

# El Libro Negro Del Programador Ca3mo Conseguir Una Carrera De Acxito Desarrollando Software Y Ca3mo Evitar Los Errores Habituales Spanish Edition

Java for Kids (and Grown-Ups)

Cómo avanzar mejor y más rápido en tu carrera como desarrollador

The Definitive Guide for Creating and Querying Databases

Children, Computers, And Powerful Ideas

De qué hablo cuando hablo de programar (volumen 1)

The #39# habits of the professional programmer

Code Simplicity

El Libro Negro del Programador

CUCKOO'S EGG

The Coder Habits

The Fundamentals of Software

Learn Python in a Weekend

Data Structures and Algorithms

A Code of Conduct for Professional Programmers

Expert Practices for Everyday Rails Development

Algorithms Illuminated (Part 4)

Crafting Rails 4 Applications

JavaScript: The Definitive Guide

De qué hablo cuando hablo de programar (volumen 2)

Invent Your Own Computer Games with Python, 4E

El Libro Negro Del Programador

Cómo Conseguir una Carrera de éxito Desarrollando Software y Cómo Evitar Los Errores Habituales

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Una guía de desarrollo personal y técnico para la creación de proyectos software emprendedores altamente escalables

Parallel Universes and the Deep Laws of the Cosmos

How to Launch and Grow a Seven-Figure Consulting Business

Master the World's Most-Used Programming Language

An Easy Introduction

Explorando la Información Con Python 3

Cómo modernizar en catorce pasos código heredado o proyectos software que han crecido demasiado rápido

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Cómo conseguir una carrera de éxito desarrollando software y cómo evitar los errores habituales

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Bitcoin

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Evitar Los Errores Habituales Spanish  
Edition*

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## DILLON POWERS

*Java for Kids (and Grown-Ups)* Pearson Education

The best-seller finally in English Without prior knowledge. Learn to manage and query databases quickly and easily. Are you developing a webpage and you want to use MySQL to store information? Are you studying and you are stuck on the database management subject? Do you want to learn SQL to improve your curriculum or change your career? Or simply, do you have curiosity to learn this language and its possibilities? To all of you, welcome. You have found the appropriate book. Over 100 examples, numerous exercises, and additional subjects to learn the necessary to use SQL in your projects. Table of Contents  
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*Cómo avanzar mejor y más rápido en tu carrera como desarrollador* Henry Holt

From the author of *Future Shock*, a striking way out of today's despair . . . a bracing, optimistic look at our new potentials. The *Third Wave* makes startling sense of the violent changes now battering our world. Its sweeping synthesis casts fresh light on our new forms of marriage and family, on today's dramatic changes in business and economics. It explains the role of cults, the new definitions of work, play, love, and success. It points toward new forms of twenty-first-century democracy. Praise for *The Third Wave* "Magnificent . . . an astonishing array of information."—*The Washington Post* "Imperishably fresh."—*Business Week* "Will mesmerize readers, and rightly so."—*Vogue* "Alvin Toffler . . . has written another blockbuster . . . a powerful book."—*The Guardian* "Fresh ideas, clearly explained. . . Toffler has proven again that he is a master."—*United Press*

International "Toffler has imagination and an ability to think of various future possibilities by transcending prevailing values, assumptions and myths."—Associated Press "Once you have walked into his version of the future, you may decide never again to whitewash some of the built-in frailties of the real present."—*Financial Post* "Rich, stimulating and basically optimistic . . . will unquestionably aid many to a greater understanding of [today's] puzzling social changes."—*The Globe & Mail* "A detailed breathtakingly bold projection of the social changes required if we are to survive. . . . Toffler's vision of a democratic, self-sustaining utopia is a brave alternative to recent grim warnings."—*Cosmopolitan*

**The Definitive Guide for Creating and Querying Databases**  
Basic Books

The bestselling author of *The Elegant Universe* and *The Fabric of the Cosmos* tackles perhaps the most mind-bending question in modern physics and cosmology: Is our universe the only universe? There was a time when "universe" meant all there is. Everything. Yet, a number of theories are converging on the possibility that our universe may be but one among many parallel universes populating a vast multiverse. Here, Briane Greene, one of our foremost physicists and science writers, takes us on a breathtaking journey to a multiverse comprising an endless series of big bangs, a multiverse with duplicates of every one of us, a multiverse populated by vast sheets of spacetime, a multiverse in which all we consider real are holographic illusions, and even a multiverse made purely of math—and reveals the reality hidden within each. Using his trademark wit and precision, Greene presents a thrilling survey of cutting-edge physics and confronts the inevitable question: How can fundamental science progress if great swaths of reality lie beyond our reach? *The Hidden Reality* is a remarkable adventure through a world more vast and strange than anything we could have imagined.

**Children, Computers, And Powerful Ideas** The Experiment Embarking on a career (or hobby) in app design can be intimidating, especially when information is scattered, confusing and hard to find. *Designing Mobile Apps* is a complete guide for those getting started, providing step-by-step details on how to design useful, attractive mobile applications. Authors Javier "Simón" Cuello and José Vittone share their experiences in the world of app design, revealing tricks of the trade based on their work at companies like Yahoo, Zara and Telefónica. Apps for Android, iOS and Windows Phone How do operating systems differ? How does one go about transferring from one OS to another? *Designing Mobile Apps* answers these questions and more, using real-life examples and visual comparisons. The Complete Design Process From the initial concept to app store

publication, *Designing Mobile Apps* covers the full app creation process in simple, easy-to-use terms. It includes numerous examples and doesn't use a single line of code. Interviews with Top Professionals *Designing Mobile Apps* contains interviews with leading designers and developers, including Loren Brichter, Irene Pereyra, Erik Spiekermann and Dustin Mierau. They share the secrets they've learned while working at some of the best companies in the world. Written Especially for Designers and Developers Not sure how to prepare your design for the programmer? Know how to program, but fuzzy on the details in making your app truly appealing and easy to use? With *Designing Mobile Apps*, designers and developers can learn all they need to know to work together and create a successful app.

**De qué hablo cuando hablo de programar (volumen 1)** John Wiley & Sons

Get ready to see Rails as you've never seen it before. Learn how to extend the framework, change its behavior, and replace whole components to bend it to your will. Eight different test-driven tutorials will help you understand Rails' inner workings and prepare you to tackle complicated projects with solutions that are well-tested, modular, and easy to maintain. This second edition of the bestselling *Crafting Rails Applications* has been updated to Rails 4 and discusses new topics such as streaming, mountable engines, and thread safety. Rails is one of the most extensible frameworks out there. This pioneering book deep-dives into the Rails plugin APIs and shows you, the intermediate Rails developer, how to use them to write better web applications and make your day-to-day work with Rails more productive. Rails Core developer Jose Valim guides you through eight different tutorials, each using test-driven development to build a new Rails plugin or application that solves common problems with these APIs. You'll learn how the Rails rendering stack works and customize it to read templates from the database while you discover how to mimic Active Record behavior, such as validations, in any other object. You'll find out how Rails integrates with Rack, the different ways to stream data from your web application, and how to mix Rails engines and Sinatra applications into your Rails apps, so you can choose the most appropriate tool for the job. In addition, you'll improve your productivity by customizing generators and responders. This book will help you understand Rails' inner workings, including generators, template handlers, internationalization, routing, and responders. With the knowledge you'll gain, you'll create well-tested, modular, and robust solutions for your next project.

**The #39# habits of the professional programmer** Spectra Write code that's clean, concise, and to the point: code that others will read with pleasure and reuse. Comparing your code to

that of expert programmers is a great way to improve your coding skills. Get hands-on advice to level up your coding style through small and understandable examples that compare flawed code to an improved solution. Discover handy tips and tricks, as well as common bugs an experienced Java programmer needs to know. Make your way from a Java novice to a master craftsman. This book is a useful companion for anyone learning to write clean Java code. The authors introduce you to the fundamentals of becoming a software craftsman, by comparing pieces of problematic code with an improved version, to help you to develop a sense for clean code. This unique before-and-after approach teaches you to create clean Java code. Learn to keep your booleans in check, dodge formatting bugs, get rid of magic numbers, and use the right style of iteration. Write informative comments when needed, but avoid them when they are not. Improve the understandability of your code for others by following conventions and naming your objects accurately. Make your programs more robust with intelligent exception handling and learn to assert that everything works as expected using JUnit5 as your testing framework. Impress your peers with an elegant functional programming style and clear-cut object-oriented class design. Writing excellent code isn't just about implementing the functionality. It's about the small important details that make your code more readable, maintainable, flexible, robust, and faster. Java by Comparison teaches you to spot these details and trains you to become a better programmer. What You Need: You need a Java 8 compiler, a text editor, and a fresh mind. That's it.

**Code Simplicity** Hub de Libros

El desarrollador de software profesional tiene más a su alcance el emprendimiento digital, por la simple razón de que su lenguaje es la tecnología, la ciencia técnica que domina cada vez más todos los aspectos de nuestra vida en sociedad. En ello, el software tiene un papel esencial. En este libro, Rafael Gómez Blanes (autor de El Libro Negro del Programador, entre otros) describe un paradigma de desarrollo para la creación de proyectos emprendedores escalables, basado en su experiencia lanzando proyectos como 'Hub de Libros - Plataforma Editorial de Publicación Abierta' (www.hubdelibros.com). Pero emprender no es solo una cuestión técnica, también lo es de desarrollo personal, por esa razón este libro es en realidad un tándem compuesto de las técnicas para la creación de sistemas escalables y, además, las estrategias de desarrollo personal necesarias para emprender. Lista de capítulos: Prólogo, por José Murillo, CEO de Smart IoT Labs Introducción Qué Es Hub de Libros Componetización Radical El Poder de las Microtareas Mantra Framework Repositorio de Ejemplo Kaizen Multirepositorios Red Entities - el ORM de Hub de Libros Trabaja Concentrado Metodología Lean Gestión de Formularios Sistemas y Rutinas sobre Objetivos Repositorios Dinámicos ¿Cuándo Termina un Proyecto? Flujos de Trabajo Dudas Gestión de Tareas en Segundo Plano Analíticas Disciplina Estrategias de Alto Rendimiento Afiliando el Hacha Actualizaciones Seguridad Economía Gig Eventos y Orquestación de Componentes Tecnologías y Herramientas Tres, dos, uno... Procedimientos Simplifica Epílogo Publica con Hub de Libros El Autor Bibliografía Otros Trabajos de Rafael Gómez Blanes Si Te Ha Gustado Este Trabajo...

**El Libro Negro del Programador** O'Reilly Media

No es lo mismo programar que desarrollar una carrera profesional como programador. En este primer volumen de "De Qué Hablo Cuando Hablo de Programar", Rafael Gómez Blanes recopila una selección de los artículos más visitados y vinculados en su web (www.rafablanes.com). Corregidos, revisados y hasta elaborados de nuevo, y enriquecidos con su experiencia de los últimos años, cada capítulo aborda un aspecto diferente del desarrollo de software. El contenido de este libro es imprescindible para cualquier desarrollador amateur, junior o senior: desde por qué se produce la deuda técnica, cómo documentar correctamente un proyecto software, cómo reconocer a un mal gestor y por qué es útil realizar paradas técnicas y retrospectivas hasta cómo trabajar con mejor orden y con ciertas habilidades de desarrollo personal, aspectos que te ayudarán, sin duda, a ser mejor profesional y avanzar más rápido en tu carrera. En palabras del mismo autor: "Este es uno de esos libros que me hubiese gustado leer tan pronto como terminé mi etapa académica, habría cometido menos errores, progresado mucho más rápido y con menos dificultades". Por el autor de El Libro Negro del Programador, El Libro Práctico del Programador Ágil, Legacy Code, The Coder Habits, El Arte del Emprendedor Digital y otros. Lista de capítulos: INTRODUCCIÓN 1. EL PROGRAMADOR KAIZEN 2. QUÉ ES LA DEUDA TÉCNICA Y CÓMO SE PRODUCE 3. SIMPLIFICA 4. QUÉ ES LA LEGIBILIDAD 5. EL CÓDIGO NO CUENTA TODA LA HISTORIA 6. ¿ES TU JEFE UN BUEN GESTOR DE PROYECTOS SOFTWARE? 7. SOBRE LA ESTIMACIÓN DE PROYECTOS POR HORAS 8. REFACTORIZA LA ESTRUCTURA DE UN PROYECTO 9. MICROMEJORAS 10. SOBRE LA OPERACIÓN DE UN SISTEMA 11. EXTRAE SUBPROYECTOS DE UN PROYECTO 12. GESTIONAR LA INCERTIDUMBRE 13. ¿DESARROLLADOR AMATEUR, JÚNIOR O SÉNIOR? 14. SOBRE LA ARQUITECTURA SOFTWARE 15. LAS DOCE CLAVES PARA EMPRENDER 16. HAZ PARADAS TÉCNICAS 17. NO FOMENTES ISLAS DE CONOCIMIENTO 18. EVENTOS Y ORQUESTACIÓN DE COMPONENTES 19. REFLEXIONES SOBRE EL TRABAJO EN REMOTO 20. ¿CUÁNDO ESTÁ TERMINADO UN

PROYECTO SOFTWARE? 21. HAZ RETROSPECTIVAS 22. EL ARTE DEL EMPRENDEDOR DIGITAL 23. LOS DIEZ HÁBITOS DE UN BUEN DESARROLLADOR 24. INVIERTE EN TI MISMO 25. MEJORANDO CUANDO SE TRABAJA EN PROYECTOS 26. MALDITAS INTERRUPCIONES 27. CONTRATANDO A LOS MEJORES 28. EL VIEJO TEST DE JOEL 29. ESTO TIENE QUE ESTAR PARA MAÑANA 30. LA ESCALABILIDAD NO DEPENDE DE LA BASE DE DATOS 31. CREA ENTORNOS DE TRABAJO SENCILLOS Y EFICIENTES 32. AMA LO QUE HACES O DEDÍCATE A OTRA COSA 33. PROTOTIPANDO UNA NUEVA APLICACIÓN 34. EL HAPPY PATH EN LOS TESTS (O LOS TESTS FELICES)

**CUCKOO'S EGG** Hub de Libros

Learn computer programming right from the start, in a visual and simple way, through Java language. This book is a different way to introduce our kids to programming, and an alternative path for those adults who want to learn to code in a playful and easy going manner. Learn at your own pace, through practice and with no need to invest huge amounts of time in tedious theory. Master the foundations of computer programming, with Java as your tool. What you will learn: Express your ideas through algorithms Compile your code Become acquainted with structured programming Know about the different data types and when to use them Build your own classes and methods Use decision-making statements Play with loops Handle exceptions in the code Access your system's files Invest in learning best practices This book presents the concepts as simple stories and explanations, dressed with illustrations and metaphors that fit the children's minds and favor abstraction. Every activity has been designed as an experiment, and all of them can be done with just a text editor. You won't need to install an IDE or other specific software to write code, and of course you won't need any previous coding skills. You will start writing your own scripts from Chapter 0 and will follow on building your very own apps throughout the book, as the activities become more challenging. This book also includes two extra activities to make you build your programs following the real world software development lifecycle: design, plan, write, test, refactor! What you won't find in this book This is not an ordinary programming guide, and is not a summary of clumsy Java documentation that only connoisseurs can decipher. You won't go deeper than what you need at every stage, and everything you will learn you will use afterwards. The goal is for the kid to feel he's progressing, to keep him or her motivated and eager to learn. The student's self-sufficiency is vital. Why Java? Java is one of the most popular languages, therefore there is a huge online community and tons of free resources to continue learning It's one of the most demanded languages in the software industry It's a high level language, so it's syntax is more nice and understandable for beginners It's an object oriented language, the most important programming paradigm today. Your kid will be able to keep on growing with it for a very long time -or even forever It's free! You don't need to pay for the developer toolkit Java runs everywhere

**The Coder Habits** Pragmatic Bookshelf

Wireless Hacking 101 - How to hack wireless networks easily! This book is perfect for computer enthusiasts that want to gain expertise in the interesting world of ethical hacking and that wish to start conducting wireless pentesting. Inside you will find step-by-step instructions about how to exploit WiFi networks using the tools within the known Kali Linux distro as the famous aircrack-ng suite. Topics covered: •Introduction to WiFi Hacking •What is Wardriving •WiFi Hacking Methodology •WiFi Mapping •Attacks to WiFi clients and networks •Defeating MAC control •Attacks to WEP, WPA, and WPA2 •Attacks to WPS •Creating Rogue AP's •MITM attacks to WiFi clients and data capture •Defeating WiFi clients and evading SSL encryption •Kidnapping sessions from WiFi clients •Defensive mechanisms

**The Fundamentals of Mechanisms** Addison-Wesley Professional LEARN PYTHON IN THE FASTEST AND EASIEST WAY Learn Python in a weekend offers you a learning method that will allow you to learn Python in a short period of time, specifically in a weekend! Our experience has demonstrated us that the best way to learn is to do it while having fun and with a methodology that will teach you progressively all the concepts you need to know. In the first part of the book you will find an explanation of the programming language along with an introduction to the programming environment. In the second part of the book you will find a total of 100 exercises of progressive difficulty in which, in addition to guiding you step by step, we explain all the theoretical concepts of programming that you need to know to be able to carry them out. The book contains downloadable material! INDEX 1. Introduction2.- What do I need to start?3.- Learning process4.- Python5.- Development environment6.- Handling of messages on the screen7.- Use of basic data types8.- Control of the flow of a program9.- Loops10.- Project 111.- Functions12.- Project 213.- Basic object-oriented programming14.- Project 315.- Advanced object-oriented programming16.- Working with files17.- Exception control18.- Project 419.- Final Project20.- Annexes

*Learn Python in a Weekend* Rafa G. Blanes

El mundo y la economía no serían lo que es hoy gracias a Internet, y tampoco será igual a medida que Bitcoin vaya creciendo y adoptándose cada día más. Bitcoin representa la digitalización del dinero, pero de un dinero con unos atributos

diametralmente opuestos a lo que estamos acostumbrados: descentralizado, deflacionario, escaso, sin autoridad central, y que permite a dos personas cualesquiera intercambiar bienes y servicios sin fronteras, sin permiso ni control por parte de terceros y desde cualquier parte del mundo. Es un cambio de paradigmas. Este es un libro de introducción a este nuevo lenguaje del dinero, escrito para que cualquiera pueda comprender los fundamentos de Bitcoin y comenzar a usarlo. Bitcoin es el Internet del dinero y su adopción, inevitable. Por el autor de "El Libro Negro del Programador" (nº1 en ventas en Amazon en su categoría), "El Libro Práctico del Programador Ágil", "El Método Lean MP", "El Arte del Emprendedor Digital" y "The Coder Habits", entre otros. Índice Introducción 1 Cómo he llegado hasta aquí 2 Para quién es este libro 3 Si no sabes qué es el dinero, no comprenderás Bitcoin 4 Una breve historia sobre el dinero 5 ¿Qué es Internet? 6 Tu riqueza puede estar en tu cabeza 7 Cambio de paradigmas 8 Las disrupciones eliminan lo ineficiente 9 Deuda, inflación... el impuesto de los pobres 10 El efecto Cantillon 11 El papel de la banca en la economía actual 12 Cómo nace Bitcoin 13 Bitcoin es un conjunto de tecnologías 14 Qué es el minado y cómo se generan nuevos Bitcoins 15 ¿Dónde están tus bitcoins? 16 Crea tus cuentas en Bitcoin 17 Cómo adquirir bitcoins 18 La privacidad en Bitcoin 19 La volatilidad del valor de Bitcoin 20 Mitos sobre Bitcoin 21 Conviértete en un "Bitcoiner HODLer" 22 Dollar Cost Average (DCA) 23 Una nueva industria 24 Para terminar 25 Glosario 26 Sobre mí 27 Bibliografía Bitcoin

**Data Structures and Algorithms** "O'Reilly Media, Inc."

Legendary leadership and elite performance expert Robin Sharma introduced The 5am Club concept over twenty years ago, based on a revolutionary morning routine that has helped his clients maximize their productivity, activate their best health and bulletproof their serenity in this age of overwhelming complexity. Now, in this life-changing book, handcrafted by the author over a rigorous four-year period, you will discover the early-rising habit that has helped so many accomplish epic results while upgrading their happiness, helpfulness and feelings of aliveness. Through an enchanting—and often amusing—story about two struggling strangers who meet an eccentric tycoon who becomes their secret mentor, The 5am Club will walk you through: How great geniuses, business titans and the world's wisest people start their mornings to produce astonishing achievements A little-known formula you can use instantly to wake up early feeling inspired, focused and flooded with a fiery drive to get the most out of each day A step-by-step method to protect the quietest hours of daybreak so you have time for exercise, self-renewal and personal growth A neuroscience-based practice proven to help make it easy to rise while most people are sleeping, giving you precious time for yourself to think, express your creativity and begin the day peacefully instead of being rushed "Insider-only" tactics to defend your gifts, talents and dreams against digital distraction and trivial diversions so you enjoy fortune, influence and a magnificent impact on the world Part manifesto for mastery, part playbook for genius-grade productivity and part companion for a life lived beautifully, The 5am Club is a work that will transform your life. Forever.

**A Code of Conduct for Professional Programmers** Createspace Independent Publishing Platform

Una introducción al ciclo completo de desarrollo de software desde un enfoque ágil. Este libro reúne las prácticas más habituales de código limpio, refactoring, principios de diseño, testing y gestión de la configuración, junto con reflexiones acerca de la naturaleza creativa y artística del software y técnicas de productividad para desarrolladores. Si te gustó El Libro Negro del Programador, en este nuevo trabajo de Rafael Gómez Blanes, encontrarás las claves esenciales para cualquier programador profesional, con decenas de ejemplos extraídos de proyectos reales en C# y Javascript. Con presentación de Aurelio Gandarillas, experto en testing y calidad de software.

**Expert Practices for Everyday Rails Development** Rafa G. Blanes

"This short book makes you smarter than 99% of the population. . . The concepts within it will increase your company's 'organizational intelligence.' . . It's more than just a must-read, it's a 'have-to-read-or-you're-fired' book"—Geoffrey James, INC.com From the author of the forthcoming An Illustrated Book of Loaded Language, here's the antidote to fuzzy thinking, with furry animals! Have you read (or stumbled into) one too many irrational online debates? Ali Almossawi certainly had, so he wrote An Illustrated Book of Bad Arguments! This handy guide is here to bring the internet age a much-needed dose of old-school logic (really old-school, a la Aristotle). Here are cogent explanations of the straw man fallacy, the slippery slope argument, the ad hominem attack, and other common attempts at reasoning that actually fall short—plus a beautifully drawn menagerie of animals who (adorably) commit every logical faux pas. Rabbit thinks a strange light in the sky must be a UFO because no one can prove otherwise (the appeal to ignorance). And Lion doesn't believe that gas emissions harm the planet because, if that were true, he wouldn't like the result (the argument from consequences). Once you learn to recognize these abuses of reason, they start to crop up everywhere from congressional debate to YouTube comments—which makes this geek-chic book a must for anyone

in the habit of holding opinions.

*Algorithms Illuminated (Part 4)* Rafael Gómez Blanes

Step-by-step guide that introduces novices to using all major features of Eclipse 3 Eclipse is an open source extensible integrated development environment (IDE) that helps Java programmers build best-of-breed integrated tools covering the whole software lifecycle—from conceptual modeling to deployment Eclipse is fast becoming the development platform of choice for the Java community Packed with code-rich, real-world examples that show programmers how to speed up the development of applications by reusing and extending existing Eclipse components Describes SWT and JFace (Eclipse's alternative to the Java AWT and Swing) and demonstrates them in practice in a JavaLayer based MP3 player Shows how Eclipse can be used as a tool platform and application framework

*Crafting Rails 4 Applications* Vintage

¿Cómo mejorar de forma sencilla y poco a poco código que ha crecido demasiado rápido y quizá de forma desorganizada? ¿Cómo modernizar una aplicación "heredada"? En catorce pasos, Rafael Gómez Blanes muestra un método fácil con el que "modernizar" con el menor esfuerzo posible un proyecto software que presenta déficit de buen diseño y con demasiada deuda técnica. Por el autor entre otros de El Libro Negro del Programador (nº1 en ventas en Amazon en su categoría), The Coder Habits y El Libro Práctico del Programador Ágil.

www.rafablanes.com

*JavaScript: The Definitive Guide* Hub de Libros

El siglo XXI es el de la sociedad de la información y las nuevas tecnologías: todo ello no sería posible sin la enorme industria del software que le sirve de base. No obstante, los desarrolladores de software no aprovechan todas las oportunidades para desempeñar una carrera profesional de éxito, cometiendo siempre los mismos errores una y otra vez. Un buen proyecto software tiene que ver con habilidades creativas y artísticas más que aquellas necesariamente técnicas. El Libro Negro del Programador muestra qué distingue a un programador neófito de quien actúa y trabaja profesionalmente. En la era del emprendimiento y de la nueva economía, el desarrollo profesional de software es su pilar fundamental. Si como programador quieres llegar a ser no sólo bueno sino profesional, no puedes dejar de conocer las gemas de sabiduría que contiene El Libro Negro del Programador. Más información en [www.ellibronegrodelprogramador.com](http://www.ellibronegrodelprogramador.com)

**De qué hablo cuando hablo de programar (volumen 2)** HarperCollins

"You might have trouble imagining life without your social media accounts, but virtual reality pioneer Jaron Lanier insists that we're better off without them. In *Ten Arguments for Deleting Your Social Media Accounts Right Now*, Lanier, who participates in no social media, offers powerful and personal reasons for all of us to leave

these dangerous online platforms"--

*Invent Your Own Computer Games with Python, 4E* Independently Published

In this mind-altering romp—where the term “Metaverse” was first coined—you’ll experience a future America so bizarre, so outrageous, you’ll recognize it immediately • One of Time’s 100 best English-language novels Only once in a great while does a writer come along who defies comparison—a writer so original he redefines the way we look at the world. Neal Stephenson is such a writer and *Snow Crash* is such a novel, weaving virtual reality, Sumerian myth, and just about everything in between with a cool, hip cybersensibility to bring us the gigathriller of the information age. In reality, Hiro Protagonist delivers pizza for Uncle Enzo’s CosoNostra Pizza Inc., but in the Metaverse he’s a warrior prince. Plunging headlong into the enigma of a new computer virus that’s striking down hackers everywhere, he races along the neon-lit streets on a search-and-destroy mission for the shadowy virtual villain threatening to bring about infocalypse. Praise for *Snow Crash* “[*Snow Crash* is] a cross between *Neuromancer* and Thomas Pynchon’s *Vineland*. This is no mere hyperbole.”—The San Francisco Bay Guardian “Fast-forward free-style mall mythology for the twenty-first century.”—William Gibson “Brilliantly realized . . . Stephenson turns out to be an engaging guide to an onrushing tomorrow.”—The New York Times Book Review

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- Chemistry I Love You : [click here](#)