

The Clean Coder A Code Of Conduct For Professional Programmers

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[Fit for Developing Software](#) - Rick Mugridge
2005-06-29
The Fit open source testing framework brings unprecedented agility to the entire development

process. Fit for Developing Software shows you how to use Fit to clarify business rules, express them with concrete examples, and organize the examples into test tables that drive testing

throughout the software lifecycle. Using a realistic case study, Rick Mugridge and Ward Cunningham--the creator of Fit--introduce each of Fit's underlying concepts and techniques, and explain how you can put Fit to work incrementally, with the lowest possible risk. Highlights include Integrating Fit into your development processes Using Fit to promote effective communication between businesspeople, testers, and developers Expressing business rules that define calculations, decisions, and business processes Connecting Fit tables to the system with "fixtures" that check whether tests are actually satisfied Constructing tests for code evolution, restructuring, and other changes to legacy systems Managing the quality and evolution of tests A companion Web site (<http://fit.c2.com/>) that offers additional resources and source code

Spring Boot in Action - Craig Walls
2015-12-16
Summary A developer-focused guide to writing

applications using Spring Boot. You'll learn how to bypass the tedious configuration steps so that you can concentrate on your application's behavior. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Spring Framework simplifies enterprise Java development, but it does require lots of tedious configuration work. Spring Boot radically streamlines spinning up a Spring application. You get automatic configuration and a model with established conventions for build-time and runtime dependencies. You also get a handy command-line interface you can use to write scripts in Groovy. Developers who use Spring Boot often say that they can't imagine going back to hand configuring their applications. About the Book Spring Boot in Action is a developer-focused guide to writing applications using Spring Boot. In it, you'll learn how to bypass configuration steps so you can focus on your application's behavior. Spring

expert Craig Walls uses interesting and practical examples to teach you both how to use the default settings effectively and how to override and customize Spring Boot for your unique environment. Along the way, you'll pick up insights from Craig's years of Spring development experience. What's Inside Develop Spring apps more efficiently Minimal to no configuration Runtime metrics with the Actuator Covers Spring Boot 1.3 About the Reader Written for readers familiar with the Spring Framework. About the Author Craig Walls is a software developer, author of the popular book Spring in Action, Fourth Edition, and a frequent speaker at conferences. Table of Contents Bootstarting Spring Developing your first Spring Boot application Customizing configuration Testing with Spring Boot Getting Groovy with the Spring Boot CLI Applying Grails in Spring Boot Taking a peek inside with the Actuator Deploying Spring Boot applications APPENDIXES Spring Boot developer tools

Spring Boot starters Configuration properties Spring Boot dependencies Lean Architecture - James O. Coplien 2011-01-06 More and more Agile projects are seeking architectural roots as they struggle with complexity and scale - and they're seeking lightweight ways to do it Still seeking? In this book the authors help you to find your own path Taking cues from Lean development, they can help steer your project toward practices with longstanding track records Up-front architecture? Sure. You can deliver an architecture as code that compiles and that concretely guides development without bogging it down in a mass of documents and guesses about the implementation Documentation? Even a whiteboard diagram, or a CRC card, is documentation: the goal isn't to avoid documentation, but to document just the right things in just the right amount Process? This all works within the frameworks of Scrum, XP, and other Agile approaches

The Software Craftsman - Sandro Mancuso
2014-12-14

In *The Software Craftsman*, Sandro Mancuso explains what craftsmanship means to the developer and his or her organization, and shows how to live it every day in your real-world development environment. Mancuso shows how software craftsmanship fits with and helps students improve upon best-practice technical disciplines such as agile and lean, taking all development projects to the next level. Readers will learn how to change the disastrous perception that software developers are the same as factory workers, and that software projects can be run like factories.

Microservices Patterns - Chris Richardson
2018-10-27

"A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these problems." - Tim Moore, *Lightbend* 44 reusable patterns to develop and deploy reliable production-quality

microservices-based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book *Microservices Patterns* teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers

industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's POJOs in Action, and creator of the original CloudFoundry.com. Table of Contents Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1

Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices **Eloquent Ruby** - Russ Olsen 2011-02-07 It's easy to write correct Ruby code, but to gain the fluency needed to write great Ruby code, you must go beyond syntax and absorb the "Ruby way" of thinking and problem solving. In Eloquent Ruby, Russ Olsen helps you write Ruby like true Rubyists do—so you can leverage its immense, surprising power. Olsen draws on years of experience internalizing the Ruby culture and teaching Ruby to other programmers. He guides you to the "Ah Ha!" moments when it suddenly becomes clear why Ruby works the way it does, and how you can take advantage of this language's elegance and expressiveness. Eloquent Ruby starts small, answering tactical questions focused on a single statement, method, test, or bug. You'll learn how to write code that actually looks like Ruby (not Java or C#); why Ruby has so many control

structures; how to use strings, expressions, and symbols; and what dynamic typing is really good for. Next, the book addresses bigger questions related to building methods and classes. You'll discover why Ruby classes contain so many tiny methods, when to use operator overloading, and when to avoid it. Olsen explains how to write Ruby code that writes its own code—and why you'll want to. He concludes with powerful project-level features and techniques ranging from gems to Domain Specific Languages. A part of the renowned Addison-Wesley Professional Ruby Series, Eloquent Ruby will help you “put on your Ruby-colored glasses” and get results that make you a true believer.

Clean Code in Python - Mariano Anaya

2021-01-06

Tackle inefficiencies and errors the Pythonic way
Key Features
Enhance your coding skills using the new features introduced in Python 3.9
Implement the refactoring techniques and SOLID principles in Python
Apply microservices

to your legacy systems by implementing practical techniques
Book Description
Experienced professionals in every field face several instances of disorganization, poor readability, and testability due to unstructured code. With updated code and revised content aligned to the new features of Python 3.9, this second edition of Clean Code in Python will provide you with all the tools you need to overcome these obstacles and manage your projects successfully. The book begins by describing the basic elements of writing clean code and how it plays a key role in Python programming. You will learn about writing efficient and readable code using the Python standard library and best practices for software design. The book discusses object-oriented programming in Python and shows you how to use objects with descriptors and generators. It will also show you the design principles of software testing and how to resolve problems by implementing software design patterns in your

code. In the concluding chapter, we break down a monolithic application into a microservices-based one starting from the code as the basis for a solid platform. By the end of this clean code book, you will be proficient in applying industry-approved coding practices to design clean, sustainable, and readable real-world Python code. What you will learn

Set up a productive development environment by leveraging automatic tools

Leverage the magic methods in Python to write better code, abstracting complexity away and encapsulating details

Create advanced object-oriented designs using unique features of Python, such as descriptors

Eliminate duplicated code by creating powerful abstractions using software engineering principles of object-oriented design

Create Python-specific solutions using decorators and descriptors

Refactor code effectively with the help of unit tests

Build the foundations for solid architecture with a clean code base as its cornerstone

Who this book is for

This book is designed to benefit new as well as experienced programmers. It will appeal to team leads, software architects and senior software engineers who would like to write Pythonic code to save on costs and improve efficiency. The book assumes that you have a strong understanding of programming

Programming Pearls - Jon Bentley 2016-04-21

When programmers list their favorite books, Jon Bentley's collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have irritated real programmers. With origins beyond solid engineering, in the realm of insight and creativity, Bentley's pearls offer unique and clever solutions to those nagging problems. Illustrated by programs designed as much for fun as for instruction, the book is filled with lucid and witty descriptions of practical programming techniques and fundamental

design principles. It is not at all surprising that Programming Pearls has been so highly valued by programmers at every level of experience. In this revision, the first in 14 years, Bentley has substantially updated his essays to reflect current programming methods and environments. In addition, there are three new essays on testing, debugging, and timing set representations string problems All the original programs have been rewritten, and an equal amount of new code has been generated. Implementations of all the programs, in C or C++, are now available on the Web. What remains the same in this new edition is Bentley's focus on the hard core of programming problems and his delivery of workable solutions to those problems. Whether you are new to Bentley's classic or are revisiting his work for some fresh insight, the book is sure to make your own list of favorites.

Unit Testing Principles, Practices, and Patterns - Vladimir Khorikov 2020-01-06

Radically improve your testing practice and software quality with new testing styles, good patterns, and reliable automation. Key Features
A practical and results-driven approach to unit testing Refine your existing unit tests by implementing modern best practices Learn the four pillars of a good unit test Safely automate your testing process to save time and money Spot which tests need refactoring, and which need to be deleted entirely Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Great testing practices maximize your project quality and delivery speed by identifying bad code early in the development process. Wrong tests will break your code, multiply bugs, and increase time and costs. You owe it to yourself—and your projects—to learn how to do excellent unit testing. Unit Testing Principles, Patterns and Practices teaches you to design and write tests that target key areas of your code including the domain model. In this clearly

written guide, you learn to develop professional-quality tests and test suites and integrate testing throughout the application life cycle. As you adopt a testing mindset, you'll be amazed at how better tests cause you to write better code. What You Will Learn Universal guidelines to assess any unit test Testing to identify and avoid anti-patterns Refactoring tests along with the production code Using integration tests to verify the whole system This Book Is Written For For readers who know the basics of unit testing. Examples are written in C# and can easily be applied to any language. About the Author Vladimir Khorikov is an author, blogger, and Microsoft MVP. He has mentored numerous teams on the ins and outs of unit testing. Table of Contents: PART 1 THE BIGGER PICTURE 1 | The goal of unit testing 2 | What is a unit test? 3 | The anatomy of a unit test PART 2 MAKING YOUR TESTS WORK FOR YOU 4 | The four pillars of a good unit test 5 | Mocks and test fragility 6 | Styles of unit testing 7 | Refactoring

toward valuable unit tests PART 3 INTEGRATION TESTING 8 | Why integration testing? 9 | Mocking best practices 10 | Testing the database PART 4 UNIT TESTING ANTI-PATTERNS 11 | Unit testing anti-patterns [Clean Architecture](#) - Robert C. Martin 2017-09-12

Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's Clean Architecture doesn't merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come

to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's

designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

Implementation Patterns - Kent Beck

2007-10-23

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn't just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn't just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck—known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development—focuses on these critical decisions, unearthing powerful "implementation patterns" for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for

handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

Agile Java™ - Jeff Langr 2005-02-14

Master Java 5.0 and TDD Together: Build More Robust, Professional Software Master Java 5.0, object-oriented design, and Test-Driven Development (TDD) by learning them together. Agile Java weaves all three into a single coherent approach to building professional, robust software systems. Jeff Langr shows exactly how Java and TDD integrate throughout the entire development lifecycle, helping you leverage today's fastest, most efficient development techniques from the very outset. Langr writes

for every programmer, even those with little or no experience with Java, object-oriented development, or agile methods. He shows how to translate oral requirements into practical tests, and then how to use those tests to create reliable, high-performance Java code that solves real problems. Agile Java doesn't just teach the core features of the Java language: it presents coded test examples for each of them. This TDD-centered approach doesn't just lead to better code: it provides powerful feedback that will help you learn Java far more rapidly. The use of TDD as a learning mechanism is a landmark departure from conventional teaching techniques. Presents an expert overview of TDD and agile programming techniques from the Java developer's perspective Brings together practical best practices for Java, TDD, and OO design Walks through setting up Java 5.0 and writing your first program Covers all the basics, including strings, packages, and more Simplifies object-oriented concepts, including classes,

interfaces, polymorphism, and inheritance
Contains detailed chapters on exceptions and logging, math, I/O, reflection, multithreading, and Swing Offers seamlessly-integrated explanations of Java 5.0's key innovations, from generics to annotations Shows how TDD impacts system design, and vice versa Complements any agile or traditional methodology, including Extreme Programming (XP)
Occupational Outlook Handbook - United States. Bureau of Labor Statistics 1976

Clean Code in Python - Mariano Anaya

2018-08-29

Getting the most out of Python to improve your codebase
Key Features
Save maintenance costs by learning to fix your legacy codebase
Learn the principles and techniques of refactoring
Apply microservices to your legacy systems by implementing practical techniques
Book Description
Python is currently used in many different areas such as software construction,

systems administration, and data processing. In all of these areas, experienced professionals can find examples of inefficiency, problems, and other perils, as a result of bad code. After reading this book, readers will understand these problems, and more importantly, how to correct them. The book begins by describing the basic elements of writing clean code and how it plays an important role in Python programming. You will learn about writing efficient and readable code using the Python standard library and best practices for software design. You will learn to implement the SOLID principles in Python and use decorators to improve your code. The book delves more deeply into object oriented programming in Python and shows you how to use objects with descriptors and generators. It will also show you the design principles of software testing and how to resolve software problems by implementing design patterns in your code. In the final chapter we break down a monolithic application to a microservice one,

starting from the code as the basis for a solid platform. By the end of the book, you will be proficient in applying industry approved coding practices to design clean, sustainable and readable Python code. What you will learn Set up tools to effectively work in a development environment Explore how the magic methods of Python can help us write better code Examine the traits of Python to create advanced object-oriented design Understand removal of duplicated code using decorators and descriptors Effectively refactor code with the help of unit tests Learn to implement the SOLID principles in Python Who this book is for This book will appeal to team leads, software architects and senior software engineers who would like to work on their legacy systems to save cost and improve efficiency. A strong understanding of Programming is assumed.

Notes to a Software Team Leader - Roy Osherove 2013-08

Are you an architect? Scrum Master? team

leader? project manager? If you are any of these, you will find that leadership, done right, is a very tough job. This book deals with the hard parts. Not with tools, but with people. Here is the manifesto that drives this book: For us as team leaders, the goal and the way we measure our work is the overall growth in skills of self-organization and self-maintenance in each member of our team and the team as a whole. To that end: We accept that the team's needs from us change continuously based on their skills for handling the current reality of work, so we embrace a continuously changing leadership style over a one-style-fits-all leadership approach. We believe in challenging ourselves and our teams to always get better, so: * We create slack time for the team to learn and be challenged. * We embrace taking risks for our team over staying safe. * We embrace fear and discomfort while learning new skills over keeping people within their comfort zone. * We embrace experimentation as a constant practice

over maintaining the status quo: * With people * With tools * With processes * With the environment * We believe our core practice is leading people, not wielding machines, so: * We embrace spending more time with our team than in meetings. * We embrace treating software problems as people problems. * We learn people skills and communication techniques. About the notes The second part of this book allows a peek into the minds of some of the best leaders, consultants, and managers as they give advice to a new team leader. Hear from Johanna Rothman, Kevlin Henney, Dan North, Uncle Bob Martin, and many others about the one thing they would like to teach you if you ever become a team leader, Scrum Master, project manager, or architect.

Extreme Programming in Practice - James Newkirk 2001

This title focuses on the most critical aspects of software development: building robust, bug free systems, meeting deadlines, and coming in

under budget. It includes artifacts, anecdotes, and actual code from an enterprise-class XP project.

[The Phoenix Project](#) - Gene Kim 2018-02-27
Bill has 90 days to fix a behind-schedule IT project, or his entire department will be outsourced. Fortunately, he has the help of a prospective board member, whose "Three Ways" philosophy might just save the day.

Clean Python - Sunil Kapil 2019-05-21

Discover the right way to code in Python. This book provides the tips and techniques you need to produce cleaner, error-free, and eloquent Python projects. Your journey to better code starts with understanding the importance of formatting and documenting your code for maximum readability, utilizing built-in data structures and Python dictionary for improved maintainability, and working with modules and meta-classes to effectively organize your code. You will then dive deep into the new features of the Python language and learn how to effectively

utilize them. Next, you will decode key concepts such as asynchronous programming, Python data types, type hinting, and path handling. Learn tips to debug and conduct unit and integration tests in your Python code to ensure your code is ready for production. The final leg of your learning journey equips you with essential tools for version management, managing live code, and intelligent code completion. After reading and using this book, you will be proficient in writing clean Python code and successfully apply these principles to your own Python projects. What You'll Learn Use the right expressions and statements in your Python code Create and assess Python Dictionary Work with advanced data structures in Python Write better modules, classes, functions, and metaclasses Start writing asynchronous Python immediately Discover new features in Python Who This Book Is For Readers with a basic Python programming knowledge who want to improve their Python programming

skills by learning right way to code in Python. **Coders at Work** - Peter Seibel 2009-12-21 Peter Seibel interviews 15 of the most interesting computer programmers alive today in Coders at Work, offering a companion volume to Apress's highly acclaimed best-seller Founders at Work by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the Coders at Work web site: www.codersatwork.com. The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first

female IBM fellow Joe Armstrong: Inventor of Erlang
Joshua Bloch: Author of the Java collections framework, now at Google
Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger
Douglas Crockford: JSON founder, JavaScript architect at Yahoo!
L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1
Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation
Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal
Dan Ingalls: Smalltalk implementor and designer
Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler
Donald Knuth: Author of The Art of Computer Programming and creator of TeX
Peter Norvig: Director of Research at Google and author of the standard text on AI
Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress
Ken Thompson: Inventor of UNIX
Jamie Zawinski:

Author of XEmacs and early Netscape/Mozilla hacker

Clean Agile - Robert C. Martin 2019-09-12
Agile Values and Principles for a New Generation “In the journey to all things Agile, Uncle Bob has been there, done that, and has the both the t-shirt and the scars to show for it. This delightful book is part history, part personal stories, and all wisdom. If you want to understand what Agile is and how it came to be, this is the book for you.” -Grady Booch “Bob’s frustration colors every sentence of Clean Agile, but it’s a justified frustration. What is in the world of Agile development is nothing compared to what could be. This book is Bob’s perspective on what to focus on to get to that ‘what could be.’ And he’s been there, so it’s worth listening.” -Kent Beck “It’s good to read Uncle Bob’s take on Agile. Whether just beginning, or a seasoned Agilista, you would do well to read this book. I agree with almost all of it. It’s just some of the parts make me realize my own shortcomings,

dammit. It made me double-check our code coverage (85.09%).” –Jon Kern Nearly twenty years after the Agile Manifesto was first presented, the legendary Robert C. Martin (“Uncle Bob”) reintroduces Agile values and principles for a new generation—programmers and nonprogrammers alike. Martin, author of Clean Code and other highly influential software development guides, was there at Agile’s founding. Now, in Clean Agile: Back to Basics, he strips away misunderstandings and distractions that over the years have made it harder to use Agile than was originally intended. Martin describes what Agile is in no uncertain terms: a small discipline that helps small teams manage small projects . . . with huge implications because every big project is comprised of many small projects. Drawing on his fifty years’ experience with projects of every conceivable type, he shows how Agile can help you bring true professionalism to software development. Get back to the basics—what Agile

is, was, and should always be Understand the origins, and proper practice, of SCRUM Master essential business-facing Agile practices, from small releases and acceptance tests to whole-team communication Explore Agile team members’ relationships with each other, and with their product Rediscover indispensable Agile technical practices: TDD, refactoring, simple design, and pair programming Understand the central roles values and craftsmanship play in your Agile team’s success If you want Agile’s true benefits, there are no shortcuts: You need to do Agile right. Clean Agile: Back to Basics will show you how, whether you’re a developer, tester, manager, project manager, or customer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. *The Clean Coder* - Robert C. Martin 2011 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.

Clean Code - Robert C. Martin 2009

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Dependency Injection Principles, Practices, and Patterns - Mark Seemann 2019-03-06

Summary Dependency Injection Principles, Practices, and Patterns teaches you to use DI to reduce hard-coded dependencies between application components. You'll start by learning what DI is and what types of applications will benefit from it. Then, you'll work through concrete scenarios using C# and the .NET framework to implement DI in your own projects. As you dive into the thoroughly-explained examples, you'll develop a foundation you can apply to any of the many DI libraries for

.NET and .NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Dependency Injection (DI) is a great way to reduce tight coupling between software components. Instead of hard-coding dependencies, such as specifying a database driver, you make those connections through a third party. Central to application frameworks like ASP.NET Core, DI enables you to better manage changes and other complexity in your software. About the Book Dependency Injection Principles, Practices, and Patterns is a revised and expanded edition of the bestselling classic Dependency Injection in .NET. It teaches you DI from the ground up, featuring relevant examples, patterns, and anti-patterns for creating loosely coupled, well-structured applications. The well-annotated code and diagrams use C# examples to illustrate principles that work flawlessly with modern object-oriented languages and DI libraries.

What's Inside Refactoring existing code into loosely coupled code DI techniques that work with statically typed OO languages Integration with common .NET frameworks Updated examples illustrating DI in .NET Core About the Reader For intermediate OO developers. About the Authors Mark Seemann is a programmer, software architect, and speaker who has been working with software since 1995, including six years with Microsoft. Steven van Deursen is a seasoned .NET developer and architect, and the author and maintainer of the Simple Injector DI library. Table of Contents PART 1 Putting Dependency Injection on the map The basics of Dependency Injection: What, why, and how Writing tightly coupled code Writing loosely coupled code PART 2 Catalog DI patterns DI anti-patterns Code smells PART 3 Pure DI Application composition Object lifetime Interception Aspect-Oriented Programming by design Tool-based Aspect-Oriented Programming PART 4 DI Containers DI Container introduction

The Autofac DI Container The Simple Injector DI Container The Microsoft.Extensions.DependencyInjection DI Container *Clean Craftsmanship* - Robert Martin 2021 In *Clean Craftsmanship*, the legendary Robert C. Martin ("Uncle Bob") has written every programmer's definitive guide to working well. Martin brings together the disciplines, standards, and ethics you need to deliver robust, effective code quickly and productively, and be proud of all the software you write -- every single day. Martin, the best-selling author of *The Clean Coder*, begins with a pragmatic, technical, and prescriptive guide to five foundational disciplines of software craftsmanship: test-driven development, refactoring, simple design, collaborative programming (pairing), and acceptance tests. Next, he moves up to standards -- outlining the baseline expectations the world has of software developers, illuminating how those often differ

from their own perspectives, and helping you repair the mismatch. Finally, he turns to the ethics of the programming profession, describing ten fundamental promises all software developers should make to their colleagues, their users, and above all, themselves. With Martin's guidance and advice, you can consistently write code that builds trust instead of undermining it -- trust among your users and throughout a society that depends on software for its very survival.

Agile Principles, Patterns, and Practices in C# - Robert C. Martin 2006-07-20

With the award-winning book *Agile Software Development: Principles, Patterns, and Practices*, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, *Agile Principles, Patterns, and Practices in C#*. This book

presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst,

Agile Principles, Patterns, and Practices in C# is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

Programming Rust - Jim Blandy 2021-06-11
Systems programming provides the foundation for the world's computation. Writing performance-sensitive code requires a programming language that puts programmers in control of how memory, processor time, and other system resources are used. The Rust systems programming language combines that control with a modern type system that catches broad classes of common mistakes, from memory management errors to data races between threads. With this practical guide, experienced systems programmers will learn how to successfully bridge the gap between performance and safety using Rust. Jim Blandy, Jason Orendorff, and Leonora Tindall demonstrate how Rust's features put programmers in control over memory

consumption and processor use by combining predictable performance with memory safety and trustworthy concurrency. You'll learn: Rust's fundamental data types and the core concepts of ownership and borrowing How to write flexible, efficient code with traits and generics How to write fast, multithreaded code without data races Rust's key power tools: closures, iterators, and asynchronous programming Collections, strings and text, input and output, macros, unsafe code, and foreign function interfaces This revised, updated edition covers the Rust 2021 Edition.

Java Concurrency in Practice - Tim Peierls
2006-05-09

Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java

Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In *Java Concurrency in Practice*, the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. *Java Concurrency in Practice* arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety

Techniques for building and composing thread-safe classes Using the concurrency building blocks in `java.util.concurrent` Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model

[Code That Fits in Your Head](#) - Mark Seemann
2021-09-30

The latest title in Addison Wesley's world-renowned Robert C. Martin Series on better software development, *Code That Fits in Your Head* offers indispensable practical advice for writing code at a sustainable pace, and controlling the complexity that causes too many software projects to spin out of control. Reflecting decades of experience consulting on software projects and helping development teams succeed, Mark Seemann shares proven practices and heuristics, supported by realistic advice. His guidance ranges from checklists to teamwork, encapsulation to decomposition, API

design to unit testing and troubleshooting. Throughout, Seemann illuminates his insights with up-to-date code examples drawn from a start to finish sample project. Seemann's examples are written in C##, and designed to be clear and useful to every object-oriented enterprise developer, whether they use C#, Java, or another language. Code That Fits in Your Head is accompanied by the complete code base for this sample application, organized in a Git repository to facilitate further exploration of details that don't fit in the text.

Designing Object-oriented C++ Applications Using the Booch Method - Robert C. Martin
1995

For senior/graduate level courses on Object Oriented Design using C++, and the Booch (BC) - OOD book. A practical, problem-solving approach to the fundamental concepts of Object Oriented Design and their application using C++. This book is written for the "engineer in the trenches". It is a serious guide for

practitioners of Object-Oriented design. The style is narrative, and accessible for the beginner, and yet the topics are covered in enough depth to be relevant to the consummate designer. The principles of OOD explained, one by one, and then demonstrated with numerous examples and case studies.

Rx.NET in Action - Tamir Dresher 2017-04-20
Summary Rx.NET in Action teaches developers how to build event-driven applications using the Reactive Extensions (Rx) library. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications must react to streams of data such as user and system events, internal messages, and sensor input. Reactive Extensions (Rx) is a .NET library containing more than 600 operators that you can compose together to build reactive client- and server-side applications to handle events asynchronously in a way that maximizes responsiveness, resiliency, and elasticity. About

the Book Rx.NET in Action teaches developers how to build event-driven applications using the Rx library. Starting with an overview of the design and architecture of Rx-based reactive applications, you'll get hands-on with in-depth code examples to discover firsthand how to exploit the rich query capabilities that Rx provides and the Rx concurrency model that allows you to control both the asynchronicity of your code and the processing of event handlers. You'll also learn about consuming event streams, using schedulers to manage time, and working with Rx operators to filter, transform, and group events. What's Inside Introduction to Rx in C# Creating and consuming streams of data and events Building complex queries on event streams Error handling and testing Rx code About the Reader Readers should understand OOP concepts and be comfortable coding in C#. About the Author Tamir Dresher is a senior software architect at CodeValue and a prominent member of Israel's Microsoft

programming community. Table of Contents PART 1 - GETTING STARTED WITH REACTIVE EXTENSIONS Reactive programming Hello, Rx Functional thinking in C# PART 2 - CORE IDEAS Creating observable sequences Creating observables from .NET asynchronous types Controlling the observer-observable relationship Controlling the observable temperature Working with basic query operators Partitioning and combining observables Working with Rx concurrency and synchronization Error handling and recovery APPENDIXES Writing asynchronous code in .NET The Rx Disposables library Testing Rx queries and operators **Grid Layout in CSS** - Eric A. Meyer 2016-04-18 CSS has had a layout-shaped hole at its center since the beginning. Designers have bent features such as float and clear to help fill that hole, but nothing has quite done the job. Now that's about to change. With this concise guide, you'll learn how to use CSS grid layout, a generalized system that lets you lay out pieces of

your design independent of their document source order and with full awareness of the overall design. Short and deep, this book is an excerpt from the upcoming fourth edition of *CSS: The Definitive Guide*. When you purchase either the print or the ebook edition of *Grid Layout in CSS*, you'll receive a discount on the entire *Definitive Guide* once it's released. Why wait? Learn how to make your web pages come alive today. Explore the differences between grid boxes and block containers Create block-level grids, inline grids, and even nest grids inside grids Learn best practices for attaching elements to your layout, using explicitly defined grid lines or grid area Understand how the implicit grid automatically adjusts for oversized elements Create gutters between grid elements, and align and justify individual items Eric A. Meyer is an author, speaker, blogger, sometime teacher, and co-founder of *An Event Apart*. He's a two-decade veteran of the Web and web standards, a past member of the W3C's

Cascading Style Sheets Working Group, and the author of *O'Reilly's CSS: The Definitive Guide*.

UML for Java Programmers - Robert C. Martin
2003

The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world

usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

More C++ Gems - Robert C. Martin 2000-01-28
More C++ Gems picks up where the first book left off, presenting tips, tricks, proven strategies, easy-to-follow techniques, and usable source code.

The Robert C. Martin Clean Code Collection (Collection) - Robert C. Martin 2011-11-10

The Robert C. Martin Clean Code Collection consists of two bestselling eBooks: Clean Code: A Handbook of Agile Software Craftmanship The Clean Coder: A Code of Conduct for Professional Programmers In Clean Code, legendary software expert Robert C. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code “on the fly” into a book that will instill within you the values of a software craftsman and make you a better

programmer--but only if you work at it. You will be challenged to think about what’s right about that code and what’s wrong with it. More important, you will be challenged to reassess your professional values and your commitment to your craft. In *The Clean Coder*, Martin introduces the disciplines, techniques, tools, and practices of true software craftsmanship. This book is packed with practical advice--about everything from estimating and coding to refactoring and testing. It covers much more than technique: It is about attitude. Martin shows how to approach software development with honor, self-respect, and pride; work well and work clean; communicate and estimate faithfully; face difficult decisions with clarity and honesty; and understand that deep knowledge comes with a responsibility to act. Readers of this collection will come away understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to

create good names, good functions, good objects, and good classes
How to format code for maximum readability
How to implement complete error handling without obscuring code logic
How to unit test and practice test-driven development
What it means to behave as a true software craftsman
How to deal with conflict, tight schedules, and unreasonable managers
How to get into the flow of coding and get past writer's block
How to handle unrelenting pressure and avoid burnout
How to combine enduring attitudes with new development paradigms
How to manage your time and avoid blind alleys, marshes, bogs, and swamps
How to foster environments where programmers and teams can thrive
When to say "No"--and how to say it
When to say "Yes"--and what yes really means

The Pragmatic Programmer - David Thomas

2019-07-30

"One of the most significant books in my life."

-Obie Fernandez, Author, The Rails Way

"Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for yours." -Mike Cohn, Author of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied ". . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come." -Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks ". . . lightning does strike twice, and this book is proof." -VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks
The Pragmatic Programmer is one of those rare tech books you'll read, re-read, and read again over the years. Whether you're new to the field or an experienced practitioner, you'll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation

of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range 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 Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic Programmers Take responsibility for your work and career Test ruthlessly and effectively,

including property-based testing Implement the Pragmatic Starter Kit Delight your users Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best approaches 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 long-term success in your career. You'll become a Pragmatic Programmer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Clean Code in JavaScript - James Padolsey
2020-01-20

Get the most out of JavaScript for building web applications through a series of patterns, techniques, and case studies for clean coding

Key Features Write maintainable JS code using internal abstraction, well-written tests, and well-documented code Understand the agents of clean coding like SOLID principles, OOP, and functional programming Explore solutions to tackle common JavaScript challenges in building UIs, managing APIs, and writing states

Book Description Building robust apps starts with creating clean code. In this book, you'll explore techniques for doing this by learning everything from the basics of JavaScript through to the practices of clean code. You'll write functional, intuitive, and maintainable code while also understanding how your code affects the end user and the wider community. The book starts with popular clean-coding principles such as SOLID, and the Law of Demeter (LoD), along with highlighting the enemies of writing clean code such as cargo culting and over-

management. You'll then delve into JavaScript, understanding the more complex aspects of the language. Next, you'll create meaningful abstractions using design patterns, such as the Class Pattern and the Revealing Module Pattern. You'll explore real-world challenges such as DOM reconciliation, state management, dependency management, and security, both within browser and server environments. Later, you'll cover tooling and testing methodologies and the importance of documenting code. Finally, the book will focus on advocacy and good communication for improving code cleanliness within teams or workplaces, along with covering a case study for clean coding. By the end of this book, you'll be well-versed with JavaScript and have learned how to create clean abstractions, test them, and communicate about them via documentation. What you will learn

Understand the true purpose of code and the problems it solves for your end-users and colleagues Discover the tenets and enemies of

clean code considering the effects of cultural and syntactic conventions Use modern JavaScript syntax and design patterns to craft intuitive abstractions Maintain code quality within your team via wise adoption of tooling and advocating best practices Learn the modern ecosystem of JavaScript and its challenges like DOM reconciliation and state management Express the behavior of your code both within tests and via various forms of documentation Who this book is for This book is for anyone who writes JavaScript, professionally or otherwise. As this book does not relate specifically to any particular framework or environment, no prior experience of any JavaScript web framework is required. Some knowledge of programming is assumed to understand the concepts covered in the book more effectively.

Polished Ruby Programming - Jeremy Evans

2021-07-16

Elevate your Ruby skills to an advanced level by deepening your understanding of the design

principles, best practices, and trade-offs involved in implementation approaches to future-proof your Ruby applications Key Features Learn Ruby web application design principles and strategies for databases, security, and testing from a Ruby committer Understand the design principles behind polished Ruby code and trade-offs between implementation approaches Use metaprogramming and DSLs to reduce the amount of code needed without decreasing maintainability Book Description Anyone striving to become an expert Ruby programmer needs to be able to write maintainable applications. Polished Ruby Programming will help you get better at designing scalable and robust Ruby programs, so that no matter how big the codebase grows, maintaining it will be a breeze. This book takes you on a journey through implementation approaches for many common programming situations, the trade-offs inherent in each approach, and why you may choose to use

different approaches in different situations. You'll start by refreshing Ruby fundamentals, such as correctly using core classes, class and method design, variable usage, error handling, and code formatting. Then you'll move on to higher-level programming principles, such as library design, use of metaprogramming and domain-specific languages, and refactoring. Finally, you'll learn principles specific to web application development, such as how to choose a database and web framework, and how to use advanced security features. By the end of this Ruby programming book, you'll be a well rounded web developer with a deep understanding of Ruby. While most code examples and principles discussed in the book apply to all Ruby versions, some examples and principles are specific to Ruby 3.0, the latest release at the time of publication. What you will learn

- Use Ruby's core classes and design custom classes effectively
- Explore the principles behind variable usage and method argument

- choice
- Implement advanced error handling approaches such as exponential backoff
- Design extensible libraries and plugin systems in Ruby
- Use metaprogramming and DSLs to avoid code redundancy
- Implement different approaches to testing and understand their trade-offs
- Discover design patterns, refactoring, and optimization with Ruby
- Explore database design principles and advanced web app security

Who this book is for This book is for Ruby programmers who are comfortable in coding with Ruby but want to advance their skills by mastering the deeper principles and best practices behind writing maintainable, scalable, optimized, and well-structured Ruby code. This book won't teach you the basics of Ruby - you'll need intermediate knowledge and practical experience before you can dive in.

Deep Learning for Coders with fastai and PyTorch - Jeremy Howard 2020-06-29

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies.

But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical

implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala
[Practical Speech for Modern Business](#) - Robert C. Martin 2012-04-01

40 Algorithms Every Programmer Should Know - Imran Ahmad 2020-06-12

Learn algorithms for solving classic computer science problems with this concise guide covering everything from fundamental algorithms, such as sorting and searching, to modern algorithms used in machine learning and cryptography Key Features Learn the techniques you need to know to design algorithms for solving complex problems Become familiar with neural networks and deep learning techniques Explore different types of algorithms and choose the right data structures for their optimal implementation Book Description Algorithms have always played an important role in both the science and practice of computing.

Beyond traditional computing, the ability to use algorithms to solve real-world problems is an important skill that any developer or programmer must have. This book will help you not only to develop the skills to select and use an algorithm to solve real-world problems but also to understand how it works. You'll start with an introduction to algorithms and discover various algorithm design techniques, before exploring how to implement different types of algorithms, such as searching and sorting, with the help of practical examples. As you advance to a more complex set of algorithms, you'll learn about linear programming, page ranking, and graphs, and even work with machine learning algorithms, understanding the math and logic behind them. Further on, case studies such as weather prediction, tweet clustering, and movie recommendation engines will show you how to apply these algorithms optimally. Finally, you'll become well versed in techniques that enable parallel processing, giving you the ability to use

these algorithms for compute-intensive tasks. By the end of this book, you'll have become adept at solving real-world computational problems by using a wide range of algorithms. What you will learn

- Explore existing data structures and algorithms found in Python libraries
- Implement graph algorithms for fraud detection using network analysis
- Work with machine learning algorithms to cluster similar tweets and process Twitter data in real time
- Predict the weather using supervised learning algorithms
- Use neural networks for object detection
- Create a recommendation engine that suggests relevant movies to subscribers
- Implement foolproof security using symmetric and asymmetric encryption on Google Cloud Platform (GCP)

Who this book is for This book is for programmers or developers who want to understand the use of algorithms for problem-solving and writing efficient code. Whether you are a beginner looking to learn the most commonly used algorithms in a clear and concise way or an

experienced programmer looking to explore cutting-edge algorithms in data science, machine learning, and cryptography, you'll find

this book useful. Although Python programming experience is a must, knowledge of data science will be helpful but not necessary.