

# Coders At Work Reflections On The Craft Of Programming

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**Reflections** — Benjamin Bergery 2002 Case studies of film lighting by some of the world's leading cinematographers addressing key topics such as: basic techniques, light sources, portraits, day and night interiors, postproduction techniques and the design of sequences.

**Beautiful Code** — Greg Wilson 2007-06-26 How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, Karl Fogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers, Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren, Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and Piotr Luszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, Andrew Kuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho and Rafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, Simon Peyton Jones, Kent Dyvigt, William Otte and Douglas C. Schmidt, Andrew Patzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman, Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

**More Programming Pearls** — Jon Louis Bentley 1988 Software -- Software Engineering.

**The Hacker Crackdown** — Bruce Sterling 2020-08-11 The bestselling cyberpunk author "has produced by far the most stylish report from the computer outlaw culture since Steven Levy's Hackers" (Publishers Weekly). Bruce Sterling delves into the world of high-tech crime and punishment in one of the first books to explore the cyberspace breaches that threaten national security. From the crash of AT&T's long-distance switching system to corporate cyberattacks, he investigates government and law enforcement efforts to break the back of America's electronic underground in the 1990s. In this modern classic, "Sterling makes the hackers—who live in the ether between terminals under noms de net such as VaxCat—as vivid as Wyatt Earp and Doc Holliday. His book goes a long way towards explaining the emerging digital world and its ethos" (Publishers Weekly). This edition features a new preface by the author that analyzes the sobering increase in computer crime over the twenty-five years since The Hacker Crackdown was first published. "Offbeat and brilliant." —Booklist "Thoroughly researched, this account of the government's crackdown on the nebulous but growing computer-underground provides a thoughtful report on the laws and rights being defined on the virtual frontier of cyberspace. . . . An enjoyable, informative, and (as the first mainstream treatment of the subject) potentially important book. . . . Sterling is a fine and knowledgeable guide to this strange new world." —Kirkus Reviews "A well-balanced look at this new group of civil libertarians. Written with humor and intelligence, this book is highly recommended." —Library Journal

**Coding Languages for Absolute Beginners** — Zach Weibler 2018-12-07 The World is changing rapidly and technology is at the very center of it. Technology is affecting our present. Technology drives and shapes our future. What better way to be part of that driving force than to learn the beating heart of all these computers and application? Coding. The Coding Languages for Absolute Beginners series aims to be The go-to-guide for beginners to get started on programming and learn the coding skills you need to build the technology and drive the future you want. And the best part about it, you'll learn from scratch not just 1, 2, 3 but 6 Programming Languages! In this series, you'll learn the basics, techniques and best practices for the following coding languages: Arduino C++ C# Powershell Python SQL This comprehensive beginners guide to these 6 Programming Languages gives you everything you need to know to get started on coding, and much much more! Before you know it, you'll start seeing results on screen and your on your way to mastering any, if not all, of these programming languages! Start your coding journey now!

**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, Corbybytes, 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.

**Computer Science Distilled** — Wladston Ferreira Filho 2017-01-17 A foolproof walkthrough of must-know computer science concepts. A fast guide for those who don't need the academic formality, it goes straight to what differentiates pros from amateurs. First introducing discrete mathematics, then exposing the most common algorithm and data structure design elements, and finally the working principles of computers and programming languages, the book is indicated to all programmers.

**The Planet Remade** — Oliver Morton 2017-05-02 First published in Great Britain by Granta Books, 2015.

**Data Structures and Algorithms** — John Deidler 2012-12-06 This textbook provides an in depth course on data structures in the context of object oriented development. Its main themes are abstraction, implementation, encapsulation, and measurement: that is, that the software process begins with abstraction of data types, which then lead to alternate representations and encapsulation, and finally to resource measurement. A clear object oriented approach, making use of Booch components, will provide readers with a useful library of data structure components and experience in software reuse. Students using this book are expected to have a reasonable understanding of the basic logical structures such as stacks and queues. Throughout, Ada 95 is used and the author takes full advantage of Ada's encapsulation features and the ability to present specifications without implementational details. Ada code is supported by two suites available over the World Wide Web.

**Coders at Work** — Peter Seibel 2009-12-21 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. 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, and Peribal Dan Ingalls: Smalltalk implementer 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

**Hackers & Painters** — Paul Graham 2004-05-18 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.

**The Coding Manual for Qualitative Researchers** — Johnny Saldana 2012-10-04 The Second Edition of Johnny Saldana's international bestseller provides an in-depth guide to the multiple approaches available for coding qualitative data. Fully up to date, it includes new chapters, more coding techniques and an additional glossary. Clear, practical and authoritative, the book: -describes how coding initiates qualitative data analysis -demonstrates the writing of analytic memos -discusses available analytic software -suggests how best to use The Coding Manual for Qualitative Researchers for particular studies. In total, 32 coding methods are profiled that can be applied to a range of research genres from grounded theory to phenomenology to narrative inquiry. For each approach, Saldana discusses the method's origins, a description of the method, practical applications, and a clearly illustrated example with analytic follow-up. A unique and invaluable reference for students, teachers, and practitioners of qualitative inquiry, this book is essential reading across the social sciences.

**Algorithms in Java, Parts 1-4** — Robert Sedgewick 2002-07-23 This edition of Robert Sedgewick's popular work provides current and comprehensive coverage of important algorithms for Java programmers. Michael Schidlowsky and Sedgewick have developed new Java implementations that both express the methods in a concise and direct manner and provide programmers with the practical means to test them on real applications. Many new algorithms are presented, and the explanations of each algorithm are much more detailed than in previous editions. A new text design and detailed, innovative figures, with accompanying commentary, greatly enhance the presentation. This third edition retains the successful blend of theory and practice that has made Sedgewick's work an invaluable resource for more than 400,000 programmers! This particular book, Parts 1-4, represents the essential first half of Sedgewick's complete work. It provides extensive coverage of fundamental data structures and algorithms for sorting, searching, and related applications. Although the substance of the book applies to programming in any language, the implementations by Schidlowsky and Sedgewick also exploit the natural match between Java classes and abstract data type (ADT) implementations. Highlights Java class implementations of more than 100 important practical algorithms Emphasis on ADTs, modular programming, and object-oriented programming Extensive coverage of arrays, linked lists, trees, and other fundamental data structures Thorough treatment of algorithms for sorting, selection, priority queue ADT implementations, and symbol table ADT implementations (search algorithms) Complete implementations for binomial queues, multiway radix sorting, randomized BSTs, splay trees, skip lists, multiway tries, B trees, extendible hashing, and many other advanced methods Quantitative information about the algorithms that gives you a basis for comparing them More than 1,000 exercises and more than 250 detailed figures to help you learn properties of the algorithms Whether you are learning the algorithms for the first time or wish to have up-to-date reference material that incorporates new programming styles with classic and new algorithms, you will find a wealth of useful information in this book.

**Dreaming in Code** — Scott Rosenberg 2008-02-26 Our civilization runs on software. Yet the art of creating it continues to be a dark mystery, even to the experts. To find out why it's so hard to bend computers to our will, Scott Rosenberg spent three years following a team of maverick software developers—led by Lotus 1-2-3 creator Mitch

Kapor—designing a novel personal information manager meant to challenge market leader Microsoft Outlook. Their story takes us through a maze of abrupt dead ends and exhilarating breakthroughs as they wrestle not only with the abstraction of code, but with the unpredictability of human behavior— especially their own.

**Coders** Clive Thompson 2020-03-05 Masterful . . . [Thompson] illuminates both the fascinating coders and the bewildering technological forces that are transforming the world in which we live: David Grann, author of *The Lost City of Z* Facebook's algorithms shaping the news. Uber's cars flocking the streets. Revolution on Twitter and romance on Tinder. We live in a world constructed of computer code. Coders - are the people who built it for us. And yet their worlds and minds are little known to outsiders. In *Coders*, Wired columnist Clive Thompson presents a brilliantly original anthropological reckoning with the most influential tribe in today's world, interrogating who they are, how they think, what they value, what qualifies as greatness in their world, and what should give us pause. One of the most prominent journalists writing on technology today, Clive Thompson takes us into the minds of coders, the most quietly influential people on the planet, in a journey into the heart of the machine - and the men and women who made it.

**Founders at Work** Jessica Livingston 2008-11-01 Now available in paperback—with a new preface and interview with Jessica Livingston about Y Combinator! Founders at Work: Stories of Startups' Early Days is a collection of interviews with founders of famous technology companies about what happened in the very earliest days. These people are celebrities now. What was it like when they were just a couple friends with an idea? Founders like Steve Wozniak (Apple), Caterina Fake (Flickr), Mitch Kapor (Lotus), Max Levchin (PayPal), and Sabeer Bhatia (Hotmail) tell you in their own words about their surprising and often very funny discoveries as they learned how to build a company. Where did they get the ideas that made them rich? How did they convince investors to back them? What went wrong, and how did they recover? Nearly all technical people have thought of one day starting or working for a startup. For them, this book is the closest you can come to being a fly on the wall at a successful startup, to learn how it's done. But ultimately these interviews are required reading for anyone who wants to understand business, because startups are business reduced to its essence. The reason their founders become rich is that startups do what businesses do—create value—more intensively than almost any other part of the economy. How? What are the secrets that make successful startups so insanely productive? Read this book, and let the founders themselves tell you.

**Masterminds of Programming** Federico Biancuzzi 2009-03-21 Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today. Masterminds of Programming includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimsky: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find Masterminds of Programming fascinating.

**Pragmatic Thinking and Learning** Andy Hunt 2008-10-28 Printed in full color. Software development happens in your head. Not in an editor, IDE, or design tool. You're well educated on how to work with software and hardware, but what about wetware--our own brains? Learning new skills and new technology is critical to your career, and it's all in your head. In this book by Andy Hunt, you'll learn how our brains are wired, and how to take advantage of your brain's architecture. You'll learn new tricks and tipstos learn more, faster, and retain more of what you learn. You need a pragmatic approach to thinking and learning. You need to Refactor Your Wetware. Programmers have to learn constantly: not just the stereotypical new technologies, but also the problem domain of the application, the whims of the user community, the quirks of your teammates, the shifting sands of the industry, and the evolving characteristics of the project itself as it is built. We'll journey together through bits of cognitive and neuroscience, learning and behavioral theory. You'll see some surprising aspects of how our brains work, and how you can take advantage of the system to improve your own learning and thinking skills. In this book you'll learn how to: Use the Dreyfus Model of Skill Acquisition to become more expert Leverage the architecture of the brain to strengthen different thinking modes Avoid common "known bugs" in your mind Learn more deliberately and more effectively Manage knowledge more efficiently

**Programmers at Work** Susan M. Lammers 2006

**Lisp in Small Pieces** Christian Queinnc 2003-12-04 This is a comprehensive account of the semantics and the implementation of the whole Lisp family of languages, namely Lisp, Scheme and related dialects. It describes 11 interpreters and 2 compilers, including very recent techniques of interpretation and compilation. The book is in two parts. The first starts from a simple evaluation function and enriches it with multiple name spaces, continuations and side-effects with commented variants, while at the same time the language used to define these features is reduced to a simple lambda-calculus. Denotational semantics is then naturally introduced. The second part focuses more on implementation techniques and discusses precompilation for fast interpretation: threaded code or bytecode: compilation towards C. Some extensions are also described such as dynamic evaluation, reflection, macros and objects. This will become the new standard reference for people wanting to know more about the Lisp family of languages: how they work, how they are implemented, what their variants are and why such variants exist. The full code is supplied (and also available over the Net). A large bibliography is given as well as a considerable number of exercises. Thus it may also be used by students to accompany second courses on Lisp or Scheme.

**Real-Time Rendering, Fourth Edition** Tomas Akenine-Möller 2018-08-06 Thoroughly updated, this fourth edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and o

**Seriously Good Software** Marco Faella 2020-03-24 Summary Serious developers know that code can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application's speed, size, resilience, and maintainability. In *Seriously Good Software: Code that Works, Survives, and Wins*, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You'll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on eight pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book *Seriously Good Software* is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you'll get a firm grasp of the concepts as you go. When you finish the last version of the book's central project, you'll be able to confidently choose the right optimizations for your code. What's inside Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based exercises you can apply in any OO language About the reader For web developers comfortable with JavaScript and HTML. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course. Table of Contents \*Part 1: Preliminaries \* 1 Software qualities and a problem to solve 2 Reference implementation \*Part 2: Software Qualities \* 3 Need for speed: Time efficiency 4 Precious memory: Space efficiency 5 Self-conscious code: Reliability through monitoring 6 Lie to me: Reliability through testing 7 Coding aloud: Readability 8 Many cooks in the kitchen: Thread safety 9 Please recycle: Reusability

**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.

**xUnit Test Patterns** Gerard Meszaros 2007-05-21 Automated testing is a cornerstone of agile development. An effective testing strategy will deliver new functionality more aggressively, accelerate user feedback, and improve quality. However, for many developers, creating effective automated tests is a unique and unfamiliar challenge. *xUnit Test Patterns* is the definitive guide to writing automated tests using xUnit, the most popular unit testing framework in use today. Agile coach and test automation expert Gerard Meszaros describes 68 proven patterns for making tests easier to write, understand, and maintain. He then shows you how to make them more robust and repeatable—and far more cost-effective. Loaded with information, this book feels like three books in one. The first part is a detailed tutorial on test automation that covers everything from test strategy to in-depth test coding. The second part, a catalog of 18 frequently encountered "test smells," provides troubleshooting guidelines to help you determine the root cause of problems and the most applicable patterns. The third part contains detailed descriptions of each pattern, including refactoring instructions illustrated by extensive code samples in multiple programming languages.

**Maximum MIDI** Paul Messick 1998 Musical Instrument Digital Interface (MIDI) connects sound cards, musical instruments, and computers in order to make music. MIDI-based music programs can play music, teach music theory and technique, provide games with exciting scores, and allow musicians to record, edit, play, and print compositions. This book is the programmer's definitive source of information for developing MIDI-based Windows 95 applications.

**Coders at Work** Peter Seibel 2009-09-16 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, and Perlbal Dan Ingalls: Smalltalk implementer 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

**Coders** Clive Thompson 2020-03-24 Facebook's algorithms shaping the news. Self-driving cars roaming the streets. Revolution on Twitter and romance on Tinder. We live in a world constructed of code--and coders are the ones who built it for us. Programmers shape our everyday behavior: When they make something easy to do, we do more of it. When they make it hard or impossible, we do less of it. From acclaimed test writer Clive Thompson comes a brilliant anthropological reckoning with the most powerful tribe in the world today, computer programmers, in a book that interrogates who they are, how they think, what qualifies as greatness in their world, and what should give us pause. In pop culture and media, the people who create the code that rules our world are regularly portrayed in hackneyed, simplified terms, as ciphers in hoodies. Thompson goes far deeper, taking us close to some of the great programmers of our time, including the creators of Facebook's News Feed, Instagram, Google's cutting-edge AI, and more. Speaking to everyone from revered "10X" elites to neophytes, back-end engineers and front-end designers, Thompson explores the distinctive psychology of this vocation--which combines a love of logic, an obsession with efficiency, the joy of puzzle-solving, and a superhuman tolerance for mind-bending frustration. Along the way, Coders ponders the morality and politics of code, including its implications for civic life and the economy and the major controversies of our era. In accessible, erudite prose, Thompson unpacks the surprising history of the field, beginning with the first coders -- brilliant and pioneering women, who, despite crafting some of the earliest personal computers and programming languages, were later written out of history. At the same time, the book deftly illustrates how programming has become a marvelous new art form--a source of delight and creativity, not merely danger. To get as close to his subject as possible, Thompson picks up the thread of his own long-abandoned coding skills as he reckons, in his signature, highly personal style, with what superb programming looks like. To understand the

world today, we need to understand code and its consequences. With *Coders*, Thompson gives a definitive look into the heart of the machine.

**Managing the Unmanageable** Mickey W. Mantle 2012-09-16 "Mantle and Lichty have assembled a guide that will help you hire, motivate, and mentor a software development team that functions at the highest level. Their rules of thumb and coaching advice are great blueprints for new and experienced software engineering managers alike." —Tom Conrad, CTO, Pandora "I wish I'd had this material available years ago. I see lots and lots of 'meat' in here that I'll use over and over again as I try to become a better manager. The writing style is right on, and I love the personal anecdotes." —Steve Johnson, VP, Custom Solutions, DigitalFish All too often, software development is deemed unmanageable. The news is filled with stories of projects that have run catastrophically over schedule and budget. Although adding some formal discipline to the development process has improved the situation, it has by no means solved the problem. How can it be, with so much time and money spent to get software development under control, that it remains so unmanageable? In *Managing the Unmanageable: Rules, Tools, and Insights for Managing Software People and Teams*, Mickey W. Mantle and Ron Lichty answer that persistent question with a simple observation: You first must make programmers and software teams manageable. That is, you need to begin by understanding your people—how to hire them, motivate them, and lead them to develop and deliver great products. Drawing on their combined seventy years of software development and management experience, and highlighting the insights and wisdom of other successful managers, Mantle and Lichty provide the guidance you need to manage people and teams in order to deliver software successfully. Whether you are new to software management, or have already been working in that role, you will appreciate the real-world knowledge and practical tools packed into this guide.

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

**The Self-Taught Computer Scientist** Cory Althoff 2021-09-16 The Self-Taught Computer Scientist is Cory Althoff's follow-up to *The Self-Taught Programmer*, which inspired hundreds of thousands of professionals to learn how to program outside of school. In *The Self-Taught Programmer*, Cory showed readers why you don't need a computer science degree to program professionally and taught the programming fundamentals he used to go from a complete beginner to a software engineer at eBay without one. In *The Self-Taught Computer Scientist*, Cory teaches you the computer science concepts that all self-taught programmers should understand to have outstanding careers. The Self-Taught Computer Scientist will not only make you a better programmer; it will also help you pass your technical interview: the interview all programmers have to pass to land a new job. Whether you are preparing to apply for jobs or sharpen your computer science knowledge, reading *The Self-Taught Computer Scientist* will improve your programming career. It's written for complete beginners, so you should have no problem reading it even if you've never studied computer science before.

**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.

**Developing Information Systems** Tahir Ahmed 2014 Systems development is the process of creating and maintaining information systems, including hardware, software, data, procedures and people. It combines technical expertise with business knowledge and management skill. This practical book provides a comprehensive introduction to the topic and can also be used as a handy reference guide. It discusses key elements of systems development and is the only textbook that supports the BCS Certificate in Systems Development.

**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"

**Coders at Work** Peter Seibel 2010-05-04 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, and Peribul Dan Ingalls: Smalltalk implementer 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

**Programming Pearls** Jon Bentley 2016-04-21 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 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.

**Qualitative Data Analysis with NVivo** Patricia Bazeley 2013-04-30 Lecturers/instructors only - request a free digital inspection copy here This straightforward, jargon-free book provides an invaluable introduction to planning and conducting qualitative data analysis with NVivo. Written by leading authorities, with over 40 years combined experience in computer-assisted analysis of qualitative and mixed-mode data, the new edition of this best selling textbook is an ideal mix of practical instruction, methodology and real world examples. Practical, clear and focused the book effectively shows how NVivo software can accommodate and assist analysis across a wide range of research questions, data types, perspectives and methodologies. It sets out: The power and flexibility of the NVivo software How best to use NVivo at each stage in your research project Examples from the authors' own research and the sample data that accompanies the software, supplemented with vignettes drawn from across the social sciences Annotated screen shots A website with links to data, sample projects, supplementary/updated instructions, and SAGE journal content This second edition contains new chapters on handling a literature review, visualizing data, working in mixed methods and social media datasets, and approaching NVivo as a team. An insightful step-by-step guide to the messy reality of doing computer-assisted analysis, this successful book is essential reading for anyone considering using NVivo software.

**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 Freedom** E. Gabriella Coleman 2013 Who are computer hackers? What is free software? And what does the emergence of a community dedicated to the production of free and open source software—and to hacking as a technical, aesthetic, and moral project—reveal about the values of contemporary liberalism? Exploring the rise and political significance of the free and open source software (F/OSS) movement in the United States and Europe, *Coding Freedom* details the ethics behind hackers' devotion to F/OSS, the social codes that guide its production, and the political struggles through which hackers question the scope and direction of copyright and patent law. In telling the story of the F/OSS movement, the book unfolds a broader narrative involving computing, the politics of access, and intellectual property. E. Gabriella Coleman tracks the ways in which hackers collaborate and examines passionate manifestos, hacker humor, free software project governance, and festive hacker conferences. Looking at the ways that hackers sustain their productive freedom, Coleman shows that these activists, driven by a commitment to their work, reformulate key ideals including free speech, transparency, and meritocracy, and refuse restrictive intellectual protections. Coleman demonstrates how hacking, so often marginalized or misunderstood, sheds light on the continuing relevance of liberalism in online collaboration.

**Patterns of Software** Richard P. Gabriel 1998-04-01 In a book that will intrigue anyone who is curious about Silicon Valley, computer programming, or the world of high technology, respected software pioneer and computer scientist Richard Gabriel offers an informative insider's look at the world of software design and computer programming and the business that surrounds them. 10 illustrations.

**The Secrets of People Who Never Get Sick** Gene Stone 2012-01-15 Who does not want to be healthier? Now in paperback: the book that Andrew Weil calls "offbeat, informative, and fun . . . a great read," and that has been praised as "a delightful dance through science" (New York Times bestselling author Mark Hyman, M.D.) and as a "remarkable and insightful book [that] offers you the chance to achieve the best health of your life" (Mark Liponis, M.D., Medical Director, Canyon Ranch). Written by bestselling author Gene Stone, *The Secrets of People Who Never Get Sick* arose from his desire to discover what might actually prevent him from getting sick himself. This book, the result of that exploration, tells the stories of twenty-five people who each possess a different secret of excellent health—a secret that makes sense and that Stone discovered has a true scientific underpinning. There are food secrets—why to take garlic and vitamin C, eat more probiotics, become a vegan, drink a tonic of brewer's yeast. Exercise secrets—the benefits of lifting weights, the power of stretching. Environmental secrets—living in a Blue Zone, understanding the value of

germs. Emotional secrets—seek out and stay in touch with friends, cultivate your spirituality. Physical secrets—nap more, take cold showers in the morning. And the wisdom that goes back generations: Yes, chicken soup works. The stories make it personal, the research makes it real, and the do-it-yourself information shows how to integrate each secret into your own life, and become the next person who never gets sick.

*coders-at-work-reflections-on-the-craft-of-programming*

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