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Best Books To Learn Java For Beginners 2020 | Learn Java Programming For Beginners | Simplilearn Learn Python - Full Course for Beginners [Tutorial] How to Practice Programming Techniques 3 years of Computer Science in 8 minutes The Practice Of Programming Professional Co-authored by Brian Kernighan, one of the pioneers of the C programming language, The Practice of Programming is a manual of good programming style that will help any C/C++ or Java developer create faster, more maintainable code. Early sections look at some of the pitfalls of C/C++, with numerous real-world excerpts of confusing or incorrect code.

Practice of Programming, The (Addison-Wesley Professional

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The Practice of Programming With the same insight and authority that made their book The Unix Programming Environment a classic, 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

Programming/Software Engineering

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Professional Computing This is likewise one of the factors by
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The Practice Of Programming Professional Computing ... aspect of programming practice. Chapter 1 discusses programming style. Good style is so important to good programming that we have chosen to cover it first. Well-written programs are better than badly-written ones—they have fewer errors and are easier to debug and to modify— so it is important to think about style from the beginning.

The Practice of Programming

The book describes itself as a practical guide to general programming in the real world, but for the most part, doesn't deliver on that promise for a number of reasons. First, the

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book should have been called The Practice of Programming in C and C++.

The Practice of Programming by Brian W. Kernighan
Coauthored by Brian Kernighan, one of the pioneers of the C programming language, The Practice of Programming is a manual of good programming style that will help any C/C++ or Java developer create faster, more maintainable code. Early sections look at some of the pitfalls of C/C++, with numerous real-world excerpts of confusing or incorrect code.

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The practice of programming is more than just writing code.

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Programmers must also assess tradeoffs, choose among design alternatives, debug and test, improve performance, and maintain software written by themselves and others.

The Practice of Programming (Professional Computing ...
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Brian Kernighan and Rob Pike have written The Practice of

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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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Covers Expression, Structure, Common Blunders,
Documentation, & Structured Programming Techniques

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

Presents practical advice on the disciplines, techniques, tools,
and practices of computer programming and how to
approach software development with a sense of pride, honor,
and self-respect.

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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

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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

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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.

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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.

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This book takes a humorous slant on the programming practice manual by reversing the usual approach: under the pretence of teaching you how to become the world 's worst programmer who generally causes chaos, the book teaches you how to avoid the kind of bad habits that introduce bugs or cause code contributions to be rejected. Why be a code monkey when you can be a chaos monkey? OK, so you want to become a terrible programmer. You want to write code that gets vigorously rejected in review. You look forward to reading feedback plastered in comments like "WTF???". Even better, you fantasize about your bug-ridden changes sneaking through and causing untold chaos in the codebase. You want to build a reputation as someone who writes creaky, messy, error-prone garbage that frustrates your

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colleagues. Bad Programming Practices 101 will help you achieve that goal a whole lot quicker by teaching you an array of bad habits that will allow you to cause maximum chaos. Alternatively, you could use this book to identify those bad habits and learn to avoid them. The bad practices are organized into topics that form the basis of programming (layout, variables, loops, modules, and so on). It's been remarked that to become a good programmer, you must first write 10,000 lines of bad code to get it all out of your system. This book is aimed at programmers who have so far written only a small portion of that. By learning about poor programming habits, you will learn good practices. In addition, you will find out the motivation behind each practice, so you can learn why it is considered good and not

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simply get a list of rules. What You'll Learn Become a better coder by learning how (not) to program Choose your tools wisely Think of programming as problem solving Discover the consequences of a program ' s appearance and overall structure Explain poor use of variables in programs Avoid bad habits and common mistakes when using conditionals and loops See how poor error-handling makes for unstable programs Sidestep bad practices related specifically to object-oriented programming Mitigate the effects of ineffectual and inadequate bug location and testing Who This Book Is For Those who have some practical programming knowledge (can program in at least one programming language), but little or no professional experience, which they would like to quickly build up. They are either still undergoing training in

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software development, or are at the beginning of their programming career. They have at most 1-2 years of professional experience.

What others in the trenches say about The Pragmatic Programmer... “ The cool thing about this book is that it ’ s great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there. ” —Kent Beck, author of Extreme Programming Explained: Embrace Change “ I found this book to be a great mix of solid advice and wonderful analogies! ” —Martin Fowler, author of Refactoring and UML Distilled “ I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I

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would never loan because I would worry about it being lost. ” —Kevin Ruland, Management Science, MSG-Logistics

“ The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike. ” —John Lakos, author of Large-Scale C++ Software Design “ This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients. ” —Eric Vought, Software Engineer “ Most modern books on

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software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book. ” —Pete McBreen, Independent Consultant “ Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living. ” —Jared Richardson, Senior Software Developer, iRenaissance, Inc. “ I would like to see this issued to every new employee at my company.... ” —Chris Cleeland, Senior Software Engineer,

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Object Computing, Inc. “ If I ’ m putting together a project, it ’ s the authors of this book that I want. . . . And failing that I ’ d settle for people who ’ ve read their book. ” —Ward Cunningham Straight from the programming trenches, *The Pragmatic Programmer* cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming

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by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for

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long-term success in your career. You'll become a Pragmatic Programmer.

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