

Effective Programming More Than Writing Code Ebook Jeff Atwood

At the turn of the twentieth century, an emerging consumer culture in the United States promoted constant spending to meet material needs and develop social identity and self-cultivation. In *Sold American*, Charles F. McGovern examines the key play

An overview of the industry covers the history of computing technology, state of the art hardware, software development, and network communications infrastructures, protocols, and applications.

This concise and practical book shows where code vulnerabilities lie-without delving into the specifics of each system architecture, programming or scripting language, or application-and how best to fix them Based on real-world situations taken from the author's experiences of tracking coding mistakes at major financial institutions Covers SQL injection attacks, cross-site scripting, data manipulation in order to bypass authorization, and other attacks that work because of missing pieces of code Shows developers how to change their mindset from Web site construction to Web site destruction in order to find dangerous code A shopping mall website is built in 12 hours How to program faster and better Secret that senior engineers will not tell you A must-have book for programmers

his book exclusively reveals the most important secrets of becoming a super fast, in the article The last book , I

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had written with a very creative colleague ,and only spent two days to write a book. From an idea to completing the book quickly, I really thanks to my partner , Ally. After writing two books, I love to write the books. Writing this book comes from the fact that many friends have always hoped that I can teach them to write programs or help them to write programs, but it is really not easy to teach people to write programs. It takes time 9 and I can only give my friends or colleagues what they missed or lacked, or even logical problems, and gave suggestions on practices to speed up their programming. At present, most of the computer books in the field are mainly tool books in programming languages. Few are like colleagues or supervisors. They lead an engineer to establish a good programming concept through the way of experience transfer. The problem that engineers often encounter is the establishment and cultivation of the concept of engineers. This book is also based on such ideas. It is expected to provide a book that engineers can refer to in each period. At each stage, you 10 can get something because of this book; so I suggest you go back and read this book every so often. Basically, I have n't written programs in the office for almost ten years. On the one hand, I only want to write programs that I am interested in or to speed up my job. I don't like to write programs of the same type all the time, so the previous company hardly knew I could write programs, just knowing that I used to do that, I hide it well, haha! And the platform made by the previous company is not pure for program development, a lot of structural thinking cannot be used on it, so I gradually worked at work and

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made myself forget that I 11 would write programs, and I would remember them after work. My friends know that I write programs very fast, basically no bugs, and very stable. This is of course for a reason. Because of application requirements, I used to write programs for clients, and used a program language familiar to customers to write an exercise. The client wrote from morning to afternoon. Before leaving work, I projected my NB screen onto the wall and started writing from the beginning. In front of my clients, I wrote the program in twenty minutes; the eyes of each engineer with wide eyes and admiration were my proudest moments. 12

When I was a development engineer, a friend asked me to rescue a case. This case has been done for a year or two. The timetable has been delayed for a long time. The project is about to fail. At that time, two teams have been taken over. Although there are only a few million, the amount of cooperation cases with customers exceeds tens of millions each year. Therefore, if this small case fails, it may affect the cases that the two parties cooperate each year. After I quickly looked at the entire program structure, I found that there are many programs written by people, both good and bad. It took me more than a month to rewrite the bottom layer, integrate the programs written by everyone, adjust the bottom layer into a function library, and greatly increase system 13 stability, , and rescued this project, even senior client executives came to shake hands with me. When I was a project manager, I managed a project with the same system specifications in the industry. It took two or three years for a competitor to do this project. There were still

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a lot of problems and the system could n't go online. It took me only ten months to get the system online and the feedbacks are very good, the functions are very easy to use, and the architecture design is very flexible; the client said: This case was the only one on time and in advance. In response to their seventy reports, I planned a simple report generation program that allows engineers to write the program in 14 more than a month and produce more than seventy reports; and they originally planned to make their own reports for one and a half years. These reports can be done almost in a set way by the report maker. The client said that my case should be tens of millions of cases, but I used millions to help them complete. In addition, I have encountered some very strange cases; because of customer needs, I explain the features that customers expect from my partner. I hope that the current seventy or eighty page reports can be linked to different parameters through different parameters on one page. ; the partner company said no, it would take a long time to build this page because of their MVC 15 architecture; and thought of a way to add a plug-in, add a plug-in in each browser; (Mind OS: Now it's the webpage era, and they still think of a Client-Server architecture? What's more, their CTO said if they do this program, because they are MVC architecture, it will spend one year to do this; invalid communication at the high level of both sides for more than a month, I simply ask them to turn on the the connection of their host computer(for testing) and complete the program that they claim to be a year in two hours. (No old program has been changed at all) (I have been away from the

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engineer for a long time). My colleague said that I really hit the other side too much. 16 Later, because a case had an App program and a Web program requirement, TM planned to develop web programs for 4.5 personal months; It's really estimated too much. I brought an engineer who had just been out of the society for more than a year, and developed one in about a month. Apps with special functions and web programs (only he wrote it, never wrote a web program before, the app is also a beginner). Accidentally overwhelmed the progress of a team of 4,5 people, all with more than three years of experience. In addition, sometimes it is necessary to integrate a system, because the time is too rush, and the engineer is too slow to do it, so I have to do it myself, including 17 planning an integrated API and writing, because I have n't written a program for a long time, so I taught colleagues and wrote programs at the same times in five minutes to complete the programs, and after testing, the bug was free. After the encouragement of my colleagues, I decided writting this book, I hope that for you who buy this book, you can get a lot. Expect this book give you...

1. To Know how the program can be fast and good.
2. What is the most important part of writing a program.
3. Logic is important.
- 18 4. How to quickly learn a programming language.
5. Build good programming habits slowly.
6. Write a quick document (SA, user manual ..)

After reading this book, I hope readers have a very important belief: The way you think is important In this book, you may not see very detailed programming skills, but as long as you implement the concepts outlined in this book, I believe that your programming

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ability will have considerable progress.

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engineers is important 113 there must be a method for testing. 115 writing skills. 121 more accumulated development experience. 126 encountered problems. 128 Learn grammar and organize your own library. 131 IX. For experienced engineers. 134 Train your thinking logic when coding. 134 Do write the code before thinking. 137 look at the logic to write programs. 140 X. FAQ.. 142 do you really have to be talented in writing programs?. 142 When the business (customer) directly asks engineers questions. 156 how to quickly find the problem?. 161 What should a good supervisor pay attention to?. 166 XI. Become a master to challenge yourself: 168

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

In this volume, the author shows how to dramatically reduce the time and resources expended in project planning, while producing more effective project specifications. It gives real-world insight into project planning and refreshing perspectives on how to tackle the software planning challenge. It provides simple techniques.

ABOUT THE BOOK Jeff Atwood began the Coding Horror blog in 2004, and is convinced that it changed his life. He needed a way to keep track of software development over time - whatever he was thinking about

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or working on. He researched subjects he found interesting, then documented his research with a public blog post, which he could easily find and refer to later. Over time, increasing numbers of blog visitors found the posts helpful, relevant and interesting. Now, approximately 100,000 readers visit the blog per day and nearly as many comment and interact on the site.

Effective Programming: More Than Writing Code is your one-stop shop for all things programming. Jeff writes with humor and understanding, allowing for both seasoned programmers and newbies to appreciate the depth of his research. From such posts as "The Programmer's Bill of Rights" and "Why Cant Programmers... Program?" to "Working With the Chaos Monkey," this book introduces the importance of writing responsible code, the logistics involved, and how people should view it more as a lifestyle than a career. TABLE OF CONTENTS -

Introduction - The Art of Getting Shit Done - Principles of Good Programming - Hiring Programmers the Right Way - Getting Your Team to Work Together - The Batcave: Effective Workspaces for Programmers - Designing With the User in Mind - Security Basics: Protecting Your Users' Data - Testing Your Code, So it Doesn't Suck More Than it Has To - Building, Managing and Benefiting from a Community - Marketing Weasels and How Not to Be One - Keeping Your Priorities Straight EXCERPT FROM THE BOOK

As a software developer, you are your own worst enemy. The sooner you realize that, the better off you'll be. I know you have the best of intentions. We all do. We're software developers; we love writing code. It's what we do. We never met a problem we

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couldn't solve with some duct tape, a jury-rigged coat hanger and a pinch of code. But Wil Shipley argues that we should rein in our natural tendencies to write lots of code: The fundamental nature of coding is that our task, as programmers, is to recognize that every decision we make is a trade-off. To be a master programmer is to understand the nature of these trade-offs, and be conscious of them in everything we write. In coding, you have many dimensions in which you can rate code: Brevity of code, Featurefulness, Speed of execution, Time spent coding, Robustness, Flexibility. Now, remember, these dimensions are all in opposition to one another. You can spend three days writing a routine which is really beautiful and fast, so you've gotten two of your dimensions up, but you've spent three days, so the "time spent coding" dimension is way down. So, when is this worth it? How do we make these decisions? The answer turns out to be very sane, very simple, and also the one nobody, ever, listens to: Start with brevity. Increase the other dimensions as required by testing. I couldn't agree more. I've given similar advice when I exhorted developers to Code Smaller. And I'm not talking about a reductio ad absurdum contest where we use up all the clever tricks in our books to make the code fit into less physical space. I'm talking about practical, sensible strategies to reduce the volume of code an individual programmer has to read to understand how a program works. Here's a trivial little example of what I'm talking about: `if (s == String.Empty)` `if (s == "")` It seems obvious to me that the latter case is... ..buy the book to read more!

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

Jeff Atwood began the Coding Horror blog in 2004, and is convinced that it changed his life. He needed a way to keep track of software development over time - whatever he was thinking about or working on. He researched subjects he found interesting, then documented his research with a public blog post, which he could easily find and refer to later. Over time, increasing numbers of blog visitors found the posts helpful, relevant and interesting. Now, approximately 100,000 readers visit the blog per day and nearly as many comment and interact on the site. Effective Programming: More Than Writing Code is your one-stop shop for all things programming.

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Jeff writes with humor and understanding, allowing for both seasoned programmers and newbies to appreciate the depth of his research. From such posts as "The Programmer's Bill of Rights" and "Why Cant Programmers... Program?" to "Working With the Chaos Monkey," this book introduces the importance of writing responsible code, the logistics involved, and how people should view it more as a lifestyle than a career.

"MORE than a COG" is a guide meant to help "regular" employees learn how they can get more out of their jobs while becoming indispensable to their companies. For as long as I can remember I have worked alongside some number of "regular" employees. And they have all complained about their positions, their compensation and their companies. And, they never understood why they were in the positions they were, or why others (such as myself) were treated so differently. Finally, after years of being exposed to such tribulations, and, coupled with the past several years of hard times for the American workforce, I decided to try to help all of those regular employees become more than regular. Are you a Cog in some big machine of a Company? It's OK – most of us are. But are you secure in your position within that company? Are you getting recognized and compensated the way you think you should? Whether you're flipping burgers for McDonalds, bending fenders for GM or counting beans for Earnst & Young, you need to be more than just another Cog – you need to be the best. Learn how great employees: Work at a career, not just a job. Don't allow time, inexperience or overconfidence to limit them. Understand and honor the two-way relationship

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between themselves and their company. Make sure that everyone knows what needs to be known. Recognize and act upon opportunities to shine. Honor commitments that may have been made. Manage supervisor and customer expectation levels. Show pride in hard jobs done well. Take responsibility when things go wrong. Recognize that superiors and customers are partners for success. This ground-breaking manual for employees can show you how to increase your value to your company, while increasing the amount of joy and pride you take in your work. Here are some of the strong points that the book and its message have going for it:

Reads easy - I am literally “talking” to the reader. As a reader you can visualize me speaking to you, employee-to-employee. The “conversation” feels personal, it feels natural. Reads quickly - An interested reader should be able to breeze through this book in two or three sittings. This is not some dense, 1,000+ page tome, but more of a svelte manual, short and to the point. Humorous and topical - I employ many references to real life situations or popular theatrical arts that most readers will identify with and enjoy. The stories help people feel more at ease, making it easier to get the message across. Surprising and Obvious at the same time - Just like anything else that generates those wonderful “Ah ha” moments in life, this book says things that will open peoples' eyes and make them feel surprised that they “...never thought of that before.” And yet as you sit there, after reading it, you will know that most people don't see what is so obvious. High Goals Tempered with Realism - With each lesson of “how to do things” comes

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a safety valve, a dose of reality, called Caveats. Readers appreciate it when an author lets them know that he knows the limits of his own advice. Easy to Grasp - Each chapter presents a single notion or technique. Plus the text is distilled down to its most basic message in the final “take-away” that concludes each chapter. Written by true authority - I am not some stuffy college professor, a Wall Street analyst, or retired CEO. I am and have always been, an employee – just a Cog. I am writing as one employee to another. I know what I'm talking about, and it comes across that way. A Needy Audience - The U.S. collegiate system churns out several hundred thousand new employees per year, on top of the tens of millions of workers already in the workforce. Nobody has been trained on “how to work.” Without help, many of these people are sitting ducks. Little Competition – There are dozens of books on how to climb the corporate ladder, how to be an effective leader or successful entrepreneur, how to be more organized, yada, yada, yada. But there are practically no books on how to be a good employee. Managers make up less than 20% of any corporation. I'm interested in the other 80%, the people nobody cares too much about - the common worker. Timely - Now more than ever, employees need to hear the message of this book. Employees need to learn what they can so that they can hold on to the jobs they have.

How differing assessments of risk by physicists and computer scientists have influenced public debate over nuclear defense. In a rapidly changing world, we rely upon experts to assess the promise and risks of new

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technology. But how do these experts make sense of a highly uncertain future? In *Arguments that Count*, Rebecca Slayton offers an important new perspective. Drawing on new historical documents and interviews as well as perspectives in science and technology studies, she provides an original account of how scientists came to terms with the unprecedented threat of nuclear-armed intercontinental ballistic missiles (ICBMs). She compares how two different professional communities—physicists and computer scientists—constructed arguments about the risks of missile defense, and how these arguments changed over time. Slayton shows that our understanding of technological risks is shaped by disciplinary repertoires—the codified knowledge and mathematical rules that experts use to frame new challenges. And, significantly, a new repertoire can bring long-neglected risks into clear view. In the 1950s, scientists recognized that high-speed computers would be needed to cope with the unprecedented speed of ICBMs. But the nation's elite science advisors had no way to analyze the risks of computers so used physics to assess what they could: radar and missile performance. Only decades later, after establishing computing as a science, were advisors able to analyze authoritatively the risks associated with complex software—most notably, the risk of a catastrophic failure. As we continue to confront new threats, including that of cyber attack, Slayton offers valuable insight into how different kinds of expertise can limit or expand our capacity to address novel technological risks.

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Writing use cases as a means of capturing the behavioral requirements of software systems and business processes is a practice that is quickly gaining popularity. Use cases provide a beneficial means of project planning because they clearly show how people will ultimately use the system being

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designed. On the surface, use cases appear to be a straightforward and simple concept. Faced with the task of writing a set of use cases, however, practitioners must ask: "How exactly am I supposed to write use cases?" Because use cases are essentially prose essays, this question is not easily answered, and as a result, the task can become formidable. In *Writing Effective Use Cases*, object technology expert Alistair Cockburn presents an up-to-date, practical guide to use case writing. The author borrows from his extensive experience in this realm, and expands on the classic treatments of use cases to provide software developers with a "nuts-and-bolts" tutorial for writing use cases. The book thoroughly covers introductory, intermediate, and advanced concepts, and is, therefore, appropriate for all knowledge levels. Illustrative writing examples of both good and bad use cases reinforce the author's instructions. In addition, the book contains helpful learning exercises--with answers--to illuminate the most important points. Highlights of the book include: A thorough discussion of the key elements of use cases--actors, stakeholders, design scope, scenarios, and more A use case style guide with action steps and suggested formats An extensive list of time-saving use case writing tips A helpful presentation of use case templates, with commentary on when and where they should be employed A proven methodology for taking advantage of use cases With this book as your guide, you will learn the essential elements of use case writing, improve your use case writing skills, and be well on your way to employing use cases effectively for your next development project.

This volume tells the story of research on the cognitive processes of writing—from the perspectives of the early pioneers, the contemporary contributors, and visions of the future for the field. Writing processes yield important insights into human cognition, and is increasingly becoming a

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mainstream topic of investigation in cognitive psychology and cognitive neuroscience. Technological advances have made it possible to study cognitive writing processes as writing unfolds in real time. This book provides an introduction to these technologies. The first part of the volume provides the historical context for the significance of writing research for contemporary cognitive psychology and honors the pioneers in cognitive and social-cognitive research in this field. The book then explores the rapidly expanding work on the social foundations of cognitive processes in writing and considers not only gender differences but also gender similarities in writing. The third part presents a lifespan view of writing in early and middle childhood, adolescence, higher education, and the world of work. There follows an examination of the relationships of language processes—at the word, sentence, and text levels—to the cognitive processes in writing. Part V covers representative research on the cognitive processes of writing—translation and reviewing and revision—and the working memory mechanisms that support those processes. A review of the current technologies used to study these cognitive processes on-line as they happen in real time is provided. Part VII provides an introduction to the emerging new field of the cognitive neuroscience of writing made possible by the rapidly evolving brain imaging technologies, which are interpretable in reference to paradigms in cognitive psychology of writing. The final section of the book offers visions of the future of writing research from the perspective of contemporary leaders in writing research.

The two volume set LNCS 7133 and LNCS 7134 constitutes the thoroughly refereed post-conference proceedings of the 10th International Conference on Applied Parallel and Scientific Computing, PARA 2010, held in Reykjavík, Iceland, in June 2010. These volumes contain three keynote lectures, 29 revised papers and 45 minisymposia presentations

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arranged on the following topics: cloud computing, HPC algorithms, HPC programming tools, HPC in meteorology, parallel numerical algorithms, parallel computing in physics, scientific computing tools, HPC software engineering, simulations of atomic scale systems, tools and environments for accelerator based computational biomedicine, GPU computing, high performance computing interval methods, real-time access and processing of large data sets, linear algebra algorithms and software for multicore and hybrid architectures in honor of Fred Gustavson on his 75th birthday, memory and multicore issues in scientific computing - theory and praxis, multicore algorithms and implementations for application problems, fast PDE solvers and a posteriori error estimates, and scalable tools for high performance computing.

This book introduces the key concepts of Java programming through the eyes of a small ladybug called Clara. Clara is a fun and extremely obedient insect, whose journey starts with limited skills. Readers learn programming by making Clara move around and manipulate objects in her world. As the book progresses, Clara becomes more intelligent and acquires new skills and (together with readers) learns by tackling some of the world's greatest challenges. The book explains programming concepts through real-world problems such as launching rockets into space, automatically patching potholes, developing a vacuum cleaner robot, simulating projectile motion, dynamically avoiding obstacles, delivering mail, etc. Every chapter of the book starts by presenting a challenge and then continues to explain new programming concepts with the focus on tackling this challenge. Focusing the new material explanation on these challenges helps to remind the readers of how this material is connected with the problems that they may encounter in the real world and makes it easier to relate to. You can explore all programming

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challenges presented in this book on the Clara's World website. Every programming problem covered in the book has a corresponding link to a problem template (for those readers willing to attempt the problem themselves), the link to the solution of this problem and a video recording of us solving this problem step-by-step. In addition, at the end of each chapter there is a link to fun exercises that readers are recommended to complete.

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

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A guide to applying software design principles and coding practices to VHDL to improve the readability, maintainability, and quality of VHDL code. This book addresses an often-neglected aspect of the creation of VHDL designs. A VHDL description is also source code, and VHDL designers can use the best practices of software development to write high-quality code and to organize it in a design. This book presents this unique set of skills, teaching VHDL designers of all experience levels how to apply the best design principles and coding practices from the software world to the world of hardware. The concepts introduced here will help readers write code that is easier to understand and more likely to be correct, with improved readability, maintainability, and overall quality. After a brief review of VHDL, the book presents fundamental design principles for writing code, discussing such topics as design, quality, architecture, modularity, abstraction, and hierarchy. Building on these concepts, the book then introduces and provides recommendations for each basic element of VHDL code, including statements, design units, types, data objects, and subprograms. The book covers naming data objects and functions, commenting the source code, and visually presenting the code on the screen. All recommendations are supported by detailed rationales. Finally, the book explores two uses of VHDL: synthesis and testbenches. It examines the key characteristics of code intended for synthesis (distinguishing it from code meant for simulation) and

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then demonstrates the design and implementation of testbenches with a series of examples that verify different kinds of models, including combinational, sequential, and FSM code. Examples from the book are also available on a companion website, enabling the reader to experiment with the complete source code. Accessible guide to writing good, clear, correct code without stress, aimed at students on early programming courses.

Lesk provides an accessible and thorough introduction to a subject which is becoming a fundamental part of biological science today. The text generates an understanding of the biological background of bioinformatics.

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

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"Garbage Collection Is Your Friend"—Holly K Cummins

"Java's Unspeakable Types"—Ben Evans "The Rebirth of

Java"—Sander Mak "Do You Know What Time It

Is?"—Christin Gorman

The Programmer's Brain unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You'll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you'll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed.

This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: includes numerous examples and practice exercises throughout the text, with additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

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This volume presents the 17th International Conference on Information Technology—New Generations (ITNG), and chronicles an annual event on state of the art technologies for digital information and communications. The application of advanced information technology to such domains as astronomy, biology, education, geosciences, security, and healthcare are among the themes explored by the ITNG proceedings. Visionary ideas, theoretical and experimental results, as well as prototypes, designs, and tools that help information flow to end users are of special interest. Specific topics include Machine Learning, Robotics, High Performance Computing, and Innovative Methods of Computing. The conference features keynote speakers; a best student contribution award, poster award, and service award; a technical open panel, and workshops/exhibits from industry, government, and academia.

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

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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 Ierusalimschy: 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.

This unique and ground-breaking book is the result of 15 years research and synthesises over 800 meta-analyses on the influences on achievement in school-aged students. It builds a story about the power of teachers, feedback, and a model of learning and understanding. The research involves many millions of students and represents the largest ever evidence based research into what actually works in schools to improve learning. Areas covered include the influence of the student, home, school, curricula, teacher, and teaching strategies. A model of teaching and learning is developed based on the notion of visible teaching and visible learning. A major message is that what works best for students

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is similar to what works best for teachers – an attention to setting challenging learning intentions, being clear about what success means, and an attention to learning strategies for developing conceptual understanding about what teachers and students know and understand. Although the current evidence based fad has turned into a debate about test scores, this book is about using evidence to build and defend a model of teaching and learning. A major contribution is a fascinating benchmark/dashboard for comparing many innovations in teaching and schools.

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