pragmatic Programmers, LLC. The author, editors and publisher disclaim all liability in connection with the use of this book.

A Truck Full of Money - Tracy Kidder 2016

"One man's quest to recover from great success"--Front cover.

The Pragmatic Programmer - Andrew Hunt 1999-10-20

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 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, 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.

Building a Career in Software - Daniel Heller 2020-09-27

Software engineering education has a problem: universities and bootcamps teach aspiring engineers to write code, but they leave graduates to teach themselves the countless supporting tools required to thrive in real software companies. *Building a Career in Software* is the solution, a comprehensive guide to the essential skills that instructors don’t need and professionals never think to teach: landing jobs, choosing teams and projects, asking good questions, running meetings, going on-call, debugging production problems, technical writing, making the most of a mentor, and much more. In over a decade building software at companies such as Apple and Uber, Daniel Heller has mentored and managed tens of engineers from a variety of training backgrounds, and those engineers inspired this book with their hundreds of questions about career issues and day-to-day problems. Designed for either random access or cover-to-cover reading, it offers concise treatments of virtually every non-technical challenge you will face in the first five years of your

career—as well as a selection of industry-focused technical topics rarely covered in training. Whatever your education or technical specialty, *Building a Career in Software* can save you years of trial and error and help you succeed as a real-world software professional. What You Will Learn Discover every important nontechnical facet of professional programming as well as several key technical practices essential to the transition from student to professional Build relationships with your employer Improve your communication, including technical writing, asking good questions, and public speaking Who This Book is For Software engineers either early in their careers or about to transition to the professional world; that is, all graduates of computer science or software engineering university programs and all software engineering boot camp participants.

Metaprogramming Ruby 2 - Paolo Perrotta 2014

Annotation Everyone in the Ruby world seems to be talking about metaprogramming—how you can use it to remove duplication in your code and write elegant, beautiful programs. Now you can get in on the action as well. This book describes metaprogramming as an essential component of Ruby. Once you understand the principles of Ruby, including the object model, scopes, and eigenclasses, you're on your way to applying metaprogramming both in your daily work and in your fun, after-hours projects. Learning metaprogramming doesn't have to be difficult or boring. By taking you on a Monday-through-Friday workweek adventure with a pair of programmers, Paolo Perrotta helps make mastering the art of metaprogramming both straightforward and entertaining. The book is packed with: Pragmatic examples of metaprogramming in action, many of which come straight from popular libraries or frameworks, such as Rails. Programming challenges that let you experiment and play with some of the most fun, "out-there" metaprogramming concepts. Metaprogramming "spells"—34 practical recipes and idioms that you can study and apply right now, to write code that is sure to impress. Whether you're a Ruby apprentice on the path to mastering the language or a Ruby wiz in search of new tips, this book is for you.

Being Geek - Michael Lopp 2010-07-21

As a software engineer, you recognize at some point that there's much more to your career than dealing with code. Is it time to become a manager? Tell your boss he's a jerk? Join that startup? Author Michael Lopp recalls his own make-or-break moments with Silicon Valley giants such as Apple, Netscape, and Symantec in *Being Geek* -- an insightful and entertaining book that will help you make better career decisions. With more than 40 standalone stories, Lopp walks through a complete job life cycle, starting with the job interview and ending with the realization that it might be time to find another gig. Many books teach you how to interview for a job or how to manage a project successfully, but only this book helps you handle the baffling circumstances you may encounter throughout your career. Decide what you're worth with the chapter on "The Business" Determine the nature of the miracle your CEO wants with "The Impossible" Give effective presentations with "How Not to Throw Up" Handle liars and people with devious agendas with "Managing Werewolves" Realize when you should be looking for a new gig with "The Itch"

Remote - Jason Fried 2013-10-29

The classic guide to working from home and why we should embrace a virtual office, from the bestselling authors of *Rework* “A paradigm-smashing, compulsively readable case for a radically remote workplace.”—Susan Cain, *New York Times* bestselling author of *Quiet* Does working from home—or anywhere else but the office—make sense? In *Remote*, Jason Fried and David Heinemeier Hansson, the founders of Basecamp, bring new insight to the hotly debated argument. While providing a complete overview of remote work's challenges, Jason and David persuasively argue that, often, the advantages of working “off-site” far outweigh the drawbacks. In the past decade, the “under one roof” model of conducting work has been steadily declining, owing to technology that is rapidly creating virtual workspaces. Today the new paradigm is “move work to the workers, rather than workers to the workplace.” Companies see advantages in the way remote work increases their talent pool, reduces turnover, lessens their real estate

footprint, and improves their ability to conduct business across multiple time zones. But what about the workers? Jason and David point out that remote work means working at the best job (not just one that is nearby) and achieving a harmonious work-life balance while increasing productivity. And those are just some of the perks to be gained from leaving the office behind. Remote reveals a multitude of other benefits, along with in-the-trenches tips for easing your way out of the office door where you control how your workday will unfold. Whether you're a manager fretting over how to manage workers who "want out" or a worker who wants to achieve a lifestyle upgrade while still being a top performer professionally, this book is your indispensable guide.

The Cult of Smart - Fredrik deBoer 2020-08-04

Named one of Vulture's Top 10 Best Books of 2020! Leftist firebrand Fredrik deBoer exposes the lie at the heart of our educational system and demands top-to-bottom reform. Everyone agrees that education is the key to creating a more just and equal world, and that our schools are broken and failing. Proposed reforms variously target incompetent teachers, corrupt union practices, or outdated curricula, but no one acknowledges a scientifically-proven fact that we all understand intuitively: Academic potential varies between individuals, and cannot be dramatically improved. In *The Cult of Smart*, educator and outspoken leftist Fredrik deBoer exposes this omission as the central flaw of our entire society, which has created and perpetuated an unjust class structure based on intellectual ability. Since cognitive talent varies from person to person, our education system can never create equal opportunity for all. Instead, it teaches our children that hierarchy and competition are natural, and that human value should be based on intelligence. These ideas are counter to everything that the left believes, but until they acknowledge the existence of individual cognitive differences, progressives remain complicit in keeping the status quo in place. This passionate, voice-driven manifesto demands that we embrace a new goal for education: equality of outcomes. We must create a world that has a place for everyone, not just the academically talented. But we'll never achieve this dream until the Cult of Smart is destroyed.

Masters of Doom - David Kushner 2004-05-11

Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously successful game franchises in history—*Doom* and *Quake*—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. *Masters of Doom* is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and passionate account of what it's like to be young, driven, and wildly creative. "To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. *Masters of Doom* is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosos Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way."—Mark Leyner, author of *I Smell Esther Williams*

The Productive Programmer - Neal Ford 2008-07-03

Anyone who develops software for a living needs a proven way to produce it better, faster, and cheaper. *The Productive Programmer* offers critical timesaving and productivity tools that you can adopt right away, no matter what platform you use. Master developer Neal Ford not only

offers advice on the mechanics of productivity-how to work smarter, spurn interruptions, get the most out your computer, and avoid repetition-he also details valuable practices that will help you elude common traps, improve your code, and become more valuable to your team. You'll learn to: Write the test before you write the code Manage the lifecycle of your objects fastidiously Build only what you need now, not what you might need later Apply ancient philosophies to software development Question authority, rather than blindly adhere to standards Make hard things easier and impossible things possible through meta-programming Be sure all code within a method is at the same level of abstraction Pick the right editor and assemble the best tools for the job This isn't theory, but the fruits of Ford's real-world experience as an Application Architect at the global IT consultancy ThoughtWorks. Whether you're a beginner or a pro with years of experience, you'll improve your work and your career with the simple and straightforward principles in *The Productive Programmer*.

Success Built to Last - Jerry Porras 2007-08-28

The phenomenal follow-up to the bestselling *Built to Last* Imagine discovering what successful people have in common, distilling it into a set of simple practices, and using them to transform your career and your life. That's what Jerry Porras, Stewart Emery, and Mark Thompson, leading thinkers in organizational development and self-improvement, have done in *Success Built to Last*. Two hundred remarkable people are included, notably: -Jeff Bezos, founder and CEO, Amazon.com -Warren Buffett -Bill Clinton -Frances Hesselbein, former CEO, Girl Scouts of America -Maya Angelou -Bill Gates Each shares how he or she harvested victories, learned from failures, and found the courage to be true to their passions. By following a set of simple principles culled from these inspiring interviews, readers can transform their business and personal lives, and discover the true meaning of success.

My Job Went to India - Chad Fowler 2005

The American IT job market is slowly coming apart at the seams, and it's all our fault. Most of us have been stumbling around letting our careers take us where they may, and now we're surprised when our companies

are shipping our jobs overseas for a fraction of the price. It's time to take control of our careers, and in the process, learn to stay both relevant and employed. This book will show you how to take action to avoid becoming yet another casualty of offshoring.

An Unprogrammed Life - William Hiroyuki Saito 2012-02-01

An Unprogrammed Life By the age of 10, William Saito was designing financial programs for Merrill Lynch. By the time he was in college, he was running his own business, creating software for corporate giants like NEC, Toshiba, and Sony. Soon afterwards, he was selling his work to Bill Gates. In *An Unprogrammed Life: Adventures of an Incurable Entrepreneur*, the child-prodigy-turned-star-businessman tells his story for the first time, providing business owners and budding entrepreneurs with an invaluable insight into a remarkable story of hard work and success. From volunteering to set up an automated filing system for his local library to helping the Japanese government respond to the 2011 tsunami, an unwavering commitment to putting his technical savvy at the disposal of those who need it most has defined Saito's career. As a result, he has become a preeminent authority on homeland security, as well as a friend to young start-ups around the globe. He has been a judge for Ernst & Young's "Entrepreneur of the Year" award as well as a winner of this prestigious prize. Saito knows exactly what makes a company a winner, and he can identify the little things that prevent promising new ventures from ever making it big. In *An Unprogrammed Life*, he takes a lifetime of wisdom public. Ending each chapter with actionable "takeaway" advice, this book is a must-read for anyone looking to succeed as an entrepreneur.

Driving Technical Change - Terrence Ryan 2010

New technologies are popping up every day. Convincing co-workers to adopt them is the hard part. Adobe software evangelist Ryan breaks down the patterns and types of resistance technologists face in many organizations.

Career Development and Counseling - Mei Tang 2018-08-29

Career Development and Counseling: Theory and Practice in a Multicultural World provides a comprehensive overview of career

development theories with a unique multicultural framework. Aligned with the latest standards set forth by the Council for Accreditation of Counseling and Related Educational Programs (CACREP), the text focuses on applications across a variety of settings and populations. Each chapter contains numerous case illustrations and learning activities designed to help readers understand the complexities of multicultural aspects of individual career development. Counseling students in training, in addition to working counseling professionals, will find this book as a useful resource for today's diverse world. Career Development and Counseling is part of SAGE's Counseling and Professional Identity Series. To learn more about each text in the series, please visit sagepub.com/cpiseriess.

The Developer's Code - Ka Wai Cheung 2012-02-07

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

generation into your development process, and why its benefits go far beyond just faster code output. What to do when your client or end user disagrees with an approach you believe in. How to pay your knowledge forward to future generations of programmers through teaching and evangelism. If you're in this industry for the long run, you'll be coming back to this book again and again.

Getting a Big Data Job For Dummies - Jason Williamson 2014-12-31

Hone your analytic talents and become part of the next big thing Getting a Big Data Job For Dummies is the ultimate guide to landing a position in one of the fastest-growing fields in the modern economy. Learn exactly what "big data" means, why it's so important across all industries, and how you can obtain one of the most sought-after skill sets of the decade. This book walks you through the process of identifying your ideal big data job, shaping the perfect resume, and nailing the interview, all in one easy-to-read guide. Companies from all industries, including finance, technology, medicine, and defense, are harnessing massive amounts of data to reap a competitive advantage. The demand for big data professionals is growing every year, and experts forecast an estimated 1.9 million additional U.S. jobs in big data by 2015. Whether your niche is developing the technology, handling the data, or analyzing the results, turning your attention to a career in big data can lead to a more secure, more lucrative career path. Getting a Big Data Job For Dummies provides an overview of the big data career arc, and then shows you how to get your foot in the door with topics like: The education you need to succeed The range of big data career path options An overview of major big data employers A plan to develop your job-landing strategy Your analytic inclinations may be your ticket to long-lasting success. In a highly competitive job market, developing your data skills can create a situation where you pick your employer rather than the other way around. If you're ready to get in on the ground floor of the next big thing, Getting a Big Data Job For Dummies will teach you everything you need to know to get started today.

The Passionate Programmer - Chad Fowler 2009-05-28

Success in today's IT environment requires you to view your career as a

business endeavor. In this book, you'll learn how to become an entrepreneur, driving your career in the direction of your choosing. You'll learn how to build your software development career step by step, following the same path that you would follow if you were building, marketing, and selling a product. After all, your skills themselves are a product. The choices you make about which technologies to focus on and which business domains to master have at least as much impact on your success as your technical knowledge itself--don't let those choices be accidental. We'll walk through all aspects of the decision-making process, so you can ensure that you're investing your time and energy in the right areas. You'll develop a structured plan for keeping your mind engaged and your skills fresh. You'll learn how to assess your skills in

terms of where they fit on the value chain, driving you away from commodity skills and toward those that are in high demand. Through a mix of high-level, thought-provoking essays and tactical "Act on It" sections, you will come away with concrete plans you can put into action immediately. You'll also get a chance to read the perspectives of several highly successful members of our industry from a variety of career paths. As with any product or service, if nobody knows what you're selling, nobody will buy. We'll walk through the often-neglected world of marketing, and you'll create a plan to market yourself both inside your company and to the industry in general. Above all, you'll see how you can set the direction of your career, leading to a more fulfilling and remarkable professional life.