

Making Embedded Systems Design Patterns For Great Software

Seriously Good Software Making Embedded Systems Great Software Debates Building Great Software Engineering Teams Head First Software Development Making it Big in Software: Get the Job. Work the Org. Become Great The Best Software Writing I Modern Software Engineering A Philosophy of Software Design Beta Testing for Better Software Better Software. Faster! Software Development, Design and Coding Build Better Software Great Demo! Secure by Design Refactoring Dynamics of Software Development An Elegant Puzzle Software Design Decoded Game Programming Patterns Code Simplicity The Agile Samurai Thinking Forth Unit Testing Principles, Practices, and Patterns User Interface Design for Programmers Software Quality: Methods and Tools for Better Software and Systems Become a Better Software Architect Linux Basics for Hackers The Design of Web APIs Growing Better Software Design Patterns: Elements of Reusable Object-Oriented Software The Annotated Turing Better Software Faster System Design Interview - An Insider's Guide The Nature of Software Development Fixing Broken Windows Design for Software How to Recruit and Hire Great Software Engineers The Senior Software Engineer PC Mag Marco Faella Elecia White Alan M. Davis Joshua Tyler Dan Pilone Sam Lightstone Avram Joel Spolsky David Farley John Ousterhout Michael R. Fine Tom De Schutter John F. Dooley Kristian Bank Erbou Peter E. Cohan Daniel Sawano Martin Fowler Jim McCarthy Will Larson Marian Petre Robert Nystrom Max Kanat-Alexander Jonathan Rasmusson Leo Brodie Vladimir Khorikov Avram Joel Spolsky Dietmar Winkler Kai Niklas OccupyTheWeb Arnaud Lauret Marc Brevoort Erich Gamma Charles Petzold Andy Carmichael Alex Xu Ron Jeffries George L. Kelling Erik Klimczak Patrick McCuller David Bryant Copeland

Seriously Good Software Making Embedded Systems Great Software Debates Building Great Software Engineering Teams Head First Software Development Making it Big in Software: Get the Job. Work the Org. Become Great The Best Software Writing I Modern Software Engineering A Philosophy of Software Design Beta Testing for Better Software Better Software. Faster! Software Development, Design and Coding Build Better Software Great Demo! Secure by Design Refactoring Dynamics of Software Development An Elegant Puzzle Software Design Decoded Game Programming Patterns Code Simplicity The Agile

Samurai Thinking Forth Unit Testing Principles, Practices, and Patterns User Interface Design for Programmers Software Quality: Methods and Tools for Better Software and Systems Become a Better Software Architect Linux Basics for Hackers The Design of Web APIs Growing Better Software Design Patterns: Elements of Reusable Object-Oriented Software The Annotated Turing Better Software Faster System Design Interview - An Insider's Guide The Nature of Software Development Fixing Broken Windows Design for Software How to Recruit and Hire Great Software Engineers The Senior Software Engineer PC Mag *Marco Faella Elecia White Alan M. Davis Joshua Tyler Dan Pilone Sam Lightstone Avram Joel Spolsky David Farley John Ousterhout Michael R. Fine Tom De Schutter John F. Dooley Kristian Bank Erbou Peter E. Cohan Daniel Sawano Martin Fowler Jim McCarthy Will Larson Marian Petre Robert Nystrom Max Kanat-Alexander Jonathan Rasmusson Leo Brodie Vladimir Khorikov Avram Joel Spolsky Dietmar Winkler Kai Niklas OccupyTheWeb Arnaud Lauret Marc Brevoort Erich Gamma Charles Petzold Andy Carmichael Alex Xu Ron Jeffries George L. Kelling Erik Klimczak Patrick McCuller David Bryant Copeland*

summary serious developers know that code can always be improved with each iteration you make optimizations small and large that can have a huge impact on your application s speed size resilience and maintainability in seriously good software code that works survives and wins author teacher and java expert marco faella teaches you techniques for writing better code you ll start with a simple application and follow it through seven careful refactorings each designed to explore another dimension of quality purchase of the print book includes a free ebook in pdf kindle and epub formats from manning publications about the technology great code blends the skill of a programmer with the time tested techniques and best practices embraced by the entire development community although each application has its own context and character some dimensions of quality are always important this book concentrates on seven pillars of seriously good software speed memory usage reliability readability thread safety generality and elegance the java based examples demonstrate techniques that apply to any oo language about the book seriously good software is a handbook for any professional developer serious about improving application quality it explores fundamental dimensions of code quality by enhancing a simple implementation into a robust professional quality application questions exercises and java based examples ensure you ll get a firm grasp of the concepts as you go when you finish the last version of the book s central project you ll be able to confidently choose the right optimizations for your code what s inside evaluating software qualities assessing trade offs and interactions fulfilling different objectives in a single task java based exercises you can

apply in any oo language about the reader for developers with basic object oriented programming skills and intermediate java skills about the author marco faella teaches advanced programming at a major italian university his published work includes peer reviewed research articles a java certification manual and a video course table of contents part 1 preliminaries 1 software qualities and a problem to solve 2 reference implementation part 2 software qualities 3 need for speed time efficiency 4 precious memory space efficiency 5 self conscious code reliability through monitoring 6 lie to me reliability through testing 7 coding aloud readability 8 many cooks in the kitchen thread safety 9 please recycle reusability

interested in developing embedded systems since they donâ t tolerate inefficiency these systems require a disciplined approach to programming this easy to read guide helps you cultivate a host of good development practices based on classic software design patterns and new patterns unique to embedded programming learn how to build system architecture for processors not operating systems and discover specific techniques for dealing with hardware difficulties and manufacturing requirements written by an expert whoâ s created embedded systems ranging from urban surveillance and dna scanners to childrenâ s toys this book is ideal for intermediate and experienced programmers no matter what platform you use optimize your system to reduce cost and increase performance develop an architecture that makes your software robust in resource constrained environments explore sensors motors and other i o devices do more with less reduce ram consumption code space processor cycles and power consumption learn how to update embedded code directly in the processor discover how to implement complex mathematics on small processors understand what interviewers look for when you apply for an embedded systems job making embedded systems is the book for a c programmer who wants to enter the fun and lucrative world of embedded systems itâ s very well writtenâ entertaining evenâ and filled with clear illustrations â jack ganssle author and embedded system expert

the industry s most outspoken and insightful critic explains how the software industry really works in great software debates al davis shares what he has learned about the difference between the theory and the realities of business and encourages you to question and think about software engineering in ways that will help you succeed where others fail in short provocative essays davis fearlessly reveals the truth about process improvement productivity software quality metrics agile development requirements documentation modeling software marketing and sales empiricism start up financing software research requirements triage software estimation and entrepreneurship he will get you thinking

about the danger of following trends and becoming a software lemming is software development art or engineering how to survive management mistakes the bizarre world of software estimation how to succeed as software entrepreneur how to resolve incompatible schedules and requirements if you are in the software industry and do not know which way to turn great software debates provides valuable and insightful advice whether you are a software developer software manager software executive entrepreneur requirements writer architect designer or tester you will find no shortage of sound palatable advice

winner of computing reviews 20th annual best review in the category management tyler s book is concise reasonable and full of interesting practices including some curious ones you might consider adopting yourself if you become a software engineering manager fernando berzal cr 10 23 2015 josh tyler crafts a concise no nonsense intensely focused guide for building the workhouse of silicon valley the high functioning software team gordon rios summer book recommendations from the smartest people we know summer 2016 building great software engineering teams provides engineering leaders startup founders and ctos concrete industry proven guidance and techniques for recruiting hiring and managing software engineers in a fast paced competitive environment with so much at stake the challenge of scaling up a team can be intimidating engineering leaders in growing companies of all sizes need to know how to find great candidates create effective interviewing and hiring processes bring out the best in people and their work provide meaningful career development learn to spot warning signs in their team and manage their people for long term success author josh tyler has spent nearly a decade building teams in high growth startups experimenting with every aspect of the task to see what works best he draws on this experience to outline specific detailed solutions augmented by instructive stories from his own experience in this book you ll learn how to build your team starting with your first hire and continuing through the stages of development as you manage your team for growth and success organized to cover each step of the process in the order you ll likely face them and highlighted by stories of success and failure it provides an easy to understand recipe for creating your high powered engineering team

provides information on successful software development covering such topics as customer requirements task estimates principles of good design dealing with source code system testing and handling bugs

the software insider s guide to getting hired and getting to the top here s all the information you need to jumpstart your software career the best ways to get hired move

up and blaze your way to the top the software business has radically changed and this book reveals today's realities everything your professors and corporate managers never told you in his 20 years at ibm as a software architect senior manager and lead programmer sam lightstone has briefed dozens of leading companies and universities on careers new technology and emerging areas of research he currently works on one of the world's largest software development teams and spends a good part of his time recruiting and mentoring software engineers this book shares all the lessons for success sam has learned plus powerful insights from 17 of the industry's biggest stars want to make it big in software start right here discover how to get your next job in software development master the nontechnical skills crucial to your success work the org to move up rapidly successfully manage your time projects and life avoid killer mistakes that could destroy your career move up to medium shot big shot and finally visionary launch your own winning software company exclusive interviews with steve wozniak inventor apple computer john schwarz ceo business objects james gosling inventor java programming language marissa mayer google vp search products and user experience jon bentley author programming pearls marc benioff ceo and founder salesforce.com grady booch ibm fellow and co founder rational software bjarne stroustrup inventor c programming language david vaskevitch microsoft cto linus torvalds creator linux operating system kernel richard stallman founder free software movement peter norvig google's director of research mark russinovich microsoft fellow and windows architect tom malloy adobe chief software architect diane greene co founder and past ceo of vmware robert kahn co inventor the internet ray tomlinson inventor email

frustrated by the lack of well written essays on software engineering joel spolsky of joelonsoftware.com fame has put together a collection of his favorite writings on the topic with a nod to both the serious and funny sides of technical writing the best software writing i selected and introduced by joel spolsky is an entertaining read and a guide to the technical writing literati the best software writing i contains writings from ken arnold leon bambrick michael bean rory blyth adam bosworth danah boyd raymond chen kevin cheng and tom chi cory doctorow ea spouse bruce eckel paul ford paul graham john gruber gregor hohpe ron jeffries eric johnson eric lippert michael lopp larry osterman mary poppendieck rick schaut aaron swartz clay shirky eric sink why the lucky stiff

improve your creativity effectiveness and ultimately your code in modern software engineering continuous delivery pioneer david farley helps software professionals think about their work more effectively manage it more successfully and genuinely improve the

quality of their applications their lives and the lives of their colleagues writing for programmers managers and technical leads at all levels of experience farley illuminates durable principles at the heart of effective software development he distills the discipline into two core exercises learning and exploration and managing complexity for each he defines principles that can help you improve everything from your mindset to the quality of your code and describes approaches proven to promote success farley s ideas and techniques cohere into a unified scientific and foundational approach to solving practical software development problems within realistic economic constraints this general durable and pervasive approach to software engineering can help you solve problems you haven t encountered yet using today s technologies and tomorrow s it offers you deeper insight into what you do every day helping you create better software faster with more pleasure and personal fulfillment clarify what you re trying to accomplish choose your tools based on sensible criteria organize work and systems to facilitate continuing incremental progress evaluate your progress toward thriving systems not just more legacy code gain more value from experimentation and empiricism stay in control as systems grow more complex achieve rigor without too much rigidity learn from history and experience distinguish good new software development ideas from bad ones register your book for convenient access to downloads updates and or corrections as they become available see inside book for details

implement operate and use beta testing immediately with this hands on guide to the best practices beta testing is a complex process that when properly run provides a wealth of diverse information but when poorly executed it delivers little or no data while wasting time and money written by a leading expert in the field this book will help you reach the full potential that beta testing has to offer michael fine compiles the best practices to date so you can effectively bring beta testing into your company s process to improve product quality using real world case studies this book begins by clearly explaining what a beta is and why you need one fine then explores the beta test procedure and walks through the best processes to use when implementing a test he concludes by detailing the steps you should take after completing a test in order to take full advantage of the results with this book you ll gain a better understanding of what beta testing is why every company needs a beta test program and how to get the most from a test fine will help you understand all the steps involved in beta testing using real world case studies implement a beta test using best known practices produce better products based on the results of well run beta tests apply beta testing across many platforms and many technologies improve on existing processes and identify critical issues

the recent rise of smart products has been made possible through tight co design of hardware and software the growing amount of software and hence processors in applications all around us allows for increased flexibility in the application functionality through its life cycle not so long ago a device felt outdated after you owned it for a couple of months today a continuous stream of new software applications and updates make products feel truly smart the result is an almost magical user experience where the same product can do more today than it could do yesterday p in this book we dive deep into a key methodology to enable concurrent hardware software development by decoupling the dependency of the software development from hardware availability virtual prototyping the ability to start software development much earlier in the design cycle drives a true shift left of the entire product development schedule and results in better products that are available earlier in the market p throughout the book case studies illustrate how virtual prototypes are being deployed by major companies around the world if you are interested in a quick feel for what virtual prototyping has to offer for practical deployment we recommend picking a few case studies to read before diving into the details of the methodology p of course this book can only offer a small snapshot of virtual prototype use cases for faster software development however as most software bring up debug and test principles are similar across markets and applications it is not hard to realize why virtual prototypes are being leveraged whenever software is an intrinsic part of the product functionality after reading this book p

learn the principles of good software design and how to turn those principles into great code this book introduces you to software engineering from the application of engineering principles to the development of software you ll see how to run a software development project examine the different phases of a project and learn how to design and implement programs that solve specific problems it s also about code construction how to write great programs and make them work whether you re new to programming or have written hundreds of applications in this book you ll re examine what you already do and you ll investigate ways to improve using the java language you ll look deeply into coding standards debugging unit testing modularity and other characteristics of good programs with software development design and coding author and professor john dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding what you ll learn review modern agile methodologies including scrum and lean programming leverage the capabilities of modern computer systems with parallel programming work with design patterns to exploit application development best practices use modern tools for development collaboration and source code controls who this book is for

early career software developers or upper level students in software engineering courses

software is transforming the world but there is still work to be done to ensure quality in the delivery experience itself it departments must invest in paying down technical and organizational debts creating fast feedback loops in close collaboration with stakeholders and using automation of manual labor if they don t these organizations will be unable to recruit and retain the talent required to achieve strategic goals based on author kristian bank erbou s fifteen years of real life experience with agile software development ci cd and devops this book provides a technology agnostic blueprint of building testing and deploying a digital delivery to end users it includes dedicated chapters focusing on security considerations and real life examples of implementing automation in organizations of all sizes after reading this book you will have a better understanding of what the benefit of automation is from a leader s perspective how to get your delivery team started in automating releases how you should design into a build pipeline which activities you should consider in a deployment pipeline why variance between environments is bad for you how to get better at writing automated tests why you shouldn t just automate everything both technical and nontechnical decision makers will learn more about how to build flexibility and increased monitoring capabilities into the delivery experience of digital software assets with respect for both points of view

have you ever seen a bad software demo peter cohan helps organizations put the wow into their demos to make them crisp compelling and successful to get the job done he has had roles in four corners technical product and field marketing he was banished to basel switzerland for two years for bad behavior sales and sales management senior management he built a business unit up from an empty spreadsheet into a 30m per year operation and in this last role he has been that most important of all possible entities a customer peter cohan leverages twenty five years of experience in selling and marketing business software and as a customer the great demo method comes directly from extensive firsthand experiences in developing and delivering software demonstrations and in coaching others to achieve surprisingly high success rates with their sales and marketing demos for more information on demonstration methods guidelines and tips explore the author s website at secondderivative.com or contact the author directly at pcohan@secondderivative.com

summary secure by design teaches developers how to use design to drive security in software development this book is full of patterns best practices and mindsets that you can directly apply to your real world development you ll also learn to spot weaknesses in

legacy code and how to address them about the technology security should be the natural outcome of your development process as applications increase in complexity it becomes more important to bake security mindedness into every step the secure by design approach teaches best practices to implement essential software features using design as the primary driver for security about the book secure by design teaches you principles and best practices for writing highly secure software at the code level you ll discover security promoting constructs like safe error handling secure validation and domain primitives you ll also master security centric techniques you can apply throughout your build test deploy pipeline including the unique concerns of modern microservices and cloud native designs what s inside secure by design concepts spotting hidden security problems secure code constructs assessing security by identifying common design flaws securing legacy and microservices architectures about the reader readers should have some experience in designing applications in java c net or a similar language about the author dan bergh johnsson daniel deogun and daniel sawano are acclaimed speakers who often present at international conferences on topics of high quality development as well as security and design

refactoring is gaining momentum amongst the object oriented programming community it can transform the internal dynamics of applications and has the capacity to transform bad code into good code this book offers an introduction to refactoring

opening moves the organization the competition the customer the design development the middle game ship mode the launch appendix index

a human centric guide to solving complex problems in engineering management from sizing teams to handling technical debt there s a saying that people don t leave companies they leave managers management is a key part of any organization yet the discipline is often self taught and unstructured getting to the good solutions for complex management challenges can make the difference between fulfillment and frustration for teams and ultimately between the success and failure of companies will larson s an elegant puzzle focuses on the particular challenges of engineering management from sizing teams to handling technical debt to performing succession planning and provides a path to the good solutions drawing from his experience at digg uber and stripe larson has developed a thoughtful approach to engineering management for leaders of all levels at companies of all sizes an elegant puzzle balances structured principles and human centric thinking to help any leader create more effective and rewarding organizations for engineers to thrive in

an engaging illustrated collection of insights revealing the practices and principles that expert software designers use to create great software what makes an expert software designer it is more than experience or innate ability expert software designers have specific habits learned practices and observed principles that they apply deliberately during their design work this book offers sixty six insights distilled from years of studying experts at work that capture what successful software designers actually do to create great software the book presents these insights in a series of two page illustrated spreads with the principle and a short explanatory text on one page and a drawing on the facing page for example experts generate alternatives is illustrated by the same few balloons turned into a set of very different balloon animals the text is engaging and accessible the drawings are thought provoking and often playful organized into such categories as experts reflect experts are not afraid and experts break the rules the insights range from experts prefer simple solutions to experts see error as opportunity readers learn that experts involve the user experts take inspiration from wherever they can experts design throughout the creation of software and experts draw the problem as much as they draw the solution one habit for an aspiring expert software designer to develop would be to read and reread this entertaining but essential little book the insights described offer a guide for the novice or a reference for the veteran in software design or any design profession a companion web site provides an annotated bibliography that compiles key underpinning literature the opportunity to suggest additional insights and more

the biggest challenge facing many game programmers is completing their game most game projects fizzle out overwhelmed by the complexity of their own code game programming patterns tackles that exact problem based on years of experience in shipped aaa titles this book collects proven patterns to untangle and optimize your game organized as independent recipes so you can pick just the patterns you need you will learn how to write a robust game loop how to organize your entities using components and take advantage of the cpus cache to improve your performance you ll dive deep into how scripting engines encode behavior how quadtrees and other spatial partitions optimize your engine and how other classic design patterns can be used in games

every complexity of software design simplified and codified at last for use by every programmer from the novice to the architects of major applications

thinking forth applies a philosophy of problem solving and programming style to the unique programming language forth published first in 1984 it could be among the timeless

classics of computer books such as fred brooks the mythical man month and donald knuth s the art of computer programming many software engineering principles discussed here have been rediscovered in extreme programming including re factoring modularity bottom up and incremental design here you ll find all of those and more such as the value of analysis and design described in leo brodie s down to earth humorous style with illustrations code examples practical real life applications illustrative cartoons and interviews with forth s inventor charles h moore as well as other forth thinkers

this book is an indispensable resource greg wright kainos software ltd 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

most programmers fear of user interface ui programming comes from their fear of doing ui design they think that ui design is like graphic design the mysterious process by which

creative latte drinking all black wearing people produce cool looking artistic pieces most programmers see themselves as analytic logical thinkers instead strong at reasoning weak on artistic judgment and incapable of doing ui design in this brilliantly readable book author joel spolsky proposes simple logical rules that can be applied without any artistic talent to improve any user interface from traditional gui applications to websites to consumer electronics spolsky s primary axiom the importance of bringing the program model in line with the user model is both rational and simple in a fun and entertaining way spolky makes user interface design easy for programmers to grasp after reading user interface design for programmers you ll know how to design interfaces with the user in mind you ll learn the important principles that underlie all good ui design and you ll learn how to perform usability testing that works

this book constitutes the refereed proceedings of the 10th software quality days conference swqd 2018 held in vienna austria in january 2018 the software quality days swqd conference started in 2009 and has grown to the biggest conferences on software quality in europe with a strong community the program of the swqd conference is designed to encompass a stimulating mixture of practical presentations and new research topics in scientific presentations the guiding conference topic of the swqd 2018 is software quality 4 0 methods and tools for better software and systems as novel technologies include new challenges and might require new and adapted methods and tools to support quality assurance activities early the 6 full papers and 2 short papers presented in this volume were carefully reviewed and selected from 16 submissions the volume also contains 2 invited talks the contributions were organized in topical sections named safety and security requirements engineering and requirements based testing crowdsourcing in software engineering software and systems architecture experimentation in software engineering and smart environments

have you ever wondered how software engineers become software architects or how software architects become chief architects this book discusses 12 of the most important skills every software architect should have and how you can develop and improve these skills this book is different it provides real practical made experience with tangible examples which you can immediately apply as well as actions which focus on long term improvements many insights are backed up by scientific studies or thought leaders further reading is provided in form of book references overviews templates and videos to dive deeper into your area of interest it s all about the human people are creating software learn how to make a difference and accelerate your personal performance in an uncertain and

increasingly fast paced world unfold your full potential and become a better software architect

this practical tutorial style book uses the kali linux distribution to teach linux basics with a focus on how hackers would use them topics include linux command line basics filesystems networking bash basics package management logging and the linux kernel and drivers if you re getting started along the exciting path of hacking cybersecurity and pentesting linux basics for hackers is an excellent first step using kali linux an advanced penetration testing distribution of linux you ll learn the basics of using the linux operating system and acquire the tools and techniques you ll need to take control of a linux environment first you ll learn how to install kali on a virtual machine and get an introduction to basic linux concepts next you ll tackle broader linux topics like manipulating text controlling file and directory permissions and managing user environment variables you ll then focus in on foundational hacking concepts like security and anonymity and learn scripting skills with bash and python practical tutorials and exercises throughout will reinforce and test your skills as you learn how to cover your tracks by changing your network information and manipulating the rsyslog logging utility write a tool to scan for network connections and connect and listen to wireless networks keep your internet activity stealthy using tor proxy servers vpns and encrypted email write a bash script to scan open ports for potential targets use and abuse services like mysql apache web server and openssh build your own hacking tools such as a remote video spy camera and a password cracker hacking is complex and there is no single way in why not start at the beginning with linux basics for hackers

summary the design of apis is a practical example packed guide to crafting extraordinary web apis author arnaud lauret demonstrates fantastic design principles and techniques you can apply to both public and private web apis about the technology an api frees developers to integrate with an application without knowing its code level details whether you re using established standards like rest and openapi or more recent approaches like graphql or grpc mastering api design is a superskill it will make your web facing services easier to consume and your clients internal and external happier about the book drawing on author arnaud lauret s many years of api design experience this book teaches you how to gather requirements how to balance business and technical goals and how to adopt a consumer first mindset it teaches effective practices using numerous interesting examples what s inside characteristics of a well designed api user oriented and real world apis secure apis by design evolving documenting and reviewing api designs about the reader written for developers with minimal experience building and consuming apis about the author a software architect

with extensive experience in the banking industry arnaud lauret has spent 10 years using designing and building apis he blogs under the name of api handyman and has created the api stylebook website

based on decades of real life software development experience this book will help you produce best of breed world class software set up both as a manual and reference this book will help both novice and experienced software developers to take their skills to the next level learn how to produce lean mean structured code how to keep bugs out of your programs to make your software more user friendly to improve maintainability to troubleshoot your projects and to guarantee software quality

capturing a wealth of experience about the design of object oriented software four top notch designers present a catalog of simple and succinct solutions to commonly occurring design problems previously undocumented these 23 patterns allow designers to create more flexible elegant and ultimately reusable designs without having to rediscover the design solutions themselves

programming legend charles petzold unlocks the secrets of the extraordinary and prescient 1936 paper by alan m turing mathematician alan turing invented an imaginary computer known as the turing machine in an age before computers he explored the concept of what it meant to be computable creating the field of computability theory in the process a foundation of present day computer programming the book expands turing s original 36 page paper with additional background chapters and extensive annotations the author elaborates on and clarifies many of turing s statements making the original difficult to read document accessible to present day programmers computer science majors math geeks and others interwoven into the narrative are the highlights of turing s own life his years at cambridge and princeton his secret work in cryptanalysis during world war ii his involvement in seminal computer projects his speculations about artificial intelligence his arrest and prosecution for the crime of gross indecency and his early death by apparent suicide at the age of 41

togethersoft s integrated lifecycle tools allow software teams to achieve breakthrough quality efficiency and performance in better software faster two leading together experts share insights examples and techniques for succeeding with together every step of the way through planning requirements modeling design architecture development debugging implementation and beyond contains solutions for every team member analysts architects designers developers and managers

the system design interview is considered to be the most complex and most difficult technical job interview by many those questions are intimidating but don't worry it's just that nobody has taken the time to prepare you systematically we take the time we go slow we draw lots of diagrams and use lots of examples you'll learn step by step one question at a time don't miss out what's inside an insider's take on what interviewers really look for and why a 4 step framework for solving any system design interview question 16 real system design interview questions with detailed solutions 188 diagrams to visually explain how different systems work

you need to get value from your software project you need it free now and perfect we can't get you there but we can help you get to cheaper sooner and better this book leads you from the desire for value down to the specific activities that help good agile projects deliver better software sooner and at a lower cost using simple sketches and a few words the author invites you to follow his path of learning and understanding from a half century of software development and from his engagement with agile methods from their very beginning the book describes software development starting from our natural desire to get something of value each topic is described with a picture and a few paragraphs you're invited to think about each topic to take it in you'll think about how each step into the process leads to the next you'll begin to see why agile methods ask for what they do and you'll learn why a shallow implementation of agile can lead to only limited improvement this is not a detailed map nor a step by step set of instructions for building the perfect project there is no map or instructions that will do that for you you need to build your own project making it a bit more perfect every day to do that effectively you need to build up an understanding of the whole process this book points out the milestones on your journey of understanding the nature of software development done well it takes you to a location describes it briefly and leaves you to explore and fill in your own understanding what you need you'll need your standard issue brain a bit of curiosity and a desire to build your own understanding rather than have someone else's detailed ideas poured into your head

cites successful examples of community based policing

a unique resource to help software developers create a desirable user experience today top flight software must feature a desirable user experience this one of a kind book creates a design process specifically for software making it easy for developers who lack design background to create that compelling user experience appealing to both tech savvy designers and creative minded technologists it establishes a hybrid discipline that will

produce first rate software illustrated in full color it shows how to plan and visualize the design to create software that works on every level today s software demands attention to the quality of the user experience this book guides you through a practical design process to achieve that goal approaches the mechanics of design with a process inspired by art and science avoids the abstract and moves step by step through techniques you can put to use immediately covers planning your design tested methods how to visualize like a designer psychology of design and how to create software that developers will appreciate explores such elements as choosing the right typeface and managing interactivity design for software a playbook for developers brings the art of good design together with the science of software development to create programs with pizzazz

want a great software development team look no further how to recruit and hire great software engineers building a crack development team is a field guide and instruction manual for finding and hiring excellent engineers that fit your team drive your success and provide you with a competitive advantage focusing on proven methods the book guides you through creating and tailoring a hiring process specific to your needs you ll learn to establish implement evaluate and fine tune a successful hiring process from beginning to end some studies show that really good programmers can be as much as 5 or even 10 times more productive than the rest how do you find these rock star developers patrick mcculler an experienced engineering and hiring manager has made answering that question part of his life s work and the result is this book it covers sourcing talent preparing for interviews developing questions and exercises that reveal talent or the lack thereof handling common and uncommon situations and onboarding your new hires how to recruit and hire great software engineers will make your hiring much more effective providing a long term edge for your projects it will teach you everything you need to know to find and evaluate great software developers explain why and how you should consider candidates as customers which makes offers easy to negotiate and close give you the methods to create and engineer an optimized process for your business from job description to onboarding and the hundreds of details in between provide analytical tools and metrics to help you improve the quality of your hires this book will prove invaluable to new managers but mcculler s deep thinking on the subject will also help veteran managers who understand the essential importance of finding just the right person to move projects forward put into practice the hiring process this book prescribes will not just improve the success rate of your projects it ll make your work life easier and lot more fun

11 simple practices a software engineer can apply to be more a more effective contributor

and more productive team member included are personal processes for fixing bugs and implementing new features tips for writing interviewing and time management as well as guides for bootstrapping new projects making technical arguments and leading a team

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The Sweet Truth: Unveiling the Molecular Formula of Sugar

Have you ever wondered what makes sugar, that ubiquitous sweetening agent, so... sweet? The answer lies hidden within its incredibly tiny building blocks: its atoms, arranged in a specific molecular structure. While the word "sugar" encompasses a broad range of sweet carbohydrates, we'll focus on the most common type – sucrose, the table sugar we use every day. Understanding its molecular formula unlocks a world of fascinating chemistry and reveals its crucial role in our lives, from the energy powering our bodies to the intricate processes within plants.

1. Deconstructing Sucrose: Atoms and Bonds

Sucrose, chemically known as α -D-glucopyranosyl- β -D-fructofuranoside, might sound intimidating, but its molecular formula is surprisingly simple to understand: $C_{12}H_{22}O_{11}$. This formula tells us that a single molecule of sucrose is composed of: 12 Carbon (C) atoms: These are the backbone of the molecule, forming a ring-like structure. Carbon is the fundamental element of all organic compounds, the building blocks of life. 22 Hydrogen (H) atoms: These atoms are bonded to the carbon atoms, often in pairs or singly. They are relatively small and light, playing a vital role in the overall structure and reactivity of the molecule. 11 Oxygen (O) atoms: These atoms are crucial for forming the bonds between the carbon and hydrogen atoms and are often found in hydroxyl (-OH) groups. These hydroxyl groups are responsible for many of sucrose's chemical properties, including its solubility in water. These atoms are not haphazardly arranged. They are connected through covalent bonds, strong chemical links that share electrons between atoms. These bonds define the specific three-dimensional shape of the sucrose molecule, influencing its properties and how it interacts with other molecules. This structure is crucial; even a slight change in the arrangement could result in a completely different substance with different properties.

2. From Formula to Function: The Role of

Sucrose in Nature

Sucrose's molecular formula isn't just an abstract collection of letters and numbers; it dictates its crucial role in the natural world. Plants produce sucrose through photosynthesis, a remarkable process that converts sunlight, water, and carbon dioxide into energy-rich sugars. Sucrose serves as a primary form of energy storage and transport within plants, moving from leaves where it's produced to other parts of the plant that need energy for growth and development. It's the sweet reward for the plant's hard work, fueling its survival and reproduction. Animals, including humans, obtain sucrose through the consumption of plants. Our digestive systems break down sucrose into its simpler components – glucose and fructose – through enzymatic hydrolysis. These simpler sugars are then absorbed into the bloodstream and used as a source of energy for cellular processes, fueling our muscles, brains, and all our bodily functions.

3. Beyond Sucrose: Other Sugars and Their Formulas

While sucrose is the most common table sugar, other sugars exist with their own unique molecular formulas. These include: Glucose ($C_6H_{12}O_6$): A simple sugar, also known as dextrose, crucial for cellular respiration. Fructose ($C_6H_{12}O_6$): A simple sugar, also known as fruit sugar, naturally found in fruits and honey. Notice that glucose and fructose have the same molecular formula but differ in their structural arrangement (isomers). Lactose ($C_{12}H_{22}O_{11}$): Milk sugar, composed of glucose and galactose. The differences in molecular structure among these sugars lead to variations in their sweetness, digestibility, and other properties.

4. Real-Life Applications: From Food to Industry

Sucrose's versatility extends far beyond sweetening our tea. It's a vital component in numerous industrial processes: Food industry: Beyond its use as a sweetener, sucrose is used as a preservative, texturizer, and humectant (maintains moisture). Pharmaceutical industry: It's used as a filler in tablets and capsules, and as a sweetener in syrups. Cosmetics and personal care products: Used as a humectant and texturizer in various products. The

widespread use of sucrose highlights its importance as a readily available, cost-effective, and versatile molecule.

5. Reflective Summary

Understanding the molecular formula of sucrose, $C_{12}H_{22}O_{11}$, unlocks a deeper appreciation for this everyday substance. From its role as a vital energy source in plants to its numerous applications in various industries, its chemical structure directly dictates its properties and functions. The seemingly simple formula belies the intricate chemistry and biological significance of this remarkable molecule. Exploring the molecular structures of other sugars further expands our understanding of the diversity and importance of carbohydrates in the natural world.

Frequently Asked Questions (FAQs)

1. Is all sugar the same? No, "sugar" is a general term encompassing various carbohydrates. Sucrose, glucose, fructose, and lactose are all different sugars with distinct molecular formulas and properties. 2. Is sucrose harmful? In moderation, sucrose is a safe source of energy. Excessive consumption, however, can lead to health problems such as weight gain, tooth decay, and increased risk of chronic diseases. 3. Why is sucrose so soluble in water? The numerous hydroxyl (-OH) groups in sucrose's molecule form hydrogen bonds with water molecules, making it readily soluble. 4. How is sucrose digested? The enzyme sucrase in the small intestine breaks down sucrose into glucose and fructose, which are then absorbed into the bloodstream. 5. Can I synthesize sucrose in a lab? Yes, sucrose can be synthesized, although it's a complex process that requires specialized knowledge and equipment. It's far more efficient and cost-effective to extract it from plants.

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