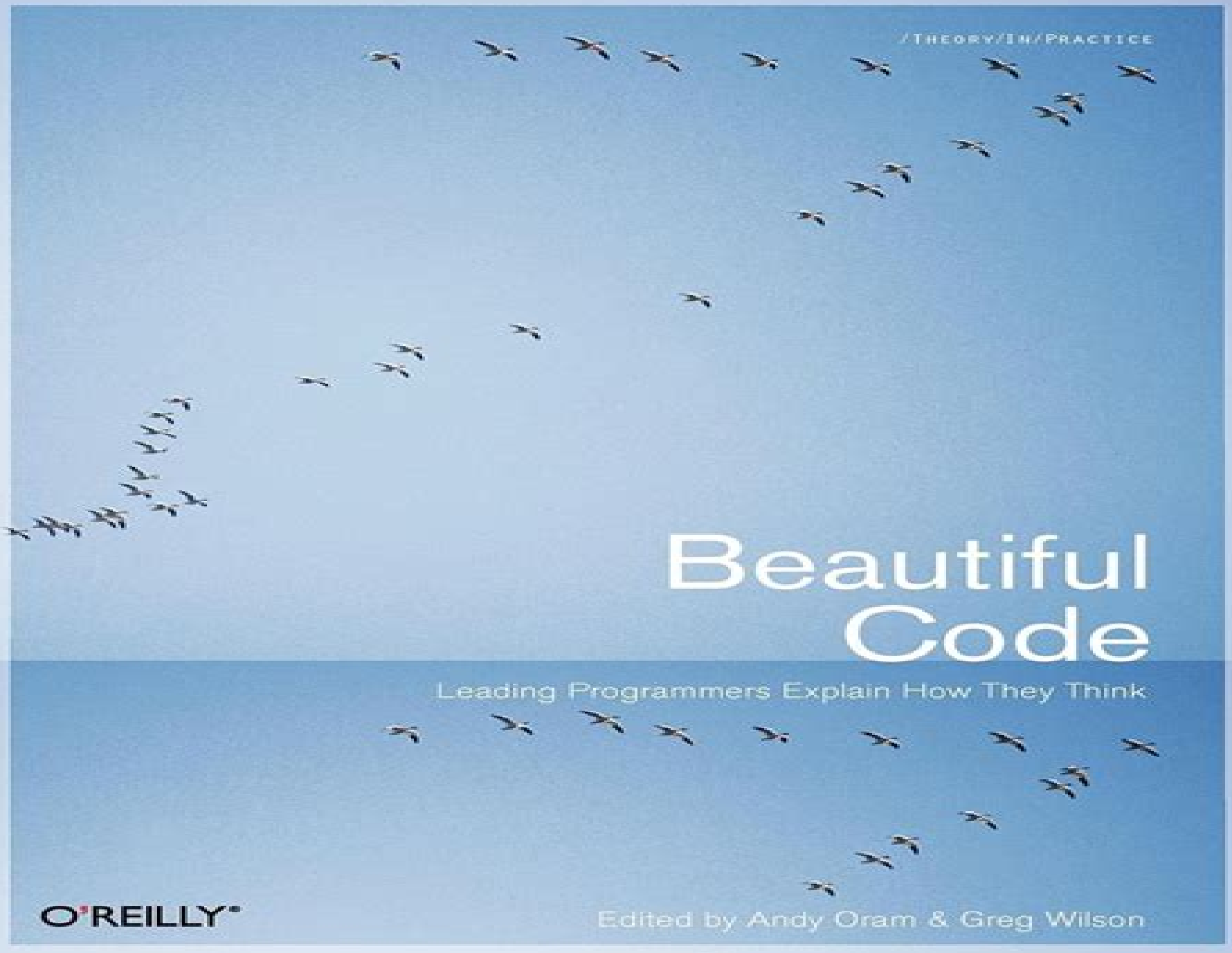
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Leading Programmers Explain How They Think
O'REILLY
Edited by Andy Oram & Greg Wilson

Beautiful Code Leading Programmers Explain How They Think Andy Oram

Robert St. Amant

Beautiful Code Leading Programmers Explain How They Think Andy Oram:

Software Design by Example Greg Wilson,2024-04-05 The best way to learn design in any field is to study examples and some of the best examples of software design come from the tools programmers use in their own work Software Design by Example A Tool Based Introduction with Python therefore builds small versions of the things programmers use in order to demystify them and give some insights into how experienced programmers think From a file backup system and a testing framework to a regular expression matcher a browser layout engine and a very small compiler we explore common design patterns show how making code easier to test also makes it easier to reuse and help readers understand how debuggers profilers package managers and version control systems work so that they can use them more effectively This material can be used for self paced study in an undergraduate course on software design or as the core of an intensive weeklong workshop for working programmers Each chapter has a set of exercises ranging in size and difficulty from half a dozen lines to a full day s work Readers should be familiar with the basics of modern Python but the more advanced features of the language are explained and illustrated as they are introduced All the written material in this project can be freely reused under the terms of the Creative Commons Attribution license while all of the software is made available under the terms of the Hippocratic License All proceeds from sale of this book will go to support the Red Door Family Shelter in Toronto Features Teaches software design by showing programmers how to build the tools they use every day Each chapter includes exercises to help readers check and deepen their understanding All the example code can be downloaded re used and modified under an open license **Managing the Unmanageable** Mickey W. Mantle,Ron Lichty,2019-11-12 The Essential Guide to Effectively Managing Developers So You Can Deliver Better Software Now Extensively Updated Lichty and Mantle have assembled a guide that will help you hire motivate and mentor a software development team that functions at the highest level Their rules of thumb and coaching advice form a great blueprint for new and experienced software engineering managers alike Tom Conrad CTO Pandora Reading this book s nuggets felt like the sort of guidance that I would get from a trusted mentor A mentor who I not only trusted but one who trusted me to take the wisdom understand its limits and apply it correctly Mike Fauzy CTO FauzyLogic Today many software projects continue to run catastrophically over schedule and budget and still don t deliver what customers want Some organizations conclude that software development can t be managed well But it can and it starts with people In their extensively updated Managing the Unmanageable Second Edition Mickey W Mantle and Ron Lichty show how to hire and develop programmers onboard new hires quickly and successfully and build and nurture highly effective and productive teams Drawing on over 80 years of combined industry experience the authors share Rules of Thumb Nuggets of Wisdom checklists and other Tools for successfully leading programmers and teams whether they re co located or dispersed worldwide This edition adds extensive new Agile coverage new approaches to recruitment and onboarding expanded coverage of handling problem employees and much more Whether you re new to

software management or you ve done it for years you ll find indispensable advice for handling your challenges and delivering outstanding software Find recruit and hire the right programmers when you need them Manage programmers as the individuals they are Motivate software people and teams to accomplish truly great feats Create a successful development subculture that can thrive even in a toxic company culture Master the arts of managing down and managing up Embrace your role as a manager who empowers self directed agile teams to thrive and succeed Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details *Computing for Ordinary Mortals* Robert St. Amant,2013 In Computing for Ordinary Mortals cognitive scientist and AI expert Robert St Amant explains what he calls the really interesting part of computing which are the ideas behind the technology They re powerful ideas and the foundations for everything that computers do but they are little discussed This book will not tell you how to use your computer but it will give you a conceptual tour of how it works Some of the ideas like modularity which are so embedded in what we do as humans can also give us insight into our own daily activities how we interact with other people and in some cases even what s going on in our heads Computing is all around us and to quote Richard Hamming the influential mathematician and computer scientist The purpose of computing is insight not numbers and it is this insight that informs the entire book **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 **Fluent Python** Luciano Ramalho,2015-07-30 Python s simplicity lets you become

productive quickly but this often means you aren t using everything it has to offer With this hands on guide you ll learn how to write effective idiomatic Python code by leveraging its best and possibly most neglected features Author Luciano Ramalho takes you through Python s core language features and libraries and shows you how to make your code shorter faster and more readable at the same time Many experienced programmers try to bend Python to fit patterns they learned from other languages and never discover Python features outside of their experience With this book those Python programmers will thoroughly learn how to become proficient in Python 3 This book covers Python data model understand how special methods are the key to the consistent behavior of objects Data structures take full advantage of built in types and understand the text vs bytes duality in the Unicode age Functions as objects view Python functions as first class objects and understand how this affects popular design patterns Object oriented idioms build classes by learning about references mutability interfaces operator overloading and multiple inheritance Control flow leverage context managers generators coroutines and concurrency with the concurrent futures and asyncio packages Metaprogramming understand how properties attribute descriptors class decorators and metaclasses work *Beautiful Code* Greg Wilson,Andy Oram,2007-06-26 How do the experts solve difficult problems in software development In this unique and insightful book leading computer scientists offer case studies that reveal how they found unusual carefully designed solutions to high profile projects You will be able to look over the shoulder of major coding and design experts to see problems through their eyes This is not simply another design patterns book or another software engineering treatise on the right and wrong way to do things The authors think aloud as they work through their project s architecture the tradeoffs made in its construction and when it was important to break rules This book contains 33 chapters contributed by Brian Kernighan KarlFogel Jon Bentley Tim Bray Elliotte Rusty Harold Michael Feathers Alberto Savoia Charles Petzold Douglas Crockford Henry S Warren Jr Ashish Gulhati Lincoln Stein Jim Kent Jack Dongarra and PiotrLuszczek Adam Kolawa Greg Kroah Hartman Diomidis Spinellis AndrewKuchling Travis E Oliphant Ronald Mak Rogerio Atem de Carvalho andRafael Monnerat Bryan Cantrill Jeff Dean and Sanjay Ghemawat SimonPeyton Jones Kent Dybvig William Otte and Douglas C Schmidt AndrewPatzer Andreas Zeller Yukihiro Matsumoto Arun Mehta TV Raman Laura Wingerd and Christopher Seiwald and Brian Hayes Beautiful Code is an opportunity for master coders to tell their story All author royalties will be donated to Amnesty International **Dr. Dobb's Journal** ,2007 A Programmer's Rantings: On Programming-Language Religions, Code Philosophies, Google Work Culture, and Other Stuff Steve Yegge,2012-12-01 This book grew out of a lot of angst Well and wine Put enough angst in me and I ll start ranting Pour in some wine and the rants get mean and funny I still go back and read these posts now and then and I always laugh I was so mean My angst grew out of traveling different roads than most programmers Those roads forced me to see the world differently Now I see all sorts of patterns that many experienced programmers fail to see because well to put it bluntly they re stuck in ruts Over the past 25 years I ve done a bunch of dramatically different types of programming and I ve also written

far more code than any programmer ever should The long roads I ve traveled have basically given me a sixth sense I see dead people And it sucks If you re ever unlucky enough to acquire a dreadful sixth sense there are really only two choices you can be angry and depressed about it or you can laugh about it So I try to laugh It s hard but I m getting better at it The wine helps Practice helps too You need to get in the habit of laughing at yourself at others at the crazy world we live in or in time you ll just stop laughing altogether When I first started ranting I was the ugly American stomping around in my posts and essentially yelling What the hell is wrong with all you people But over the next ten years or so I like to think I ve grown into more of an amateur software anthropologist I now take cultural relativism seriously and I try hard not to judge people who think differently from me Of course I don t mind poking fun at them because I don t mind people poking fun at me And ultimately I would like to convince undecided programmers to share my view of the programming world because programming works best if everyone nearby does it the same way So I ll continue to argue that my view which I ve recently taken to calling software liberalism is a perfectly valid and perhaps even preferable way to do a lot of software development Converting everyone to be more liberal is doomed to fail of course But even so I hope I can still help people in radically different software cultures to understand each other better I m going to keep ranting because it appears to be the only way to make a message sink in to a very large audience Some people still tell me that my blog posts are too long They tell me I could have made my point in under a hundred words I have noticed that this complaint comes most often from people who disagree with me They re really just saying they want less work to voice their disagreement But even some folks who agree with me find the posts too long to carry their attention and they complain too They re missing the point though The posts aren t too long You need a certain minimum heft to penetrate Through years of trial and error I ve found that the best way to get a lot of people to listen to you is to tell them a story And you can t spin a good yarn without settling in and enjoying the ride So that s what this book is It s really a bunch of stories Each might take the form of an article essay guide rant or occasionally a fiction tale But behind the structure each one of them is sharing a story Even if you don t always agree I m hoping you ll at least find the stories entertaining and with luck sometimes even eye opening The guys at Hyperink chose which of my posts to include by and large and they also came up with the overall chapter organization I made a couple of tweaks but what you re looking at is largely their vision of how to curate this stuff into a cohesive book I think they did an admirable job I hope you enjoy the journey as much as I did Steve Yegge August 2012

Embracing the Track of Term: An Psychological Symphony within **Beautiful Code Leading Programmers Explain How They Think Andy Oram**

In some sort of used by screens and the ceaseless chatter of immediate interaction, the melodic splendor and mental symphony developed by the written term often disappear into the background, eclipsed by the relentless sound and interruptions that permeate our lives. However, set within the pages of **Beautiful Code Leading Programmers Explain How They Think Andy Oram** a wonderful fictional prize brimming with organic feelings, lies an immersive symphony waiting to be embraced. Crafted by a masterful composer of language, that fascinating masterpiece conducts visitors on an emotional journey, skillfully unraveling the hidden melodies and profound influence resonating within each carefully constructed phrase. Within the depths with this moving assessment, we shall investigate the book is key harmonies, analyze their enthralling writing design, and surrender ourselves to the profound resonance that echoes in the depths of readers souls.

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