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THE PRACTICE OF WRITING EXCELLENT CODE

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Code Craft The Practice Of Writing Excellent Pete Goodliffe

Anton Hughes



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Code Craft Pete Goodliffe, 2006-12-06 You know how to write code that works but what about code that's well written and easy to understand And robust and bug free If other programmers looked at your handiwork would they be able to figure out the code's logic and purpose Exceptional programmers have more than just technical know how they adopt the right approach and attitude to development **Code Craft** will help take your programming beyond writing correct code to writing great code thus turning you into a true programming professional or enhancing your existing professional skills With language agnostic advice that's relevant to all developers **Code Craft** covers code writing concerns such as presentation style variable naming error handling and security And it tackles broader real world programming issues like effective teamwork development processes and documentation Each chapter ends with a Q A section that reviews key concepts to get you thinking like an expert making it an especially great reference for newer programmers who want to work professionally and efficiently as part of a team This survival guide for the software factory will show you how to Write good code when the world's not helping you Avoid disasters and distractions in the workplace Assess your abilities accurately and determine ways to improve Adopt productive attitudes and follow best practices There's little more valuable than the advice of a true programming professional You'll find **Code Craft** to be clear practical and entertaining throughout and a great way to take your code and your career to the next level

Code Craft Pete Goodliffe, 2007 A guide to writing computer code covers such topics as variable naming presentation style error handling and security

Programming Language Cultures Brian Lennon, 2024-08-27 In this book Brian Lennon demonstrates the power of a philological approach to the history of programming languages and their usage cultures In chapters focused on specific programming languages such as SNOBOL and JavaScript as well as on code comments metasyntactic variables the very early history of programming and the concept of DevOps Lennon emphasizes the histories of programming languages in their individual specificities over their abstract formal or structural characteristics viewing them as carriers and sometimes shapers of specific cultural histories The book's philological approach to programming languages presents a natural sensible and rigorous way for researchers trained in the humanities to perform research on computing in a way that draws on their own expertise Combining programming knowledge with a humanistic analysis of the social and historical dimensions of computing Lennon offers researchers in literary studies STS media and digital studies and technical fields the first technically rigorous approach to studying programming languages from a humanities based perspective

The Patentability of Software Anton Hughes, 2019-02-18 This book explores the question of whether software should be patented It analyses the ways in which the courts of the US the EU and Australia have attempted to deal with the problems surrounding the patentability of software and describes why it is that the software patent issue should be dealt with as a patentable subject matter issue rather than as an issue of novelty or nonobviousness Anton Hughes demonstrates that the current approach has failed and that a fresh approach to the

software patent problem is needed The book goes on to argue against the patentability of software based on its close relationship to mathematics Drawing on historical and philosophical accounts of mathematics in pursuit of a better understanding of its nature and focusing the debate on the conditions necessary for mathematical advancement the author puts forward an analytical framework centred around the concept of the useful arts This analysis both explains mathematics and therefore software's nonpatentability and offers a theory of patentable subject matter consistent with Australian American and European patent law

Variable-length Codes for Data Compression David Salomon,2007-09-05 Most data compression methods that are based on variable length codes employ the Huffman or Golomb codes However there are a large number of less known codes that have useful properties and these can be useful This book brings this large set of codes to the attention of workers in the field and for students of computer science The author's crystal clear style of writing and presentation allows easy access to the topic

Handbook of Data Compression David Salomon,Giovanni Motta,2010-01-18 Data compression is one of the most important fields and tools in modern computing From archiving data to CD ROMs and from coding theory to image analysis many facets of modern computing rely upon data compression This book provides a comprehensive reference for the many different types and methods of compression Included are a detailed and helpful taxonomy analysis of most common methods and discussions on the use and comparative benefits of methods and description of how to use them Detailed descriptions and explanations of the most well known and frequently used compression methods are covered in a self contained fashion with an accessible style and technical level for specialists and non specialists

Institutional Literacies Stuart A. Selber,2020-09-04 Information technologies have become an integral part of writing and communication courses shaping the ways students and teachers think about and do their work But too often teachers and other educational stakeholders take a passive or simply reactive role in institutional approaches to technologies and this means they are missing out on the chance to make positive changes in their departments and on campus Institutional Literacies argues that writing and communication teachers and program directors should collaborate more closely and engage more deeply with IT staff as technology projects are planned implemented and expanded Teachers need to both analyze how their institutions approach information technologies and intervene in productive ways as active university citizens with relevant expertise To help them do so the book offers a three part heuristic reflecting the reality that academic IT units are complex and multilayered with historical spatial and textual dimensions It discusses six ways teachers can intervene in the academic IT work of their own institutions maintaining awareness using systems and services mediating for audiences participating as user advocates working as designers and partnering as researchers With these strategies in hand educators can be proactive in helping institutional IT approaches align with the professional values and practices of writing and communication programs

Becoming a Better Programmer Pete Goodliffe,2014-10-03 If you're passionate about programming and want to get better at it you've come to the right source Code Craft author Pete Goodliffe presents a

collection of useful techniques and approaches to the art and craft of programming that will help boost your career and your well being The book s standalone chapters span the range of a software developer s life dealing with code learning the trade and improving performance with no language or industry bias The Book of JavaScript, 2nd Edition thau!,2007 Explains how to use the programming language to add interactivity and animation to Web sites covering image swaps functions frames cookies alarms frames shopping carts and Ajax **Effective Coding with VHDL** Ricardo Jasinski,2016-05-27 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 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 Java Coding Guidelines Fred Long,Dhruv Mohindra,Robert C. Seacord,Dean F. Sutherland,David Svoboda,2014 Organizations worldwide rely on Java code to perform mission critical tasks and therefore that code must be reliable robust fast maintainable and secure Java™ Coding Guidelines brings together expert guidelines recommendations and code examples to help you meet these demands Publisher description *Encyclopedia of Computer Science and Technology* Harry Henderson,2009 Presents an illustrated A Z encyclopedia containing approximately 600 entries on computer and technology related topics **Growing Software** Louis Testa,2009-03-15 As the technology leader at a small software company you need to focus on people products processes and technology as you bring your software to market while doing your best to put out fires and minimize headaches Growing Software is your guide to juggling the day to day challenges of running a software company while managing those long term problems and making sure that your business continues to grow With practical hands on advice Growing Software will teach you how to build and lead an effective team define and sell your products work

with everyone from customers to CEOs and ensure high quality results Instead of learning by trial and error you ll benefit from author Louis Testa s 20 years of management experience Testa combines big picture advice specific solutions and real life anecdotes to teach you how to Work effectively with your CEO and executive team Improve development team efficiency and enthusiasm Evaluate your software methodology to improve effectiveness and safeguard against failure Use product prototypes to bridge the gap between marketing and engineering Defuse technology time bombs Whether you re new to managing software or newly lost Growing Software will help you and your growing company thrive **Engineering**

Trustworthy Systems: Get Cybersecurity Design Right the First Time O. Sami Saydjari, 2018-08-03 Cutting edge cybersecurity solutions to defend against the most sophisticated attacks This professional guide shows step by step how to design and deploy highly secure systems on time and within budget The book offers comprehensive examples objectives and best practices and shows how to build and maintain powerful cost effective cybersecurity systems Readers will learn to think strategically identify the highest priority risks and apply advanced countermeasures that address the entire attack space Engineering Trustworthy Systems Get Cybersecurity Design Right the First Time showcases 35 years of practical engineering experience from an expert whose persuasive vision has advanced national cybersecurity policy and practices Readers of this book will be prepared to navigate the tumultuous and uncertain future of cyberspace and move the cybersecurity discipline forward by adopting timeless engineering principles including Defining the fundamental nature and full breadth of the cybersecurity problem Adopting an essential perspective that considers attacks failures and attacker mindsets Developing and implementing risk mitigating systems based solutions Transforming sound cybersecurity principles into effective architecture and evaluation strategies that holistically address the entire complex attack space **Contratos**

Algorítmicos - Conceito, Função e Interpretação - 1a Ed - 2025 José Luiz de Moura Faleiros Júnior, 2025-09-01 Em um cen rio jur dico permeado por inova es digitais Contratos Algor tmicos conceito fun o e interpreta o representa o estudo mais abrangente e inovador sobre o impacto da intelig ncia artificial IA nas rela es contratuais Avan ando para al m dos tradicionais contratos eletr nicos e dos chamados smart contracts o autor prop e a categoria dos contratos algor tmicos como um tertium genus apto a redefinir a dogm tica contratual sem necessidade de reforma legislativa mas com profunda exig ncia de evolu o hermen utica O autor parte de uma rigorosa distin o conceitual entre contratos eletr nicos smart contracts on chain blockchain e contratos algor tmicos propriamente ditos abrangendo tamb m off chain enfrentando os desafios da transpar ncia explicabilidade e accountability nos modelos automatizados de contrata o Amparado na doutrina nacional e estrangeira e ancorado nos vetores centrais do direito privado brasileiro Faleiros J nior prop e cinco crit rios in ditos para a estrutura o e interpreta o de contrata es mediadas por IA garantindo seguran a jur dica e respeito aos princ pios fundamentais flexibiliza o da capacidade consubstancia o do contrato inteligibilidade do c digo transpar ncia e explicabilidade eventual do algoritmo Fundamental para acad micos ju zes advogados profissionais de tecnologia e

formuladores de políticas públicas esta obra demonstra que a automação contratual pode e deve ser compatibilizada com a autonomia da vontade a boa-fé a equidade e o controle judicial Mais do que um tratado técnico o livro um convite ao debate interdisciplinar urgente capaz de inspirar e orientar a construção de um novo paradigma contratual para a sociedade contemporânea Autor Jos Luiz de Moura Faleiros Júnior 00-0000 00 0000,2021-08-31 *Weniger schlecht programmieren* Kathrin Passig,Johannes Jander,2013-12-05 Kathrin Passig gilt als Meisterin des unorthodoxen Blickwinkels und wenn sie sich zusammen tut mit einem gestandenen Entwickler um ein Programmierbuch zu schreiben darf man gespannt sein Mit Sachverstand und Witz widmen sich die beiden den Holzwegen Fehleinschätzungen und Irrtümern die insbesondere Programmier Neulingen und Hobby Entwicklern das Leben schwer machen Ein Buch für alle die ahnen dass ein besserer Programmierer in ihnen steckt Hätte ich das früher gewusst Auch wenn es nicht unbedingt auf der Hand liegt Programmieren hat viel mit Kommunikation zu tun Programmierstil Namensgebung Umgang mit Kommentaren oder mit Fremdcode oftmals haben sich gerade dort Konventionen etabliert wo eine Sprache keine strengen Vorgaben macht Lernen Sie die unterschiedlichen Traditionen der verschiedenen Sprachen kennen und erfahren Sie wie Sie sich auf diesem unsicheren Terrain halbwegs unfallfrei bewegen Vom Umgang mit Fehlern Wer hat nicht schon Stunden damit verbracht nach einem Fehler im Programm zu suchen um herauszufinden warum etwas nicht so funktioniert wie eigentlich geplant Es gibt eine Menge Anzeichen die darauf schließen lassen wo genau etwas im Code nicht stimmt Lernen Sie wie Sie solche Roststellen erkennen wie Sie mit systematischem Debugging Fehler finden und durch Tests dauerhaft beseitigen Die Qual der Wahl Nicht jede Programmiersprache eignet sich gleich gut für jede Aufgabe Daten lassen sich auf unterschiedliche Weise verhalten Entwicklungsumgebungen und Versionskontrollsysteme gibt es viele auf technischer Ebene gilt es jede Menge Entscheidungen zu treffen deren Konsequenzen schwer zu berechnen sind Universell gültige Empfehlungen kann niemand abgeben aber mit den Erfahrungswerten und Entscheidungshilfen der Autoren fahren Sie für den Anfang nicht schlecht

Der Weg zum Java-Profi Michael Inden,2020-12-04 Standardwerk in 5. Auflage Das Standardwerk für die professionelle Java-Entwicklung Fundierter Überblick über Profithemen die man sonst nicht findet Alles was man braucht um im Coding Job mithalten zu können Dieses Buch bietet eine umfassende Einführung in die professionelle Java-Entwicklung und vermittelt Ihnen das notwendige Wissen um stabile und erweiterbare Softwaresysteme auf Java SE Basis zu bauen Praxisnahe Beispiele helfen dabei das Gelernte rasch umzusetzen Neben der Praxis wird viel Wert auf das Verständnis zugrunde liegender Konzepte gelegt Dabei kommen dem Autor Michael Inden seine umfangreichen Schulungs- und Entwicklererfahrungen zugute und Ihnen als Leser damit ebenso Diese Neuauflage wurde durchgehend bearbeitet und aktualisiert und berücksichtigt die Java-Versionen 9 bis 15 Ansonsten wurde der bewährte Themenmix der Voraufgaben beibehalten Grundlagen Analyse und Design Professionelle Arbeitsumgebung Objektorientiertes Design Lambdas Java Grundlagen Bausteine stabiler Java Applikationen Collections Framework Stream API Datumsverarbeitung seit JDK 8

Applikationsbausteine Multithreading Grundlagen Modern Concurrency Fortgeschrittene Java Themen Basiswissen Internationalisierung Fallstricke und Lösungen Bad Smells Refactorings Entwurfsmuster Qualitätssicherung Programmierstil und Coding Conventions Unit Tests Codereviews Optimierungen Darüber hinaus thematisiert je ein Kapitel die Neuerungen in Java 12 bis 15 sowie die Modularisierung mit Project Jigsaw Ergänzt wird das Ganze durch einen Anhang mit einer übersichtlichen Zusammenfassung der Grundlagen zur Java Virtual Machine Es ist wirklich ein gelungenes Buch für Java Programmierer die ihre Kenntnisse vertiefen und professionalisieren wollen von dem motivierten Einsteiger bis zum Java Profi ein in Breite und Tiefe überzeugendes Werk empfehle ich jedem der sich ernsthaft mit professioneller Java Entwicklung auseinandersetzen möchte

97 Things Every Programmer Should Know Kevlin Henney, 2010-02-05 Tap into the wisdom of experts to learn what every programmer should know no matter what language you use With the 97 short and extremely useful tips for programmers in this book you'll expand your skills by adopting new approaches to old problems learning appropriate best practices and honing your craft through sound advice With contributions from some of the most experienced and respected practitioners in the industry including Michael Feathers Pete Goodliffe Diomidis Spinellis Cay Horstmann Verity Stob and many more this book contains practical knowledge and principles that you can apply to all kinds of projects A few of the 97 things you should know Code in the Language of the Domain by Dan North Write Tests for People by Gerard Meszaros Convenience Is Not an Illusion by Gregor Hohpe Know Your IDE by Heinz Kabutz A Message to the Future by Linda Rising The Boy Scout Rule by Robert C Martin Uncle Bob Beware the Share by Udi Dahan □□□, 2008

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