The Practice Of Programming Brian W Kernighan

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Learn the professional skills you need to make the best use of Flash for creating interactive animation and producing exciting, dynamic Internet content. Nik Lever, writing as an artist for artists, takes you through the entire process from creating the art and animation for games in Flash, to adding the interactivity using Flash's ActionScripting language. He also provides valuable extra coverage of how Flash integrates with Director 8.5 Shockwave studio and C++. As a designer using Flash you will see how you can apply your creative skills to the many stages of game production and produce your own interactive games with this versatile package. As an animator you will be able to add interactive functionality to your own animation and produce a game. As a web developer you will see how to make the best use of the sophisticated development environment Flash offers for the production of both artwork and code to create low bandwidth, animated web content that sells! The free CD-Rom includes all the code and files you need to try out each tutorial from the book so you can see exactly how each game was created. Learn from the many different types of games provided as examples, from simple quizzes to platform-based games. High score tables and multi-player games using sockets, vital to higher level online games, are also covered in detail to ensure you have the complete skill set needed to succeed in this competitive arena.

Índice abreviado: General techniques -- Objects and equality -- Exception handling -- Performance -- Multithreading -- Classes and interfaces -- Appendix: learning Java.

As programmers, we've all seen source code that's so ugly and buggy it makes our brain ache. And let's be honest, we've all written code like that. With this book, you'll learn to write code that's easy to read and understand. You'll have more fun and your coworkers will love you. The Art of Readable Code focuses on the nuts and bolts of programming, with simple and practical techniques you can use every time you sit down to write code. You'll find tips throughout the book, with easy-to-digest code examples, helpful illustrations, and cartoons for fun. Learn to pick variable names that are "dense with information" Organize your loops and conditionals so they're easy to understand Make your comments short and sweet Recognize when your code is doing too many things at once Write tests that are concise, but thorough Master the art of breaking hard problems into many smaller ones

????Tim Peierls?Joshua Bloch?Joseph Bowbeer?David Holmes?Doug Lea

Corpus linguistics is a research approach to investigate the patterns of language use empirically, based on analysis of large collections of natural texts. While corpus-based analysis has had relatively little influence on theoretical linguistics, it

has revolutionized the study of language variation and use: what speakers and writers actually do with the lexical and grammatical resources of a language. Corpus-based research employs the research methods of quantitative and qualitative social science to investigate language use patterns empirically. This four-volume collection is organized around linguistic research questions that can be investigated from a corpus perspective and includes amongst others studies of individual words, comparisons of supposedly synonymous words, studies of grammatical variation, and sociolinguistic studies of dialects, registers, styles, and world varieties. Corpus-based analysis has also proven to be important for the study of historical change.

The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from http://gopl.io/ and may be conveniently fetched, built, and installed using the go get command.

Shell scripting skills never go out of style. It's the shell that unlocks the real potential of Unix. Shell scripting is essential for Unix users and

system administrators-a way to quickly harness and customize the full power of any Unix system. With shell scripts, you can combine the fundamental Unix text and file processing commands to crunch data and automate repetitive tasks. But beneath this simple promise lies a treacherous ocean of variations in Unix commands and standards. Classic Shell Scripting is written to help you reliably navigate these tricky waters.Writing shell scripts requires more than just a knowledge of the shell language, it also requires familiarity with the individual Unix programs: why each one is there, how to use them by themselves, and in combination with the other programs. The authors are intimately familiar with the tips and tricks that can be used to create excellent scripts, as well as the traps that can make your best effort a bad shell script. With Classic Shell Scripting you'll avoid hours of wasted effort. You'll learn not only write useful shell scripts, but how to do it properly and portably.The ability to program and customize the shell quickly, reliably, and portably to get the best out of any individual system is an important skill for anyone operating and maintaining Unix or Linux systems. Classic Shell Scripting gives you everything you need to master these essential skills.

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When it comes to creating dynamic web sites, the open source PHP language is red-hot property: used on more than 20 million web sites today, PHP is now more popular than Microsoft's ASP.NET technology. With our Cookbook's unique format, you can learn how to build dynamic web applications that work on any web browser. This revised new edition makes it easy to find specific solutions for programming challenges. PHP Cookbook has a wealth of solutions for problems that you'll face regularly. With topics that range from beginner questions to advanced web programming techniques, this guide contains practical examples -- or "recipes" -- for anyone who uses this scripting language to generate dynamic web content. Updated for PHP 5, this book provides solutions that explain how to use the new language features in detail, including the vastly improved object-oriented capabilities and the new PDO data access extension. New sections on classes and objects are included, along with new material on processing XML, building web services with PHP, and working with SOAP/REST architectures. With each recipe, the authors include a discussion that explains the logic and concepts underlying the solution.

You have a choice: you can wade your way through lengthy Java tutorials and figure things out by trial and error, or you can pick up Java Cookbook, 2nd Edition and get to the heart of what you need to know when you need to know it.With the completely revised and thoroughly updated Java Cookbook, 2nd Edition, Java developers like you will learn by example, try out new features, and use sample code to understand how new additions to the language and platform work--and how to put them to work for you.This comprehensive collection of problems, solutions, and practical examples will satisfy Java developers at all levels of expertise. Whether you're new to Java programming and need something to bridge the gap between theory-laden reference manuals and real-world programs or you're a seasoned Java programmer looking for a new perspective or a different problem-solving context, this book will help you make the most of your Java knowledge.Packed with hundreds of tried-and-true Java recipes covering all of the major APIs from the 1.4 version of Java, this book also offers significant first-look recipes for the most important features of the new 1.5 version, which is in beta release. You get practical solutions to everyday problems, and each is followed by a detailed, ultimately useful explanation of how and why the technology works.Java Cookbook, 2nd Edition includes code segments covering many specialized APIs--like those for working with Struts, Ant and other new popular Open Source tools. It also includes expanded Mac OS X Panther coverage and serves as a great launching point for Java developers who want to get started in areas outside of their specialization.In this major revision, you'll find succinct pieces of code that can be easily incorporated into other programs. Focusing on what's useful or tricky--or what's useful and tricky--Java Cookbook, 2nd Edition is the most practical Java

programming book on the market.

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Profiles more than 100 scientists from around the world who made important contributions to the study of computer science, including Howard Aiken, Steve Case, Steve Jobs, and Ted Nelson.

Has work got you down? Wondering whether you'll ever attain the success you dreamed of? Curious about your own perception of success? Treat yourself to Enablon and Me, just the sidesplitting pick-me-up you need to change your perspective on work and maybe even on life. There is solid business advice in this madcap romp that follows the exploits of this old software guy who transitions from Motorola—a huge US-based company—to a tiny French operation called Enablon. Never taking himself too seriously, Tom Barr offers strategic gems on surviving a layoff, interviewing, acclimating to totally new work environments, working with and managing people, and always focusing on customer satisfaction. Each insight is delivered through hilarious real-life episodes that will have you simultaneously belly-laughing, nodding, and taking notes. An utter tour de force on how to enjoy fun-filled business success!

Discusses the benefits and techniques of creating faster and more efficient Web sites, covering topics such as user psychology, response time, file size, and bandwidth.

If you are a programmer, you need this book. You've got a day to add a new feature in a 34,000-line program: Where do you start? Page 333 How can you understand and simplify an inscrutable piece of code? Page 39 Where do you start when disentangling a complicated build process? Page 167 How do you comprehend code that appears to be doing five things in parallel? Page 132 You may read code because you have to--to fix it, inspect it, or improve it. You may read code the way an engineer examines a machine--to discover what makes it tick. Or you may read code because you are scavenging--looking for material to reuse. Code-reading requires its own set of skills, and the ability to determine which technique you use when is crucial. In this indispensable book, Diomidis Spinellis uses more than 600 real-world examples to show you how to identify good (and bad) code: how to read it, what to look for, and how to use this knowledge to improve your own code. Fact: If you make a habit of reading good code, you will write better code yourself. When you write software, you need to be at the top of your game. Great programmers practice to keep their skills sharp. Get sharp and stay sharp with more than fifty practice exercises rooted in real-world scenarios. If you're a new programmer, these challenges will help you learn what you need to break into the field, and if you're a seasoned pro, you can use these exercises to learn that hot new language for your next gig. One of the best ways to learn a programming language is to use it to solve problems. That's what this book is all about. Instead of questions rooted in theory, this book presents problems you'll encounter in everyday software development. These problems are designed for people learning their first programming language, and they also provide a learning path for experienced developers to learn a new language quickly. Start with simple input and output programs. Do some currency conversion and figure out how many

months it takes to pay off a credit card. Calculate blood alcohol content and determine if it's safe to drive. Replace words in files and filter records, and use web services to display the weather, store data, and show how many people are in space right now. At the end you'll tackle a few larger programs that will help you bring everything together. Each problem includes constraints and challenges to push you further, but it's up to you to come up with the solutions. And next year, when you want to learn a new programming language or style of programming (perhaps OOP vs. functional), you can work through this book again, using new approaches to solve familiar problems. What You Need: You need access to a computer, a programming language reference, and the programming language you want to use.

As an open operating system, Unix can be improved on by anyone and everyone: individuals, companies, universities, and more. As a result, the very nature of Unix has been altered over the years by numerous extensions formulated in an assortment of versions. Today, Unix encompasses everything from Sun's Solaris to Apple's Mac OS X and more varieties of Linux than you can easily name. The latest edition of this bestselling reference brings Unix into the 21st century. It's been reworked to keep current with the broader state of Unix in today's world and highlight the strengths of this operating system in all its various flavors. Detailing all Unix commands and options, the informative guide provides generous descriptions and examples that put those commands in context. Here are some of the new features you'll find in Unix in a Nutshell, Fourth Edition: Solaris 10, the latest version of the SVR4-based operating system, GNU/Linux, and Mac OS X Bash shell (along with the 1988 and 1993 versions of ksh) tsch shell (instead of the original Berkeley csh) Package management programs, used for program installation on popular GNU/Linux systems, Solaris and Mac OS X GNU Emacs Version 21 Introduction to source code management systems Concurrent versions system Subversion version control system GDB debugger As Unix has progressed, certain commands that were once critical have fallen into disuse. To that end, the book has also dropped material that is no longer relevant, keeping it taut and current. If you're a Unix user or programmer, you'll recognize the value of this complete, up-to-date Unix reference. With chapter overviews, specific examples, and detailed command.

This book doesn't tell you how to write faster code, or how to write code with fewer memory leaks, or even how to debug code at all. What it does tell you is how to build your product in better ways, how to keep track of the code that you write, and how to track the bugs in your code. Plus some more things you'll wish you had known before starting a project. Practical Development Environments is a guide, a collection of advice about real development environments for small to medium-sized projects and groups. Each of the chapters considers a different kind of tool - tools for tracking versions of files, build tools, testing tools, bug-tracking tools, tools for creating documentation, and tools for creating packaged releases. Each chapter discusses what you should look for in that kind of tool and what to avoid, and also describes

some good ideas, bad ideas, and annoying experiences for each area. Specific instances of each type of tool are described in enough detail so that you can decide which ones you want to investigate further. Developers want to write code, not maintain makefiles. Writers want to write content instead of manage templates. IT provides machines, but doesn't have time to maintain all the different tools. Managers want the product to move smoothly from development to release, and are interested in tools to help this happen more often. Whether as a full-time position or just because they are helpful, all projects have toolsmiths: making choices about tools, installing them, and then maintaining the tools that everyone else depends upon. This book is especially for everyone who ends up being a toolsmith for his or her group.

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Modern IDL is an opinionated guide to using IDL, including information about recent versions of IDL, advanced topics, and best practices. Modern IDL is also a useful reference guide for both beginners and advanced users, collecting tables and lists of items that are scattered through the online help.

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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.

A wealth of open and free software is available today for Windows developers who want to extend the development environment, reduce development effort, and increase productivity. This encyclopedic guide explores more than 100 free and open source tools available to programmers who build applications for Windows desktops and servers.

Many programmers code by instinct, relying on convenient habits or a "style" they picked up early on. They aren't conscious of all the choices they make, like how they format their source, the names they use for variables, or the kinds of loops they use. They're focused entirely on

problems they're solving, solutions they're creating, and algorithms they're implementing. So they write code in the way that seems natural, that happens intuitively, and that feels good. But if you're serious about your profession, intuition isn't enough. Perl Best Practices author Damian Conway explains that rules, conventions, standards, and practices not only help programmers communicate and coordinate with one another, they also provide a reliable framework for thinking about problems, and a common language for expressing solutions. This is especially critical in Perl, because the language is designed to offer many ways to accomplish the same task, and consequently it supports many incompatible dialects. With a good dose of Aussie humor, Dr. Conway (familiar to many in the Perl community) offers 256 guidelines on the art of coding to help you write better Perl code--in fact, the best Perl code you possibly can. The guidelines cover code layout, naming conventions, choice of data and control structures, program decomposition, interface design and implementation, modularity, object orientation, error handling, testing, and debugging. They're designed to work together to produce code that is clear, robust, efficient, maintainable, and concise, but Dr. Conway doesn't pretend that this is the one true universal and unequivocal set of best practices. Instead, Perl Best Practices offers coherent and widely applicable suggestions based on real-world experience of how code is actually written, rather than on someone's ivory-tower theories on howsoftware ought to be created. Most of all, Perl Best Practices offers guidelines that actually work, and that many developers around the world are already using. Much like Perl itself, these guidelines are about helping you to get your job done, without getting in the way. Praise for Perl Best Practices from Perl community members: "As a manager of a large Perl project, I'd ensure that every member of my team has a copy of Perl Best Practices on their desk, and use it as the basis for an in-house style guide."-- Randal Schwartz "There are no more excuses for writing bad Perl programs. All levels of Perl programmer will be more productive after reading this book."-- Peter Scott "Perl Best Practices will be the next big important book in the evolution of Perl. The ideas and practices Damian lays down will help bring Perl out from under the embarrassing heading of "scripting languages". Many of us have known Perl is a real programming language, worthy of all the tasks normally delegated to Java and C++. With Perl Best Practices, Damian shows specifically how and why, so everyone else can see, too."-- Andy Lester "Damian's done what many thought impossible: show how to build large, maintainable Perl applications, while still letting Perl be the powerful, expressive language that programmers have loved for years."-- Bill Odom "Finally, a means to bring lasting order to the process and product of real Perl development teams."-- Andrew Sundstrom "Perl Best Practices provides a valuable education in how to write robust, maintainable Perl, and is a definitive citation source when coaching other programmers."-- Bennett Todd"I've been teaching Perl for years, and find the same question keeps being asked: Where can I find a reference for writing reusable, maintainable Perl code? Finally I have a decent answer."-- Paul Fenwick"At last a well researched, well thought-out, comprehensive guide to Perl style. Instead of each of us developing our own, we can learn good practices from one of Perl's most prolific and experienced authors. I recommend this book to anyone who prefers getting on with the job rather than going back and fixing errors caused by syntax and poor style issues."-- Jacinta Richardson"If you care about programming in any language read this book. Even if you don't intend to follow all of the practices, thinking through your style will improve it."-- Steven Lembark"The Perl community's best author is back with another outstanding book. There has never been a comprehensive reference on high quality Perl coding and style until Perl Best Practices. This book fills a large gap in every Perl bookshelf."-- Uri Guttman
This book describes the UNIX? programming environment and philosophy.
The Practice of ProgrammingAddison-Wesley Professional
Here is a programmer's guide to using and programming POSIX threads, commonly known as Pthreads. A "coder's book", this title tells how

to use Pthreads in the real world, making efficient and portable applications. Pthreads are an important set of current tools programmers need to have in today's network-intensive climate.

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Explores the foundations of SQL and Transact-SQL programming to teach readers how to develop coding techniques and discover solutions to programming problems, then covers practices, design considerations, and advanced topics.

Want to understand a certain PHP programming technique? Or learn how to accomplish a particular task? This cookbook is the first place to look. With more than 350 code-rich recipes revised for PHP 5.4 and 5.5, this third edition provides updated solutions for generating dynamic web content—everything from using basic data types to querying databases, and from calling RESTful APIs to testing and securing your site. Each recipe includes code solutions that you can freely use, along with a discussion of how and why they work. Whether you're an experienced PHP programmer or coming to PHP from another language, this book is an ideal on-the-job resource. You'll find recipes to help you with: Basic data types: strings, numbers, arrays, and dates and times Program building blocks: variables, functions, classes, and objects Web programming: cookies, forms, sessions, and authentication Database access using PDO, SQLite, and other extensions RESTful API clients and servers, including HTTP, XML, and OAuth Key concepts: email, regular expressions, and graphics creation Designing robust applications: security and encryption, error handling, debugging and testing, and performance tuning Files, directories, and PHP's Command Line Interface Libraries and package managers such as Composer and PECL

A text on networking theory and practice, providing information on general networking concepts, routing algorithms and protocols, addressing, and mechanics of bridges, routers, switches, and hubs. Describes all major network algorithms and protocols in use today, and explores engineering trade-offs that each different approach represents. Includes chapter homework problems and a glossary. This second edition is expanded to cover recent developments such as VLANs, Fast Ethernet, and AppleTalk. The author is a Distinguished Engineer at Sun Microsystems, Inc., and holds some 50 patents. Annotation copyrighted by Book News, Inc., Portland, OR

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