The Clean Coder A Code Of Conduct For Professional Programmers

Principles, Patterns, and Practices
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Microservices Patterns
Build better software with more intuitive, maintainable, scalable, and high-performance Ruby code
Clean Code Applied (Clean Coders Video Series)

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GRETCHEN AGUIRRE

Principles, Patterns, and Practices Pearson Education
This comprehensive, pragmatic tutorial on Agile Development and eXtreme programming, written by one of the founding fathers of Agile Development: Teaches software developers and project managers how to get projects done on time, and on budget using the power of Agile Development; Uses real-world case studies to show how to of plan, test, refactor, and pair program using eXtreme programming; Contains a wealth of reusable C++ and Java code; Focuses on solving customer oriented systems problems using UML and Design Patterns.
Refactoring SAP Press
Threads are a fundamental part of the Java platform. As multicore processors become the norm, using concurrency effectively becomes essential for building high-performance applications. Java SE 5 and 6 are a huge step forward for the development of concurrent applications, with improvements to the Java Virtual Machine to support high-performance, highly scalable concurrent classes and a rich set of new concurrency building blocks. In Java Concurrency in Practice , the creators of these new facilities explain not only how they work and how to use them, but also the motivation and design patterns behind them. However, developing, testing, and debugging multithreaded programs can still be very difficult; it is all too easy to create concurrent programs that appear to work, but fail when it matters most: in production, under heavy load. Java Concurrency in Practice arms readers with both the theoretical underpinnings and concrete techniques for building reliable, scalable, maintainable concurrent applications. Rather than simply offering an inventory of concurrency APIs and mechanisms, it provides design rules, patterns, and mental models that make it easier to build concurrent programs that are both correct and performant. This book covers: Basic concepts of concurrency and thread safety Techniques for building and composing thread-safe classes Using the concurrency building blocks in java.util.concurrent Performance optimization dos and don'ts Testing concurrent programs Advanced topics such as atomic variables, nonblocking algorithms, and the Java Memory Model
Max Kanat-Alexander on simplicity, coding, and how to suck less as a programmer Addison-Wesley Professional
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

The Pragmatic Programmer "O'Reilly Media, Inc."
Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's Clean Architecture doesn't merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face–the ones that will make or break your projects. Learn what software architects need to achieve–and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager–and for every programmer who must

execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.
Back to Basics Pearson Education
Have you ever felt frustrated working with someone else's code? Difficult-to-maintain source code is a big problem in software development today, leading to costly delays and defects. Be part of the solution. With this practical book, you'll learn 10 easy-to-follow guidelines for delivering Java software that's easy to maintain and adapt. These guidelines have been derived from analyzing hundreds of real-world systems. Written by consultants from the Software Improvement Group (SIG), this book provides clear and concise explanations, with advice for turning the guidelines into practice. Examples for this edition are written in Java, while our companion C# book provides workable examples in that language. Write short units of code: limit the length of methods and constructors Write simple units of code: limit the number of branch points per method Write code once, rather than risk copying buggy code Keep unit interfaces small by extracting parameters into objects Separate concerns to avoid building large classes Couple architecture components loosely Balance the number and size of top-level components in your code Keep your codebase as small as possible Automate tests for your codebase Write clean code, avoiding "code smells" that indicate deeper problems
Refactor your legacy code base Packt Publishing Ltd
The Fit open source testing framework brings unprecedented agility to the entire development process. Fit for Developing Software shows you how to use Fit to clarify business rules, express them with concrete examples, and organize the examples into test tables that drive testing throughout the software lifecycle. Using a realistic case study, Rick Mugridge and Ward Cunningham--the creator of Fit--introduce each of Fit's underlying concepts and techniques, and explain how you can put Fit to work incrementally, with the lowest possible risk. Highlights include Integrating Fit into your development processes Using Fit to promote effective communication between businesspeople, testers, and developers Expressing business rules that define calculations, decisions, and business processes Connecting Fit tables to the system with "fixtures" that check whether tests are actually satisfied Constructing tests for code evolution, restructuring, and other changes to legacy systems Managing the quality and evolution of tests A companion Web site (http://fit.c2.com/) that offers additional resources and source code

Framework for Integrated Tests
Addison-Wesley Professional
With the award-winning book Agile Software Development: Principles, Patterns, and Practices, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, Agile Principles, Patterns, and Practices in C#. This book presents a series of case studies illustrating the fundamentals of Agile

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

Polished Ruby Programming Packt Publishing Ltd

"A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these problems." - Tim Moore, Lightbend 44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Microservices Patterns teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's POJOs in Action, and creator of the original CloudFoundry.com. Table of Contents Escaping monolithic hell Decomposition strategies

Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1 Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices

Building a Java Web Application with Software Craftsmanship Pearson Education

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

Clean Architecture Pearson Educacion

ABAP developers, are you looking to clean up your code? Then pick up this official companion to the Clean ABAP GitHub repository. This book is brimming with best practices, straight from the experts, to help you write effective ABAP code. Start by learning when to apply each clean ABAP practice. Then, dive into detailed code examples and explanations for using classes, methods, names, variables, internal tables, and more. From writing code to troubleshooting and testing, this is your complete style guide! In this book, you'll learn about: a. Clean ABAP Concepts What is clean ABAP and why is it important to write clean code? Understand clean ABAP concepts with insight from the experts, including special considerations for legacy code and performance. b. Best Practices Walk through the what, why, and how behind clean ABAP best practices. Learn to improve your code, including using classes and interfaces appropriately, handling method design and control flow, designing and running unit tests, and much more. c. Practical Examples See clean ABAP practices in action! Improve your understanding of how to write effective code. Use detailed examples for each best practice that demonstrate the difference between clean and messy code. Highlights include: 1) Classes and interfaces 2) Methods 3) Names 4) Variables and literals 5) Internal tables 6) Control flow 7) Comments 8) Formatting 9) Error handling 10) Unit testing 11) Packages

Clean Python Pearson Education

Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

Clean Code Prentice Hall

Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

Crafting Code with Test-Driven Development Packt Publishing Ltd

Python is currently used in many different areas. In all of these areas, experienced professionals can find examples of inefficiency, problems, and other perils, as a result of bad code. After reading this book, readers will understand these problems, and more importantly, understand

how to correct them.
Develop reliable, maintainable, and robust JavaScript Packt Publishing Ltd
“One of the most significant books in my life.” –Obie Fernandez, Author, The Rails Way “Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for yours.” –Mike Cohn, Author of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied “. . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come.” –Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks “. . . lightning does strike twice, and this book is proof.” –VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks The Pragmatic Programmer is one of those rare tech books you’ll read, re-read, and read again over the years. Whether you’re new to the field or an experienced practitioner, you’ll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you’ll learn how to: Fight software rot Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic Programmers Take responsibility for your work and career Test ruthlessly and effectively, including property-based testing Implement the Pragmatic Starter Kit Delight your users Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best approaches and major pitfalls of many different aspects of software development. Whether you’re a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you’ll quickly see improvements in personal productivity, accuracy, and job satisfaction. You’ll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You’ll become a Pragmatic Programmer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.
The Coding Manual for Qualitative Researchers Prentice Hall

This title focuses on the most critical aspects of software development: building robust, bug free systems, meeting deadlines, and coming in under budget. It includes artifacts, anecdotes, and actual code from an enterprise-class XP project.

Clean ABAP Cambridge University Press

Develop your programming skills by exploring essential topics such as code reviews, implementing TDD and BDD, and designing APIs to overcome code inefficiency, redundancy, and other problems arising from bad code Key Features Write code that cleanly integrates with other systems while maintaining well-defined software boundaries Understand how coding principles and standards enhance software quality Learn how to avoid common errors while implementing concurrency or threading Book Description Traditionally associated with developing Windows desktop applications and games, C# is now used in a wide variety of domains, such as web and cloud apps, and has become increasingly popular for mobile development. Despite its extensive coding features, professionals experience problems related to efficiency, scalability, and maintainability because of bad code. Clean Code in C# will help you identify these problems and solve them using coding best practices. The book starts with a comparison of good and bad code, helping you understand the importance of coding standards, principles, and methodologies. You'll then get to grips with code reviews and their role in improving your code while ensuring that you adhere to industry-recognized coding standards. This C# book covers unit testing, delves into test-driven development, and addresses cross-cutting concerns. You'll explore good programming practices for objects, data structures, exception handling, and other aspects of writing C# computer programs. Once you've studied API design and discovered tools for improving code quality, you'll look at examples of bad code and understand which coding practices you should avoid. By the end of this clean code book, you'll have the developed skills you need in order to apply industry-approved coding practices to write clean, readable, extendable, and maintainable C# code. What you will learn Write code that allows software to be modified and adapted over time Implement the fail-pass-refactor methodology using a sample C# console application Address cross-cutting concerns with the help of software design patterns Write custom C# exceptions that provide meaningful information Identify poor quality C# code that needs to be refactored Secure APIs with API keys and protect data using Azure Key Vault Improve your code's performance by using tools for profiling and refactoring Who this book is for This coding book is for C# developers, team leads, senior software engineers, and software architects who want to improve the efficiency of their legacy systems. A strong understanding of C# programming is required.

your journey to mastery, 20th Anniversary Edition

Apress

Duration 10+ Hours of Video Overview Get ready for something very different. This ain't no screen cast. This ain't no talkin' head lecture. This

is an Uncle Bob Video! This is like watching Uncle Bob on stage, but more so. This is high content education that will hold your attention and stimulate your thoughts with its impactful and energetic style. The Clean Coder Video Series contains Uncle Bob's Clean Code: The Clean Coder series from CleanCoders.com . Related Content: The Clean Coder [Book] Robert C. Martin reveals the disciplines, techniques, tools, and practices that separate software craftsmen from mere "9-to-5" programmers One of the world's most respected programmers takes software craftsmanship to ... - Selection from The Clean Coder Clean Code [Book] Even bad code can function. But if code isn't clean, it can bring a development organization to its knees. Every year, countless hours and significant resources are lost because ... - Selection from Clean Code [Book] Clean Code (Video Series) About Robert “Uncle Bob” Martin Robert Martin (Uncle Bob) (unclebobmartin) has been a programmer since 1970. He is the Master Craftsman at 8th Light inc, co-founder of the on-line video training company: cleancoders.com , and founder of Uncle Bob Consulting LLC. He is an acclaimed speaker at conferences worldwide, and the author of many books including: The Clean Coder, Clean Code, Agile Software Development: Principles, Patterns, and Practices, and UML for Java Programmers. He is a prolific writer and has published hundreds of articles, papers, and blogs. He served as the Editor-in-chief of the C++ Report, and as the first chairman of the Agile Alliance. He is the creator of the acclaimed educational video series at cleancoders.com . About Clean Coders Clean Coders is the leading producer of instructional videos for software professionals, taught in a way that both educates and entertains developers. Founded in 2010 by Robert "Uncle Bob" Martin and Micah Martin, Clean Coders has expanded to include a myriad of authors teaching an ever-increasing array of subject matters pertaining to clean code. Our training videos have inspired countless viewers to become the best developers they can be. cleancoders.com...

The Software Craftsman Prentice Hall It’s easy to write correct Ruby code, but to gain the fluency needed to write great Ruby code, you must go beyond syntax and absorb the “Ruby way” of thinking and problem solving. In Eloquent Ruby, Russ Olsen helps you write Ruby like true Rubyists do–so you can leverage its immense, surprising power. Olsen draws on years of experience internalizing the Ruby culture and teaching Ruby to other programmers. He guides you to the “Ah Ha!” moments when it suddenly becomes clear why Ruby works the way it does, and how you can take advantage of this language’s elegance and expressiveness. Eloquent Ruby starts small, answering tactical questions focused on a single statement, method, test, or bug. You’ll learn how to write code that actually looks like Ruby (not Java or C#); why Ruby has so many control structures; how to use strings, expressions, and symbols; and what dynamic typing is really good for. Next, the book addresses bigger questions related to

building methods and classes. You'll discover why Ruby classes contain so many tiny methods, when to use operator overloading, and when to avoid it. Olsen explains how to write Ruby code that writes its own code–and why you'll want to. He concludes with powerful project-level features and techniques ranging from gems to Domain Specific Languages. A part of the renowned Addison-Wesley Professional Ruby Series, Eloquent Ruby will help you "put on your Ruby-colored glasses" and get results that make you a true believer.

Coders at Work Simon and Schuster

Agile Values and Principles for a New Generation "In the journey to all things Agile, Uncle Bob has been there, done that, and has the both the t-shirt and the scars to show for it. This delightful book is part history, part personal stories, and all wisdom. If you want to understand what Agile is and how it came to be, this is the book for you." –Grady Booch "Bob's frustration colors every sentence of Clean Agile, but it's a justified frustration. What is in the world of Agile development is nothing compared to what could be. This book is Bob's perspective on what to focus on to get to that 'what could be.' And he's been there, so it's worth listening." –Kent Beck "It's good to read Uncle Bob's take on Agile. Whether just beginning, or a seasoned Agilista, you would do well to read this book. I agree with almost all of it. It's just some of the parts make me realize my own shortcomings, dammit. It made me double-check our code coverage (85.09%)." –Jon Kern Nearly twenty years after the Agile Manifesto was first presented, the legendary Robert C. Martin ("Uncle Bob") reintroduces Agile values and principles for a new generation–programmers and nonprogrammers alike. Martin, author of Clean Code and other highly influential software development guides, was there at Agile's founding. Now, in Clean Agile: Back to Basics, he strips away misunderstandings and distractions that over the years have made it harder to use Agile than was originally intended. Martin describes what Agile is in no uncertain terms: a small discipline that helps small teams manage small projects . . . with huge implications because every big project is comprised of many small projects. Drawing on his fifty years' experience with projects of every conceivable type, he shows how Agile can help you bring true professionalism to software development. Get back to the basics–what Agile is, was, and should always be Understand the origins, and proper practice, of SCRUM Master essential business-facing Agile practices, from small releases and acceptance tests to whole-team communication Explore Agile team members' relationships with each other, and with their product Rediscover indispensable Agile technical practices: TDD, refactoring, simple design, and pair programming Understand the central roles values and craftsmanship play in your Agile team's success If you want Agile's true benefits, there are no shortcuts: You need to do Agile right. Clean Agile: Back to Basics will show you how, whether you're a developer, tester, manager, project manager, or customer. Register your book for convenient access to downloads, updates, and/or corrections as they

become available. See inside book for details.
More C++ Gems Packt Publishing Ltd
Gain insight into how hexagonal architecture can help to keep the cost of development low over the complete lifetime of an application Key Features Explore ways to make your software flexible, extensible, and adaptable Learn new concepts that you can easily blend with your own software development style Develop the mindset of building maintainable solutions instead of taking shortcuts Book Description We would all like to build software architecture that yields adaptable and flexible software with low development costs. But, unreasonable deadlines and shortcuts make it very hard to create such an architecture. Get Your Hands Dirty on Clean Architecture starts with a discussion about the conventional layered architecture style and its disadvantages. It also talks about the advantages of the domain-centric architecture styles of Robert C. Martin's Clean Architecture and Alistair Cockburn's Hexagonal Architecture. Then, the book dives into hands-on chapters that show you how to manifest a hexagonal architecture in actual code. You'll learn in detail about different mapping strategies between the layers of a hexagonal architecture and see how to assemble the architecture elements into an application. The later chapters demonstrate how to enforce architecture boundaries. You'll also learn what shortcuts produce what types of technical debt and how, sometimes, it is a good idea to willingly take on those debts. After reading this book, you'll have all the knowledge you need to create applications using the hexagonal architecture style of web development. What you will learn Identify potential shortcomings of using a layered architecture Apply methods to enforce architecture boundaries Find out how potential shortcuts can affect the software architecture Produce arguments for when to use which style of architecture Structure your code according to the architecture Apply various types of tests that will cover each element of the architecture Who this book is for This book is for you if you care about the architecture of the software you are building. To get the most out of this book, you must have some experience with web development. The code examples in this book are in Java. If you are not a Java programmer but can read object-oriented code in other languages, you will be fine. In the few places where Java or framework specifics are needed, they are thoroughly explained.

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