

Cristina Videira Lopes

Exercises in Programming Style

SECOND EDITION



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Exercises In Programming Style

RJ Shavelson



Exercises In Programming Style:

Exercises in Programming Style Cristina Videira Lopes, 2020-07-26 The first edition of *Exercises in Programming Style* was honored as an ACM Notable Book and praised as The best programming book of the decade This new edition retains the same presentation but has been upgraded to Python 3 and there is a new section on neural network styles Using a simple computational task term frequency to illustrate different programming styles *Exercises in Programming Style* helps readers understand the various ways of writing programs and designing systems It is designed to be used in conjunction with code provided on an online repository The book complements and explains the raw code in a way that is accessible to anyone who regularly practices the art of programming The book can also be used in advanced programming courses in computer science and software engineering programs The book contains 40 different styles for writing the term frequency task The styles are grouped into ten categories historical basic function composition objects and object interactions reflection and metaprogramming adversity data centric concurrency interactivity and neural networks The author states the constraints in each style and explains the example programs Each chapter first presents the constraints of the style next shows an example program and then gives a detailed explanation of the code Most chapters also have sections focusing on the use of the style in systems design as well as sections describing the historical context in which the programming style emerged **Think**

Like a Programmer V. Anton Spraul, 2012-08-12 The real challenge of programming isn't learning a language's syntax it's learning to creatively solve problems so you can build something great In this one of a kind text author V Anton Spraul breaks down the ways that programmers solve problems and teaches you what other introductory books often ignore how to Think Like a Programmer Each chapter tackles a single programming concept like classes pointers and recursion and open ended exercises throughout challenge you to apply your knowledge You'll also learn how to Split problems into discrete components to make them easier to solve Make the most of code reuse with functions classes and libraries Pick the perfect data structure for a particular job Master more advanced programming tools like recursion and dynamic memory Organize your thoughts and develop strategies to tackle particular types of problems Although the book's examples are written in C the creative problem solving concepts they illustrate go beyond any particular language in fact they often reach outside the realm of computer science As the most skillful programmers know writing great code is a creative art and the first step in creating your masterpiece is learning to Think Like a Programmer **Software Business** Georg Herzwurm, Dimitri

Petrik, Gero Strobel, Thomas Kude, Lukas Block, 2026-01-16 This open access book constitutes the refereed proceedings of the 16th International Conference on Software Business ICSOB 2025 which took place in Stuttgart Germany during November 24-26 2025 The special theme of ICSOB 2025 was Software Business in Digital Societies The 18 full papers and 11 short papers included in the proceedings were carefully reviewed and selected from 65 submissions They were organized in topical sections as follows Data Economy Data Practices Spaces and Architectures Security Trust and Ethical Practices in Software

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