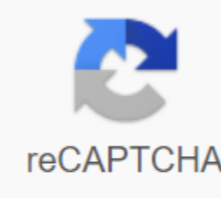




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Becoming a better programmer pete goodliffe pdf

English (United Kingdom) English (United States) Spanish (Latinoamerica) If you are passionate about programming and want to get better at it, you have come to the right source. Code Craft author Pete Goodliff presents a collection of useful techniques and approaches to the art and craft of programming that will help enhance your career and your well-being. Goodliffe represents sound advice, which he learned in 15 years of professional programming. Separate chapters of the book cover the range of life of a software developer - dealing with code, learning trade, and improving productivity - without language or industry bias. Whether you're an experienced developer, neophyte professional or amateur, you'll find valuable tips in five independent categories: code-level methods for developing lines of code, testing, debugging and overcoming the complexity of practices, approaches and approaches: keep it simple, collaborate well, reuse and create malleable code tactics to learn effectively, behave ethically, find problems, and avoid practical ways: use the right tools: use the right tools: use the right tools: use the right tools: use the right tools You know what? looks, and seek help from fellow habits to work well with others, and pursuing development as a social activity. If you are passionate about programming and want to be better, you have come to the right source. Code Craft author Pete Goodliff presents a collection of useful techniques and approaches to the art and craft of programming that will help enhance your career and your well-being. Goodliffe represents sound advice, which he learned in 15 years of professional programming. Individual chapters of the book cover the life range of a software developer associated with code, trade research, and performance enhancement without language or industry bias. Whether you're an experienced developer, neophyte professional or amateur, you'll find valuable tips in five independent categories: code-level methods for code-level development, testing, debugging, and tackling complexity. approaches, and approaches: keep it simple, collaborate well, re-create and create malleable code-tiki to effectively teach, behave ethically, find problems, and avoid stagnation. know what made looks, and seek help from fellow Habits to work well with others, and pursues development as a social activity you care about the code. You're passionate about programming. You're the kind of developer who likes to create really great software. And you want to do it even better. This book is for you. This book is 100% completed in 2014-06-26A hand-written e-book for software developers. You care about the code. You're passionate about programming. You're the kind of developer who likes to create really Software. And You Are You make it even better. This book is for you. It's a catalogue of useful techniques and approaches to the art and craft of programming that will help you get better. Preview This is a preview version of the book to give you a taste of the contents. The full version is now available from O'Reilly, significantly updated and edited, with tons of content. If you have any comments or suggestions, then I would love to hear from you. What is covered? The topics covered in this book cover the entire gamut of software developer life: code level issues that affect how you write individual lines of code, and how you design software modules. Practical techniques to help you work better. Illustrations of the right attitude and approaches to acceptance that will help you become both super-efficient and well-founded. Procedural and organizational techniques and tips to help you thrive while you are incarcerated in a software factory. There's no specific language or industry bias here. Who is it for? If you are a software developer, then this book is for you. If you have six months or six years of experience, you will be asked to improve your skills. About this preview What's in the full version of Important Note (for the Leanpub version) About the author of The Introduction What's Covered? Structure Note for Mentors Confessions of Care about code people power What to know their experts 20/20 Hindsight Issues write less code! Why should we care? Flappy Logic Dubbing Dead Code Comments Verbosity Bad Whitespace Design So What Do We Do? Conclusion Issues Continue reading Within 45 days of purchase you can get a 100% refund on any Leanpub purchase, in two clicks. See the full terms Mixed Bag. The first part of this book is about coding counseling, but it is not particularly specific or actionable. Examples that are present are very C specific and I could only see this useful for beginners. For example, it is full of suggestions such as make sure to handle bugs, make sure you know how to use concurrency designs, and always use sound engineer techniques that minimize the likelihood of unpleasant surprises. All this is correct, but a little obvio mixed bag. The first part of this book is about coding counseling, but it is not particularly specific or actionable. Examples that are present are very C specific and I could only see this useful for beginners. For example, it is full of suggestions such as make sure to handle bugs, make sure you know how to use concurrency designs, and always use sound engineer techniques that minimize the likelihood of unpleasant surprises. It's all right, but a little obvious and especially useful. It also repeated a lot, presenting TDD, KISS, and DRY principles in the first part, and then then them over and over and over again, but not in a new way that would make the message more sticky. Other parts of the book focus more on sociology, psychology and the philosophy of programming and stronger, especially Part III (Getting Personal) and Part V (People Of Pursuit). Chapters on the ethics of programmers, continuous learning and working with other great programmers are high points. The style of writing is fairly informal, with plenty of attempts at humor, some of which miss out, but some others, especially General Manifesto and Hitchhiker's Guide to Satire, are great. Some good quotes from the book: The interesting and rewarding side effect of working with good programmers is that you are much more likely to end up working with good code. I conclude from what we have seen here that there are (at least) two levels of ethical career programming: the mandate not to harm is a basic level, not to tread on people, or to engage in work that exploits others. Beyond that is more involved ethical mantras: only to work on projects that provide reasonable social benefits, particularly _make the world better_ with your talents, and share knowledge to promote programs and crafts. Working with a programming language is a relationship you have to work in every day. Accountability to other programmers for code quality will greatly improve the quality of coding. ... more get to become the best programmer now with O'Reilly online learning, O'Reilly members experience live online learning as well as books, videos and digital content from 200 publishers. If you are passionate about programming and want to be better, you have come to the right source. 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