

## Code Complete A Practical Handbook Of Software Construction Second Edition

Learn how to program by diving into the R language, and then use your newfound skills to solve practical data science problems. With this book, you'll learn how to load data, assemble and disassemble data objects, navigate R's environment system, write your own functions, and use all of R's programming tools. RStudio Master Instructor Garrett Golemund not only teaches you how to program, but also shows you how to get more from R than just visualizing and modeling data. You'll gain valuable programming skills and support your work as a data scientist at the same time. Work hands-on with three practical data analysis projects based on casino games Store, retrieve, and change data values in your computer's memory Write programs and simulations that outperform those written by typical R users Use R programming tools such as if else statements, for loops, and S3 classes Learn how to write lightning-fast vectorized R code Take advantage of R's package system and debugging tools Practice and apply R programming concepts as you learn them

A guide to writing computer code covers such topics as variable naming, presentation style, error handling, and security. Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala Often referred to as the "black art" because of its complexity and uncertainty, software estimation is not as difficult or puzzling as people think. In fact, generating accurate estimates is straightforward—once you understand the art of creating them. In his highly anticipated book, acclaimed author Steve McConnell unravels the mystery to successful software estimation—distilling academic information and real-world experience into a practical guide for working software professionals. Instead of arcane treatises and rigid modeling techniques, this guide highlights a proven set of procedures, understandable formulas, and heuristics that individuals and development teams can apply to their projects to help

achieve estimation proficiency. Discover how to: Estimate schedule and cost—or estimate the functionality that can be delivered within a given time frame Avoid common software estimation mistakes Learn estimation techniques for you, your team, and your organization \* Estimate specific project activities—including development, management, and defect correction Apply estimation approaches to any type of project—small or large, agile or traditional Navigate the shark-infested political waters that surround project estimates When many corporate software projects are failing, McConnell shows you what works for successful software estimation.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code.

Antibodies are an indispensable tool in the study of biology and medicine. Making and Using Antibodies: A Practical Handbook presents techniques in a single, comprehensive source for the production and use of antibodies. It enables researchers to immediately access lab-tested, proven protocols. Written and edited by an elite team of scientists

"Two thumbs up" —Gregory V. Wilson, Dr. Dobbs Journal (October 2004) No one can disparage the ability to write good code. At its highest levels, it is an art. But no one can confuse writing good code with developing good software. The difference—in terms of challenges, skills, and compensation—is immense. Coder to Developer helps you excel at the many non-coding tasks entailed, from start to finish, in just about any successful development project. What's more, it equips you with the mindset and self-assurance required to pull it all together, so that you see every piece of your work as part of a coherent process. Inside, you'll find plenty of technical guidance on such topics as: Choosing and using a source code control system Code generation tools—when and why Preventing bugs with unit testing Tracking, fixing, and learning from bugs Application activity logging Streamlining and systematizing the build process Traditional installations and alternative approaches To pull all of this together, the author has provided the source code for Download Tracker, a tool for organizing your collection of downloaded code, that's used for examples throughout this book. The code is provided in various states of completion, reflecting every stage of development, so that you can dig deep into the actual process of building software. But you'll also develop "softer" skills, in areas such as team management, open source collaboration, user and developer documentation, and intellectual property protection. If you want to become

someone who can deliver not just good code but also a good product, this book is the place to start. If you must build successful software projects, it's essential reading.

Looks at a successful software project and provides details for software development for clients using object-oriented design and programming.

As programmers, we've all seen source code that's so ugly and buggy it makes our brain ache. Over the past five years, authors Dustin Boswell and Trevor Foucher have analyzed hundreds of examples of "bad code" (much of it their own) to determine why they're bad and how they could be improved. Their conclusion? You need to write code that minimizes the time it would take someone else to understand it—even if that someone else is you. This book focuses on basic principles and practical techniques you can apply every time you write code. Using easy-to-digest code examples from different languages, each chapter dives into a different aspect of coding, and demonstrates how you can make your code easy to understand. Simplify naming, commenting, and formatting with tips that apply to every line of code Refine your program's loops, logic, and variables to reduce complexity and confusion Attack problems at the function level, such as reorganizing blocks of code to do one task at a time Write effective test code that is thorough and concise—as well as readable "Being aware of how the code you create affects those who look at it later is an important part of developing software. The authors did a great job in taking you through the different aspects of this challenge, explaining the details with instructive examples." —Michael Hunger, passionate Software Developer "Packed with everyday tips laundry, garden, health & beauty"--Cover.

Software developers need to worry about security as never before. They need clear guidance on safe coding practices, and that's exactly what this book delivers. The book does not delve deep into theory, or rant about the politics of security. Instead, it clearly and simply lays out the most common threats that programmers need to defend against. It then shows programmers how to make their defense. The book takes a broad focus, ranging over SQL injection, worms and buffer overflows, password security, and more. It sets programmers on the path towards successfully defending against the entire gamut of security threats that they might face.

Covers topics such as the importance of secure systems, threat modeling, canonical representation issues, solving database input, denial-of-service attacks, and security code reviews and checklists.

"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.

Rapid developments in the field of genetic algorithms along with the popularity of the first edition precipitated this completely revised, thoroughly updated second edition of The Practical Handbook of Genetic Algorithms. Like its predecessor, this edition helps practitioners stay up to date on recent developments in the field and provides material

T. S. Eliot's famous collection of nonsense verse about cats—the inspiration for the Andrew Lloyd Webber musical Cats, now made into a major motion picture. This edition features vibrant illustrations by Axel Scheffler.

How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

Practical Handbook of Genetic Algorithms, Volume 3: Complex Coding Systems contains computer-code examples for the development of genetic algorithm systems - compiling them from an array of practitioners in the field. Each contribution of this singular resource includes: unique code segments documentation descripti

This simple and essential book about the craft of acting describes a technique developed and refined by the authors, all of them young actors, in their work with Pulitzer Prize-winning playwright David Mamet, actor W. H. Macy, and director Gregory Mosher. A Practical Handbook for the Actor is written for any actor who has ever experienced the frustrations of acting classes that lacked

clarity and objectivity, and that failed to provide a dependable set of tools. An actor's job, the authors state, is to "find a way to live truthfully under the imaginary circumstances of the play." The ways in which an actor can attain that truth form the substance of this eloquent book.

Corporate Governance - A Practical Handbook is a user-friendly resource for those needing a practical set of tools to carry out the complex work of the board of directors. The writing is simple and direct with information icons to indicate particularly important passages. Drawing on research and international best commercial practice, this practical handbook provides clear, pragmatic guidance, effective techniques and must-know principles for good governance. No matter what your experience level — whether in a large corporate or a community not-for-profit - this book will inform and stimulate your thinking and help you build the best governance knowledge and practices for your organisation. Practical checklists, templates and tables enable the reader to develop a comprehensive set of governance tools and documents (eg performing a governance audit, developing business strategy and governance policies, recording minutes).

A Practical Guide to TPM 2.0: Using the Trusted Platform Module in the New Age of Security is a straight-forward primer for developers. It shows security and TPM concepts, demonstrating their use in real applications that the reader can try out. Simply put, this book is designed to empower and excite the programming community to go out and do cool things with the TPM. The approach is to ramp the reader up quickly and keep their interest. A Practical Guide to TPM 2.0: Using the Trusted Platform Module in the New Age of Security explains security concepts, describes the TPM 2.0 architecture, and provides code and pseudo-code examples in parallel, from very simple concepts and code to highly complex concepts and pseudo-code. The book includes instructions for the available execution environments and real code examples to get readers up and talking to the TPM quickly. The authors then help the users expand on that with pseudo-code descriptions of useful applications using the TPM.

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.

The demand for digital speech coding algorithms grows every day, fueled by applications such as streaming speech over the Internet, Internet telephone, digital cellular telephony, wireless teleconferencing, and various multimedia applications. Until now, most of the books available on audio coding have been collections of individually authored paper

Code Complete Pearson Education

When programmers list their favorite books, Jon Bentley's collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have irritated real programmers. With origins beyond solid engineering, in the realm of insight and creativity, Bentley's pearls offer unique and clever solutions to those nagging problems. Illustrated by programs designed as much for fun as for instruction, the book is filled with lucid and witty descriptions of practical programming techniques and fundamental design principles. It is not at all surprising that Programming Pearls has been so highly valued by programmers at every level of experience. In this revision,

the first in 14 years, Bentley has substantially updated his essays to reflect current programming methods and environments. In addition, there are three new essays on testing, debugging, and timing set representations string problems All the original programs have been rewritten, and an equal amount of new code has been generated. Implementations of all the programs, in C or C++, are now available on the Web. What remains the same in this new edition is Bentley's focus on the hard core of programming problems and his delivery of workable solutions to those problems. Whether you are new to Bentley's classic or are revisiting his work for some fresh insight, the book is sure to make your own list of favorites.

CRC Practical Handbooks are a series of single-volume bench manuals that feature a synthesis of the most frequently used, basic reference information. These highly abridged versions of existing CRC multi-volume Handbooks contain largely tabular and graphic data. They provide extensive coverage in a scientific discipline and enable quick, convenient access to the most practical reference information...on the spot! Leading professionals in their respective fields collaborated to provide individuals and institutions with an economical and easy-to-use source of classic reference information. The CRC Practical Handbook of PHYSICAL PROPERTIES of ROCKS and MINERALS, prepared by leaders in their specialties, has been constructed to serve as a convenient, compact, yet comprehensive source of basic information. The technical data have been compiled and selectively edited to provide an organized and definitive presentation of the physical properties of rocks and their constituent minerals. The format is primarily tabular and graphical, for easy reference and comparisons. There is also instructive textual material to present, explain, and clarify the data. This edited and abridged version of the CRC Handbook of Physical Properties of Rocks, published in three volumes in 1982 - 1984, will serve as an easy-to-use source of current and useful reference information.

Helps readers develop a solid foundation in programming, teaching concepts that can be used with any modern programming language, covering such topics as text editors, build tools, programming standards, regular expressions, and debugging.

Corporate and commercial software-development teams all want solutions for one important problem—how to get their high-pressure development schedules under control. In RAPID DEVELOPMENT, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving. Inside, you'll find: A rapid-development strategy that can be applied to any project and the best practices to make that strategy work Candid discussions of great and not-so-great rapid-development practices—estimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome Case studies that vividly illustrate what can go wrong,

what can go right, and how to tell which direction your project is going RAPID DEVELOPMENT is the real-world guide to more efficient applications development.

Maintaining a practical perspective, Python Programming: A Practical Approach acquaints you with the wonderful world of programming. The book is a starting point for those who want to learn Python programming. The backbone of any programming, which is the data structure and components such as strings, lists, etc., have been illustrated with many examples and enough practice problems to instill a level of self-confidence in the reader. Drawing on knowledge gained directly from teaching Computer Science as a subject and working on a wide range of projects related to ML, AI, deep learning, and blockchain, the authors have tried their best to present the necessary skills for a Python programmer. Once the foundation of Python programming is built and the readers are aware of the exact structure, dimensions, processing, building blocks, and representation of data, they can readily take up their specific problems from the area of interest and solve them with the help of Python. These include, but are not limited to, operators, control flow, strings, functions, module processing, object-oriented programming, exception and file handling, multithreading, synchronization, regular expressions, and Python database programming. This book on Python programming is specially designed to keep readers busy with learning fundamentals and generates a sense of confidence by attempting the assignment problems. We firmly believe that explaining any particular technology deviates from learning the fundamentals of a programming language. This book is focused on helping readers attempt implementation in their areas of interest through the skills imparted through this book. We have attempted to present the real essence of Python programming, which you can confidently apply in real life by using Python as a tool. Salient Features ? Based on real-world requirements and solution. ? Simple presentation without avoiding necessary details of the topic. ? Executable programs on almost every topic. ? Plenty of exercise questions, designed to test readers' skills and understanding. Purposefully designed to be instantly applicable, Python Programming: A Practical Approach provides implementation examples so that the described subject matter can be immediately implemented due to the well-known versatility of Python in handling different data types with ease.

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.

This new book from Steve McConnell, author of the software industry classic Code Complete, distills hundreds of companies'-worth of hard-won insights into an easy-to-read guide to the proven, modern Agile practices that work best. In this comprehensive yet accessible overview for software leaders, Steve McConnell presents an impactful, action-oriented prescription--covering the practical considerations needed to ensure you reap the full benefits of effective Agile:

Adopt the individual Agile tools suited to your specific organization Create high-performing, autonomous teams that are truly business-focused Understand the ground truth of Scrum and diagnose your teams' issues Improve coherence of requirements in an iterative environment Test more effectively, and improve quality Lead your organization through real-world constraints including multi-site teams, large projects, industry regulations, and the need for predictability Whether you are a C-level executive, vice president, director, manager, technical leader, or coach, this no-nonsense reference seamlessly threads together traditional approaches, early Agile approaches, modern Agile approaches, and the principles and context that underlie them all--creating an invaluable resource for you, your teams, and your organization. 'Downright revolutionary... the title is a major understatement... 'Quantum Programming' may ultimately change the way embedded software is designed.' -- Michael Barr, Editor-in-Chief, Embedded Systems Programming magazine ([Click here](#))

Features the best practices in the art and science of constructing software--topics include design, applying good techniques to construction, eliminating errors, planning, managing construction activities, and relating personal character to superior software. Original. (Intermediate)

Learn the principles of good software design, and how to turn those principles into great code. This book introduces you to software engineering — from the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With *Software Development, Design and Coding*, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including Scrum and Lean programming Leverage the capabilities of modern computer systems with parallel programming Work with design patterns to exploit application development best practices Use modern tools for development, collaboration, and source code controls Who This Book Is For Early career software developers, or upper-level students in software engineering courses

Widely considered one of the best practical guides to programming, Steve McConnell's original *CODE COMPLETE* has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development



environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

\* Treats LISP as a language for commercial applications, not a language for academic AI concerns. This could be considered to be a secondary text for the Lisp course that most schools teach . This would appeal to students who sat through a LISP course in college without quite getting it – so a "nostalgia" approach, as in "wow-lisp can be practical..." \* Discusses the Lisp programming model and environment. Contains an introduction to the language and gives a thorough overview of all of Common Lisp's main features. \* Designed for experienced programmers no matter what languages they may be coming from and written for a modern audience—programmers who are familiar with languages like Java, Python, and Perl. \* Includes several examples of working code that actually does something useful like Web programming and database access.

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](http://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

A book about programming, improving skill, and avoiding mistakes. The author spent two years researching every bug avoidance technique she could find. This book contains the best of them. If you want to program faster, with fewer bugs, and write more

secure code, buy this book!<http://www.zerobugsandprogramfaster.net>

Write code that can adapt to changes. By applying this book's principles, you can create code that accommodates new requirements and unforeseen scenarios without significant rewrites. Gary McLean Hall describes Agile best practices, principles, and patterns for designing and writing code that can evolve more quickly and easily, with fewer errors, because it doesn't impede change. Now revised, updated, and expanded, Adaptive Code, Second Edition adds indispensable practical insights on Kanban, dependency inversion, and creating reusable abstractions. Drawing on over a decade of Agile consulting and development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, pure dependency injection, and more. Master powerful new ways to:

- Write code that enables and complements Scrum, Kanban, or any other Agile framework
- Develop code that can survive major changes in requirements
- Plan for adaptability by using dependencies, layering, interfaces, and design patterns
- Perform unit testing and refactoring in tandem, gaining more value from both
- Use the "golden master" technique to make legacy code adaptive
- Build SOLID code with single-responsibility, open/closed, and Liskov substitution principles
- Create smaller interfaces to support more-diverse client and architectural needs
- Leverage dependency injection best practices to improve code adaptability
- Apply dependency inversion with the Stairway pattern, and avoid related anti-patterns

About You This book is for programmers of all skill levels seeking more-practical insight into design patterns, SOLID principles, unit testing, refactoring, and related topics. Most readers will have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

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.

These are the proven, effective agile practices that will make you a better developer. You'll learn pragmatic ways of approaching the development process and your personal coding techniques. You'll learn about your own attitudes, issues with working on a team, and how to best manage your learning, all in an iterative, incremental, agile style. You'll see how to apply each practice, and what benefits you can expect. Bottom line: This book will make you a better developer.

[Copyright: 9e83db64e07ea2b8b1e75a40013e4c22](http://www.zerobugsandprogramfaster.net)