
Writing Solid Code Steve Maguire

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Writing Solid Code Steve
Maguire

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Debugging the Development Process

Springer Science & Business Media

Lively and highly readable introspections on the software development industry appeals to both insiders and non-technical readers alike with candid reflections takes a look at the future of software engineering as a profession. McConnell, a best-selling and award-winning author, describes software development practices

and trends, provides valuable insight, and gives the non-technical public an understanding of software engineering.

The Mac Bathroom Reader Simon and Schuster

This fun book includes the kind of trivia that every Mac buff finds interesting or amusing. For example, Apple has always given secret code names to their projects; now all of those names are published here for the first time. Written by a respected Mac denizen, this is the book to read "when you have more important things to do".

Unfinished Lives Pearson Education

Object Thinking blends historical perspective, experience, and visionary insight - exploring how developers can work less like the computers they program and more like problem solvers.

The Elements of Programming Style

Microsoft Press

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and

revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

Writing Research Papers Pearson

Laying the groundwork; The systematic approach; Of strategic importance; Unbridled enthusiasm; Scheduling madness; Constant, unceasing improvement; It's all about attitude; That sinking feeling; References; Index.

Solid Code Triumph Books

This is the first introductory textbook on Spin, the only requirement is a background in programming. Spin models are written in the Promela language which is easily learned by students and programmers. Spin is easy to install and use. The Spin model checker is not only a widely used professional tool but it is also a superb tool for teaching important concepts of computer science such as verification, concurrency and nondeterminism. The book introduces Spin-based software that the author has developed for teaching. Complete programs demonstrate each construct and concept and these programs are available on a companion website.

The Humane Interface Pearson Education

Create, optimize, and deploy stunning cross-browser web maps with the OpenLayers JavaScript web mapping

library.

Writing Secure Code Simon and Schuster

Cognetics and the locus of attention - Meanings, modes, monotony, and myths - Quantification - Unification - Navigation and other aspects of humane interfaces - Interface issues outside the user interface.

The Practice of Programming MIT Press

See:

Code Complete, 2nd Edition McGraw Hill Professional

The popular Postmortem column in Game Developer magazine features firsthand accounts of how some of the most important and successful games of recent years have been made. This book offers the opportunity to harvest this expertise with one volume. The editor has organized the articles by theme and added previously unpublished analysis to reveal successful management techniques. Readers learn how superstars of the game industry like Peter Molyneux and Warren Spector have dealt with the development challenges such as managing complexity, software and game design issues, schedule challenges, and changing staff needs.

Programming Pearls Springer Science & Business Media

A historical study of Chile's twin experiments with cybernetics and socialism, and what they tell us about the relationship of technology and politics. In *Cybernetic Revolutionaries*, Eden Medina tells the history of two intersecting utopian visions, one political and one technological. The first was Chile's experiment with peaceful socialist change under Salvador Allende; the second was the simultaneous attempt to build a computer system that would manage Chile's economy. Neither vision was fully realized—Allende's government ended with a violent military coup; the system, known as Project Cybersyn, was never completely implemented—but they hold lessons for today about the relationship between technology and politics. Drawing on extensive archival material and interviews, Medina examines the cybernetic system envisioned by the Chilean government—which was to feature holistic system design, decentralized management, human-computer interaction, a national telex network, near real-time control of the growing industrial

sector, and modeling the behavior of dynamic systems. She also describes, and documents with photographs, the network's Star Trek-like operations room, which featured swivel chairs with armrest control panels, a wall of screens displaying data, and flashing red lights to indicate economic emergencies. Studying project Cybersyn today helps us understand not only the technological ambitions of a government in the midst of political change but also the limitations of the Chilean revolution. This history further shows how human attempts to combine the political and the technological with the goal of creating a more just society can open new technological, intellectual, and political possibilities. Technologies, Medina writes, are historical texts; when we read them we are reading history.

Game Engine Architecture Packt Publishing Ltd

Move step-by-step through proven solutions guaranteed to keep all your projects on track. The *Project Manager's Desk Reference, Second Edition*, by James P. Lewis, gives you a template for managing projects of any size from start to finish, a 16-step process for planning,

monitoring, and controlling any project. As you explore specific situations taken from today's fast-moving business environment, the author's easy-to-understand approach shows you how to confidently put together a project plan using Work Breakdown Structures, PERT, CPM, and Gantt schedules. You learn how to conduct risk analysis, and assemble and manage a problem-solving team to eliminate potential stumbling blocks and complete the project on time and within budget. In the second edition of this hands-on toolbox, you get updated examples, illustrations and figures, checklists for every stage, plus lists of associations and powerful websites.

Dynamics of Software Development

Addison-Wesley Professional
Corporate and commercial software-development teams all want solutions for one important problem—how to get their high-pressure development schedules under control. In *RAPID DEVELOPMENT*, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving.

Inside, you'll find: A rapid-development strategy that can be applied to any project and the best practices to make that strategy work Candid discussions of great and not-so-great rapid-development practices—estimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome Case studies that vividly illustrate what can go wrong, what can go right, and how to tell which direction your project is going RAPID DEVELOPMENT is the real-world guide to more efficient applications development.

The Craft of Software Testing Microsoft Press

Orientation - Preparation - Positioning - The encounter - Making the deal - The twelve essential rules of negotiation.

Effective STL Three Rivers Press (CA)

Cites successful examples of community-based policing.

OpenLayers 2.10 Beginner's Guide

Adobe Press

Get best-in-class engineering practices to

help you write more-robust, bug-free code. Two Microsoft .NET development experts share real-world examples and proven methods for optimizing the software development life cycle—from avoiding costly programming pitfalls to making your development team more efficient. Managed code developers at all levels will find design, prototyping, implementation, debugging, and testing tips to boost the quality of their code—today. Optimize each stage of the development process—from design to testing—and produce higher-quality applications. Use metaprogramming to reduce code complexity, while increasing flexibility and maintainability Treat performance as a feature—and manage it throughout the development life cycle Apply best practices for application scalability Employ preventative security measures to ward off malicious attacks Practice defensive programming to catch bugs before run time Incorporate automated builds, code analysis, and testing into the daily engineering process Implement better source-control management and check-in procedures Establish a quality-driven, milestone-based project rhythm—and

improve your results!

The 6 Most Important Decisions You'll Ever Make "O'Reilly Media, Inc."

The most comprehensive account to date of the 9/11 attack on the Pentagon and aftermath, this volume includes unprecedented details on the impact on the Pentagon building and personnel and the scope of the rescue, recovery, and caregiving effort. It features 32 pages of photographs and more than a dozen diagrams and illustrations not previously available.

Postmortems from Game Developer Taylor & Francis

Over 13,000 Americans have been murdered in the late twentieth and early twenty-first centuries because of their sexual orientation and gender presentation. In *Unfinished Lives: Reviving the Memory of LGBTQ Hate Crimes Victims*, Stephen Sprinkle puts a human face on the outrage and loss suffered when people die from anti-gay hatred. Beginning with new developments in the story of Matthew Shepard's murder in Laramie, Wyoming, Sprinkle tells the stories of fourteen representative LGBTQ victims whose lives were savagely cut

short due to homophobia and transphobia. These are stories about people who could be your neighbor, classmate, co-worker, or friend-real, everyday people whose love was foreclosed, relationships brutally terminated, and future contributions stolen from us by outrageous, irrational hatred. Told lovingly yet unflinchingly, *Unfinished Lives* lifts the stories of these LGBTQ victims from undeserved obscurity, allowing their memory to live again. Relying on personal interviews and visits to the locations where these people lived, loved, and died, Sprinkle records the raw emotions, powerful movements for social change, and unexpectedly hopeful communities that arise from the ruins of those people whose only "offense" was to live as they were born to be. Part portraiture, part crime narrative, and part

ethnography, *Unfinished Lives* is poised to change the conversation on hate crimes in the United States.

Touch of Class Addison-Wesley Professional

Page 26: How can I avoid off-by-one errors? Page 143: Are Trojan Horse attacks for real? Page 158: Where should I look when my application can't handle its workload? Page 256: How can I detect memory leaks? Page 309: How do I target my application to international markets? Page 394: How should I name my code's identifiers? Page 441: How can I find and improve the code coverage of my tests? Diomidis Spinellis' first book, *Code Reading*, showed programmers how to understand and modify key functional properties of software. *Code Quality* focuses on non-functional properties,

demonstrating how to meet such critical requirements as reliability, security, portability, and maintainability, as well as efficiency in time and space. Spinellis draws on hundreds of examples from open source projects--such as the Apache web and application servers, the BSD Unix systems, and the HSQLDB Java database--to illustrate concepts and techniques that every professional software developer will be able to appreciate and apply immediately. Complete files for the open source code illustrated in this book are available online at: <http://www.spinellis.gr/codequality/> *Principles of the Spin Model Checker* Pearson Education
Covers Expression, Structure, Common Blunders, Documentation, & Structured Programming Techniques

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