
Building Maintainable Software Sig

Software for Dependable Systems

Leveraging the JavaScript Stack

Patterns for Efficient Computation

Best Practices for Designing, Implementing, and Maintaining Systems

Model-Driven Software Development

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Hypermedia and Systems Architecture

Ten Guidelines for Future-Proof Code

Concurrency in Go

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A JavaScript and jQuery Developer's Guide

Building Software Teams

Building Quality into Software

Building Maintainable Software, C# Edition

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Includes Complete Guidelines, Checklists, and Templates

A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers

Ten Guidelines for Future-Proof Code

Building Secure and Reliable Systems

Robust Web Architecture with Node, HTML5, and Modern JS Libraries

Building Maintainable Software, Java Edition

Ten Guidelines for Future-Proof Code

Feedback Systems

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Ten Best Practices for Effective Software Development

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Lessons Learned from Programming Over Time
Programming JavaScript Applications
Web Development with Node and Express
with XDoclet, JUnit, WebWork, Hibernate
Perl Best Practices
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Test-Driven JavaScript Development
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Beginning Software Engineering
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Software for Dependable Systems "O'Reilly Media, Inc."
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
Leveraging the JavaScript Stack Addison-Wesley Professional Discover how to develop full-scale J2EETM applications quickly and efficiently using the best Open Source tools Written by leading authorities in the field, this book shows you how to

leverage a suite of best-of-breed Open Source development tools to take the pain out of J2EE and build a complete Web-based application. You'll combine these tools to actually reduce the points of failure in your application, while increasing overall system stability and robustness. Along with the tools introduced here, you'll develop the PetSoar application, which follows the PetStore application used by Sun Microsystems to demonstrate features of J2EE. With PetSoar, the authors focus on developing a maintainable and flexible application, rather than showcasing the end result, so that you can apply the material in your own projects. In addition, the authors provide methods for utilizing Open Source software components for each stage of the development process. The Open Source products covered include: * Hibernate to aid with simple, flexible, and speedy transparent object persistence * OpenSymphony WebWork to allow for pluggable view technologies and extensible configuration * JUnit and Mock Objects to assist with rapid and robust unit testing * XDoclet to assist with generating code and configuration files automatically * Jakarta Lucene to add Google-style smart search capabilities to data stores * OpenSymphony SiteMesh to aid in the creation of large sites with a common look and feel * OpenSymphony OSCache to easily cache slow dynamic sections of Web sites resulting in faster-loading pages

Patterns for Efficient Computation John Wiley & Sons

Can a system be considered truly reliable if it isn't fundamentally secure? Or can it be considered secure if it's unreliable? Security is crucial to the design and operation of scalable systems in production, as it plays an important part in product quality, performance, and availability. In this book, experts from Google

share best practices to help your organization design scalable and reliable systems that are fundamentally secure. Two previous O'Reilly books from Google—Site Reliability Engineering and The Site Reliability Workbook—demonstrated how and why a commitment to the entire service lifecycle enables organizations to successfully build, deploy, monitor, and maintain software systems. In this latest guide, the authors offer insights into system design, implementation, and maintenance from practitioners who specialize in security and reliability. They also discuss how building and adopting their recommended best practices requires a culture that's supportive of such change. You'll learn about secure and reliable systems through: Design strategies Recommendations for coding, testing, and debugging practices Strategies to prepare for, respond to, and recover from incidents Cultural best practices that help teams across your organization collaborate effectively

Best Practices for Designing, Implementing, and Maintaining Systems "O'Reilly Media, Inc."

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

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Model-Driven Software Development "O'Reilly Media, Inc."

"Large-scale enterprise, cloud, and virtualized computing systems have introduced serious performance challenges. Now, internationally renowned performance expert Brendan Gregg has brought together proven methodologies, tools, and metrics for analyzing and tuning even the most complex environments. *Systems Performance: Enterprise and the Cloud* focuses on Linux® and Unix® performance, while illuminating performance issues that are relevant to all operating systems. You'll gain deep insight into how systems work and perform, and learn methodologies for analyzing and improving system and application performance. Gregg presents examples from bare-metal systems and virtualized cloud tenants running Linux-based Ubuntu®, Fedora®, CentOS, and the illumos-based Joyent® SmartOSTM and OmniTI OmniOS®. He systematically covers modern systems performance, including the "traditional" analysis of CPUs, memory, disks, and networks, and new areas including cloud computing and dynamic tracing. This book also helps you identify and fix the "unknown unknowns" of complex

performance: bottlenecks that emerge from elements and interactions you were not aware of. The text concludes with a detailed case study, showing how a real cloud customer issue was analyzed from start to finish."--Back cover.

Structured Parallel Programming Building Maintainable Software, Java Edition Ten Guidelines for Future-Proof Code

Written by the founder and executive director of the Quality Assurance Institute, which sponsors the most widely accepted certification program for software testing Software testing is a weak spot for most developers, and many have no system in place to find and correct defects quickly and efficiently This comprehensive resource provides step-by-step guidelines, checklists, and templates for each testing activity, as well as a self-assessment that helps readers identify the sections of the book that respond to their individual needs Covers the latest regulatory developments affecting software testing, including Sarbanes-Oxley Section 404, and provides guidelines for agile testing and testing for security, internal controls, and data warehouses CD-ROM with all checklists and templates saves testers countless hours of developing their own test documentation Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Hypermedia and Systems Architecture "O'Reilly Media, Inc."

The focus of *Software for Dependable Systems* is a set of fundamental principles that underlie software system dependability and that suggest a different approach to the development and assessment of dependable software. Unfortunately, it is difficult to assess the dependability of software. The field of software engineering suffers from a

pervasive lack of evidence about the incidence and severity of software failures; about the dependability of existing software systems; about the efficacy of existing and proposed development methods; about the benefits of certification schemes; and so on. There are many anecdotal reports, which—although often useful for indicating areas of concern or highlighting promising avenues of research—do little to establish a sound and complete basis for making policy decisions regarding dependability. The committee regards claims of extraordinary dependability that are sometimes made on this basis for the most critical of systems as unsubstantiated, and perhaps irresponsible. This difficulty regarding the lack of evidence for system dependability leads to two conclusions: (1) that better evidence is needed, so that approaches aimed at improving the dependability of software can be objectively assessed, and (2) that, for now, the pursuit of dependability in software systems should focus on the construction and evaluation of evidence. The committee also recognized the importance of adopting the practices that are already known and used by the best developers; this report gives a sample of such practices. Some of these (such as systematic configuration management and automated regression testing) are relatively easy to adopt; others (such as constructing hazard analyses and threat models, exploiting formal notations when appropriate, and applying static analysis to code) will require new training for many developers. However valuable, though, these practices are in themselves no silver bullet, and new techniques and methods will be required in order to build future software systems to the level of dependability that will be required.

Ten Guidelines for Future-Proof Code "O'Reilly Media, Inc."
Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

Concurrency in Go John Wiley & Sons

Building Maintainable Software, Java Edition Ten Guidelines for Future-Proof Code "O'Reilly Media, Inc."

Systems Performance "O'Reilly Media, Inc."

Perform fast interactive analytics against different data sources using the Presto high-performance, distributed SQL query engine. With this practical guide, you'll learn how to conduct

analytics on data where it lives, whether it's Hive, Cassandra, a relational database, or a proprietary data store. Analysts, software engineers, and production engineers will learn how to manage, use, and even develop with Presto. Initially developed by Facebook, open source Presto is now used by Netflix, Airbnb, LinkedIn, Twitter, Uber, and many other companies. Matt Fuller, Manfred Moser, and Martin Traverso show you how a single Presto query can combine data from multiple sources to allow for analytics across your entire organization. Get started: Explore Presto's use cases and learn about tools that will help you connect to Presto and query data Go deeper: Learn Presto's internal workings, including how to connect to and query data sources with support for SQL statements, operators, functions, and more Put Presto in production: Secure Presto, monitor workloads, tune queries, and connect more applications; learn how other organizations apply Presto

[A JavaScript and jQuery Developer's Guide](#) "O'Reilly Media, Inc." A complete introduction to building robust and reliable software Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi,

agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms

Building Software Teams "O'Reilly Media, Inc."

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM

practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Building Quality into Software American Bar Association

Even small applications have dozens of components. Large applications may have thousands, which makes them challenging to install, maintain, and remove. Docker bundles all application components into a package called a container that keeps things tidy and helps manage any dependencies on other applications or infrastructure. Docker in Action, Second Edition teaches you the skills and knowledge you need to create, deploy, and manage applications hosted in Docker containers. This bestseller has been fully updated with new examples, best practices, and entirely new chapters. You'll start with a clear explanation of the Docker model and learn how to package applications in containers, including techniques for testing and distributing applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Building Maintainable Software, C# Edition "O'Reilly Media, Inc."

Why does poor software quality continue to plague enterprises of all sizes in all industries? Part of the problem lies with the process, rather than individual developers. This practical guide provides ten best practices to help team leaders create an

effective working environment through key adjustments to their process. As a follow-up to their popular book, Building Maintainable Software, consultants with the Software Improvement Group (SIG) offer critical lessons based on their assessment of development processes used by hundreds of software teams. Each practice includes examples of goalsetting to help you choose the right metrics for your team. Achieve development goals by determining meaningful metrics with the Goal-Question-Metric approach Translate those goals to a verifiable Definition of Done Manage code versions for consistent and predictable modification Control separate environments for each stage in the development pipeline Automate tests as much as possible and steer their guidelines and expectations Let the Continuous Integration server do much of the hard work for you Automate the process of pushing code through the pipeline Define development process standards to improve consistency and simplicity Manage dependencies on third party code to keep your software consistent and up to date Document only the most necessary and current knowledge

Presto: The Definitive Guide O'Reilly Media

Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different

software development topics that are often excluded from software develop how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems.

Includes Complete Guidelines, Checklists, and Templates

Pearson Education

How do successful agile teams deliver bug-free, maintainable software—iteration after iteration? The answer is: By seamlessly combining development and testing. On such teams, the developers write testable code that enables them to verify it using various types of automated tests. This approach keeps regressions at bay and prevents “testing crunches”—which otherwise may occur near the end of an iteration—from ever happening. Writing testable code, however, is often difficult, because it requires knowledge and skills that cut across multiple disciplines. In *Developer Testing*, leading test expert and mentor Alexander Tarlinder presents concise, focused guidance for making new and legacy code far more testable. Tarlinder helps you answer questions like: When have I tested this enough? How many tests do I need to write? What should my tests verify? You’ll learn how to design for testability and utilize techniques like refactoring, dependency breaking, unit testing, data-driven testing, and test-driven development to achieve the highest possible confidence in your software. Through practical examples in Java, C#, Groovy, and Ruby, you’ll discover what works—and what doesn’t. You can quickly begin using Tarlinder’s technology-agnostic insights with most languages and toolsets while not getting buried in specialist details. The author helps you adapt

your current programming style for testability, make a testing mindset “second nature,” improve your code, and enrich your day-to-day experience as a software professional. With this guide, you will Understand the discipline and vocabulary of testing from the developer’s standpoint Base developer tests on well-established testing techniques and best practices Recognize code constructs that impact testability Effectively name, organize, and execute unit tests Master the essentials of classic and “mockist-style” TDD Leverage test doubles with or without mocking frameworks Capture the benefits of programming by contract, even without runtime support for contracts Take control of dependencies between classes, components, layers, and tiers Handle combinatorial explosions of test cases, or scenarios requiring many similar tests Manage code duplication when it can’t be eliminated Actively maintain and improve your test suites Perform more advanced tests at the integration, system, and end-to-end levels Develop an understanding for how the organizational context influences quality assurance Establish well-balanced and effective testing strategies suitable for agile teams

A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers

O’Reilly Media

The Model Rules of Professional Conduct provides an up-to-date resource for information on legal ethics. Federal, state and local courts in all jurisdictions look to the Rules for guidance in solving lawyer malpractice cases, disciplinary actions, disqualification issues, sanctions questions and much more. In this volume, black-letter Rules of Professional Conduct are followed by

numbered Comments that explain each Rule's purpose and provide suggestions for its practical application. The Rules will help you identify proper conduct in a variety of given situations, review those instances where discretionary action is possible, and define the nature of the relationship between you and your clients, colleagues and the courts.

Ten Guidelines for Future-Proof Code Lulu.com

Presents guidelines on the art of coding with Perl, covering such topics as naming conventions, data and control structures, program decomposition, interface design, and error handling.

Building Secure and Reliable Systems National Academies Press

The corporate market is now embracing free, "open source" software like never before, as evidenced by the recent success of the technologies underlying LAMP (Linux, Apache, MySQL, and PHP). Each is the result of a publicly collaborative process among numerous developers who volunteer their time and energy to create better software. The truth is, however, that the overwhelming majority of free software projects fail. To help you beat the odds, O'Reilly has put together *Producing Open Source Software*, a guide that recommends tried and true steps to help free software developers work together toward a common goal. Not just for developers who are considering starting their own free software project, this book will also help those who want to participate in the process at any level. The book tackles this very complex topic by distilling it down into easily understandable parts. Starting with the basics of project management, it details specific tools used in free software projects, including version control, IRC, bug tracking, and Wikis. Author Karl Fogel, known for

his work on CVS and Subversion, offers practical advice on how to set up and use a range of tools in combination with open mailing lists and archives. He also provides several chapters on the essentials of recruiting and motivating developers, as well as how to gain much-needed publicity for your project. While managing a team of enthusiastic developers -- most of whom you've never even met -- can be challenging, it can also be fun. Producing Open Source Software takes this into account, too, as it speaks of the sheer pleasure to be had from working with a motivated team of free software developers.

Robust Web Architecture with Node, HTML5, and Modern JS Libraries John Wiley & Sons

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 C# 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 C#, while our companion Java book provides clear 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

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