

The Complete Software Developers Career Guide How To Learn Your Next Programming Language Ace Your Programming Interview And Land The Coding Job Of Your Dreams

Discover various techniques to develop maintainable code and keep it in shape. Key Features Learn all about refactoring - why it is important and how to do it Discover easy ways to refactor code with examples Explore techniques that can be applied to most other programming languages Book Description Refactoring improves your code without changing its behavior. With refactoring, the best approach is to apply small targeted changes to a codebase. Instead of doing a huge sweeping change to your code, refactoring is better as a long-term and continuous enterprise. Refactoring TypeScript explains how to spot bugs and remove them from your code. You'll start by seeing how wordy conditionals, methods, and null checks make code unhealthy and unstable. Whether it is identifying messy nested conditionals or removing unnecessary methods, this book will show various techniques to avoid these pitfalls and write code that is easier to understand, maintain, and test. By the end of the book, you'll have learned some of the main causes of unhealthy code, tips to identify them and techniques to address them. What you will learn Spot and fix common code smells to create code that is easier to read and understand Discover ways to identify long methods and refactor them Create objects that keep your code flexible, maintainable, and testable Apply the Single Responsibility Principle to develop less-coupled code Discover how to combine different refactoring techniques Learn ways to solve the issues caused by overusing primitives Who this book is for This book is designed for programmers who are looking to explore various refactoring techniques to develop healthy and maintainable code. Some experience in JavaScript and TypeScript can help you easily grasp the concepts explained in this book.

In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done. In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the "soft skills" of software engineering, you can have a much greater impact for the same amount of effort. Team Geek was named as a Finalist in the 2013 Jolt Awards from Dr. Dobb's Journal. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

In the 1950s, East Central Florida underwent a vast transformation with the creation of the American space program. The sleepy fishing communities stretching from Titusville to Melbourne became home to an army of engineers, rocket scientists, and technicians who would soon take Florida and the nation into the missile age. With no opportunities for advanced study nearby, a handful of determined men and women launched Brevard Engineering College in 1958. In 1966, Florida's secretary of state approved the college's petition to change its name to Florida Institute of Technology. In its short history, Florida Tech has overcome formidable hurdles and succeeded in winning a place

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in the top ranks of scientific and technological universities. A college on the rise, Florida Tech has not only a bright future, but a rich and colorful history that has been captured in striking photographs. The exciting story of "Countdown College"-from the lift-off of Bumper 8 in 1950, which launched the space program in Florida, to the most recent high-tech additions to campus facilities-is the subject of this captivating new pictorial history.

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.

For most software developers, coding is the fun part. The hard bits are dealing with clients, peers, and managers and staying productive, achieving financial security, keeping yourself in shape, and finding true love. This book is here to help. *Soft Skills: The Software Developer's Life Manual* is a guide to a well-rounded, satisfying life as a technology professional. In it, developer and life coach John Sonmez offers advice to developers on important subjects like career and productivity, personal finance and investing, and even fitness and relationships. Arranged as a collection of 71 short chapters, this fun listen invites you to dip in wherever you like. A "Taking Action" section at the end of each chapter tells you how to get quick results. *Soft Skills* will help make you a better programmer, a more valuable employee, and a happier, healthier person.

Deep down, you know that you are meant to live a life better than the one you're living right now. You know that you are capable of doing, having, and being so much more-but you're too damn lazy to experience who you truly are at your core and having what you're really worth. I know how you feel because 8 years ago, I was in your shoes. I was lazy, overweight, filled with fear, and living WAY below my potential. This book takes you into my personal journey out of laziness and into a life of empowerment and self-discipline. In this book, I will share with you:* The mindset that had me trapped in laziness, fear, and procrastination and how I broke free* How I created a new mindset of a tenacious, unstoppable bulldog* What the bulldog mindset is all about and why you must have it * Why I do hard shit* Why I became a finisher, and more* If you're really ready to give up laziness, I'll show you how I did it and how you can too.

Software Developer Life - Career, Learning, Coding, Daily Life, Stories We've made a dent into the 21st century and software has been eating the world. Suspenseful tech dramas play out in the news, boot camps churn out entry-level developers in a matter of months, and there's even an HBO show dedicated to Silicon Valley. In the midst of these trends lies a severe lack of attention to the daily life of the developer-the day-to-day reality that surrounds each line of code. There are plenty of resources available to help the budding developer learn how to code, but what about everything else? *Who Should Read This Book?* This book is for anyone interested in getting a sneak peek inside the world of software. The new graduates about to jump into their first jobs. The veterans who want a dose of nostalgia and a good chuckle. The product managers looking to empathize more with their coding counterparts. The disgruntled developers contemplating the meaning of life. The high school students thinking about jumping on the computer science bandwagon. The budding programmers looking to become more effective and gain more leverage at work. *What's Inside The Book?* This book is a highlight reel of content revolving around *Software Developer Life*. Inside you will find 40 concise chapters covering 5 broad topics: Career Learning Coding Daily Life Stories. Everyone has something unique to share. This book gathers together various perspectives and unique stories to give a well-rounded view of modern software development. This is not a technical book. This is everything else.

Hello! How are you and how is your Continuous Improvement journey going on? Are there any new skills that you want to acquire this year? My earlier books were on the following topics: DevOps, Microservices, and Kubernetes & Site Reliability Engineering. In the last four months,

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I have been heavily involved in the recruitment process of various DevOps related jobs in my current project. I have come across multiple Entry Level and Mid-Level career professionals inquisitive about expectations of the role and how their earlier experience would contribute to the DevOps role. Also, I have received several emails from readers asking how to switch from their existing roles (development, sys admin, etc.). Based on the interactions, I have included "DevOps Engineer" related queries in the below categories and in this book, I will give you complete information about the position, career path and skill set required. The main queries were the following: Why DevOps? What are the job duties and day-to-day activities of a DevOps Engineer? What did DevOps engineers do before DevOps? What technical and soft skills are required to be an expert-level DevOps Engineer? What are some standard tools a DevOps engineer uses? What are other similar roles from where one can make the transition to the DevOps world? What are the Certifications/Courses one can do to become a DevOps Engineer? How can I get DevOps interviews with top companies? What are the average Salary, companies to work for, and designations/roles? How is the career path of a "DevOps Engineer"? How is the career advancement of a DevOps engineer? The book covers most of this information. Over the course of the book, you will gather information on what DevOps is, and how you can use it to improve your processes. You will also identify the different roles that are linked to DevOps. If you are keen on becoming a DevOps engineer, the last few chapters include information on what skills you need to develop and what path you need to choose. Also, the last chapter contains sample interview questions, which are the most common ones asked during a DevOps interview. Overall, this book is aimed at professionals looking for DevOps role overview in limited timeframe. If you have to connect the dots regarding your existing experience, credentials and its fitment/relationship with the DevOps role, it would provide you much needed clarity. It also talks about other similar and related roles and its relationship with DevOps role. Also, if you are part of Project Management Team or Business Development Team or recruitment team (HR) this book will provide you required information about the DevOps role. The Continuous Delivery is here to stay and evolve. The nomenclature would change; new buzzwords would come and go. So, if you are into this space, adapt to it and make it your growth engine. Cheers!

How can teachers make sure that all students gain the reading skills they need to be successful in school and in life? In this book, Karen Tankersley describes the six foundational "threads" that students need to study in order to become effective readers: phonemic awareness, phonics and decoding, vocabulary, fluency, comprehension, and higher-order processing. For each area, the author explains how students acquire the reading skills they need and offers a series of skill-building strategies and activities that teachers can use in the classroom. Although reading is perhaps most intensely taught in the kindergarten and 1st-grade classrooms, Tankersley emphasizes that helping students become lifelong readers is a task for all teachers, including content-area teachers in middle and high schools. The Threads of Reading addresses key questions about literacy, such as * What makes a difference in reading achievement? * How much reading time is enough? * How can teachers use writing to build reading skills? * How can teachers help students make meaning from their reading? The strategies in this book address many situations, from individual instruction to small- or large-group instruction, from kindergarten to high school. Teachers will appreciate the multitude of activities provided, and administrators will learn to better evaluate the reading programs in place in their districts and schools. Grounded in both research and "teacher lore" from actual classrooms, this book is a solid guide to helping students become lifelong readers. Note: This product listing is for the Adobe Acrobat (PDF) version of the book.

“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

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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.

Introducing *The Effective Engineer*--the only book designed specifically for today's software engineers, based on extensive interviews with engineering leaders at top tech companies, and packed with hundreds of techniques to accelerate your career.

A surprisingly simple way for students to master any subject--based on one of the world's most popular online courses and the bestselling book *A Mind for Numbers* *A Mind for Numbers* and its wildly popular online companion course

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"Learning How to Learn" have empowered more than two million learners of all ages from around the world to master subjects that they once struggled with. Fans often wish they'd discovered these learning strategies earlier and ask how they can help their kids master these skills as well. Now in this new book for kids and teens, the authors reveal how to make the most of time spent studying. We all have the tools to learn what might not seem to come naturally to us at first--the secret is to understand how the brain works so we can unlock its power. This book explains:

- Why sometimes letting your mind wander is an important part of the learning process
- How to avoid "rut think" in order to think outside the box
- Why having a poor memory can be a good thing
- The value of metaphors in developing understanding
- A simple, yet powerful, way to stop procrastinating

Filled with illustrations, application questions, and exercises, this book makes learning easy and fun.

Why This Book? You can learn the most popular frameworks, use the best programming languages, and work at the biggest tech companies, but if you cultivate bad habits, it will be hard for you to become a top developer. This book doesn't offer a straight path or pre-defined formula of success. This book is a result of a quest. A quest to uncover what habits can be cultivated to become a better software engineer. "I wish I had access to this book while I was starting in the software industry. The information presented is not only logical, not only personal, but very well backed up by many expert opinions throughout the book. A must-read, for both beginners and experts alike." - Zachary Sohovich, Software Engineer at Nike

What Will You Read? How to keep up with all the new technologies What should you focus? Being a specialist or generalist? How to stay productive and not feel overwhelmed The importance of estimating tasks correctly How to approach new side project ideas And much more

Who Should Read This Book? It doesn't matter if you're a Junior or Senior developer. It doesn't matter how experienced you are. This book can help you cultivate new habits or rethink existing behaviors.

What's Inside? This is not a traditional book. You won't find the same format or structure that a regular book has. In fact, this book was designed to be as simple and objective as possible. You can follow the order of chapters, or you can read them individually. Everything is standalone and doesn't depend on previous knowledge. At the end of each chapter, you'll find a section marked as "Questions & Answers", where I interview senior developers and tech leads from various companies to understand how they got there. I went after tech giants such as Google, Amazon, Microsoft, and Adobe. Powerful startups such as GitHub, Spotify, Elastic, Segment, GoDaddy, and Shopify. All the way to established organizations such as Citibank, BlackBerry, and The New York Times. These people come from all over the world and have a pretty diverse background. From San Francisco to New York. From São Paulo to Montreal. From London to Stockholm. The idea is to present you not a one man's point of view, but a collection of insights on how to navigate your career.

Who's The Author? Zeno Rocha is a Brazilian creator and programmer. He currently lives in Los

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Angeles, California, where he's the Chief Product Officer at Liferay Cloud. His lifelong appreciation for building software and sharing knowledge led him to speak in over 110 conferences worldwide. His passion for open source put him on the top 20 most active users on GitHub at age 22. Before moving to the US, Zeno developed multiple applications, mentored startups, and worked at major companies in Latin America, such as Globo and Petrobras.

Get ready for interview success Programming jobs are on the rise, and the field is predicted to keep growing, fast. Landing one of these lucrative and rewarding jobs requires more than just being a good programmer. Programming Interviews For Dummies explains the skills and knowledge you need to ace the programming interview. Interviews for software development jobs and other programming positions are unique. Not only must candidates demonstrate technical savvy, they must also show that they're equipped to be a productive member of programming teams and ready to start solving problems from day one. This book demystifies both sides of the process, offering tips and techniques to help candidates and interviewers alike. Prepare for the most common interview questions Understand what employers are looking for Develop the skills to impress non-technical interviewers Learn how to assess candidates for programming roles Prove that you (or your new hires) can be productive from day one Programming Interviews For Dummies gives readers a clear view of both sides of the process, so prospective coders and interviewers alike will learn to ace the interview.

Want to venture into software engineering, but don't know where to begin? Now that technology has made its way to all industries, knowing how to wield its power has become a must-have skill. Yet although tech based competencies are a necessity, most people still hesitate to develop their skills, intimidated by the amount of material available. Software engineering is no exception. Many people think having a degree is an absolute must before you can become a software engineer. But that's simply not true. Kickstart your software engineering journey with How to Transition Into Software Engineering in 120 Days! Use this book as a guide for navigating the technicalities of software engineering. Tackle basic and advanced competencies in computer science and development. Unlike overly complicated books, ours aim to help beginners new to the field and concepts of software engineering, while also supplementing the knowledge base of experts and professionals. With our help, you can build your arsenal and equip yourself with tools you'll need for a career in software engineering--all in 120 days. Combine theoretical concepts and hone your craft with the help of our book's no-fuss and easy-to-understand approach. Learn how to solve problems, innovate solutions, and bring your skills up to industry standards. In this book, you'll encounter: ? Practical guides on how to manage clients, projects, and build your profile ? Methods to effectively showcase your skills and potential to future employers ? An in-depth guide on how to fast-track your future software engineering career--the right way ? Up-to-date collection and suggestions of printed and online

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resources The future is for the technically savvy. Add How to Transition Into Software Engineering in 120 Days to your cart TODAY!

For an introductory-level course in natural hazards Natural Hazards uses real-life examples of hazards and disasters to explore how and why they happen--and what we can do to limit their effects. The text's up-to-date coverage of recent disasters brings a fresh perspective to the material. The Fourth Edition provides a new active learning approach, a fully updated visual program and revised pedagogy tools that highlight hallmark concepts of the text. Students have access to an updated Hazard City , an online media resource which gives instructors meaningful, easy-to-assign, and easy-to-grade assignments in which students investigate virtual disasters in the fictional town of Hazard City. This program will provide an interactive and engaging learning experience for your students. Here's how: Provide a balanced approach to the study of natural hazards: Focus on globalization of our economy, information access, and human effects on our planet in a broader, more balanced approach to the study of natural hazards. Engage your students with "Hazard City": Students work through 11 different assignments by stepping into the role of a practicing geologist and analyzing potential disasters in the fictional town of Hazard City. Enhance understanding and comprehension of natural hazards: Newly revised stories and case studies give students a behind the scenes glimpse into the lives of survivors, professionals and hazardous events. Strong pedagogy tools reinforce the text's core features: The new chapter structure and design organizes the material into three major sections to help students learn, digest, and review learning objectives. Note: You are purchasing a standalone product; My_Lab/Mastering does not come packaged with this content. If you would like to purchase both the physical text and My_Lab/Mastering search for ISBN-10: 0133907651/ISBN-13: 9780133907650. That package includes ISBN-10: 0321939964/ISBN-13: 9780321939968 and ISBN-10: 0321970349 /ISBN-13: 9780321970343. My_Lab/Mastering is not a self-paced technology and should only be purchased when required by an instructor.

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

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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

Starting a career as a software engineer without a computer science degree is a long and difficult journey, Hasan Armstrong discovered this whilst attempting to switch from a career in healthcare to software engineering. He now works as a software engineer and incorporates all the lessons he has learnt in this book. This book will provide a roadmap to getting a job as a software engineer without a computer science degree, as well as providing solutions to the obstacles you may face along the way, like learning new programming languages, handling interview questions, negotiating job offers and much more. Through his youtube channel, Hasan has helped several thousands of people learn to code. What you will learn in this book? How to determine if a job as a software engineer is even for you? Should you become a front-end, backend or full stack software engineer? Mindsets and habits of software engineers who seek excellence.

Programming topics you will need to learn and practice before you can start applying for software engineering roles. Practices to stay healthy, avoid burnout syndrome and remain happy and fulfilled as a self-taught software engineer. Increase the likelihood of landing a software engineering role, by creating a personal brand, a CV that stands out and finding companies you want to work for. Mindsets and habits of exceptional software engineers Interviewer asks "What kind of salary do you expect for this role?" - How should you reply? You've started working as a software engineer. How can you climb the career ladder? The dark side of working as a software engineer. How should you handle workplace politics, mental health issues and technical debt? We are keen to help you land a software engineering role and help you progress in that role. So if you want to know if software engineering is for you, in the process of learning to code or applying for software engineering roles this book is worth purchasing. ****Buy the paperback version of this book, and get the kindle version absolutely FREE****

The 21st century is the society of information and new technologies: it wouldn't be possible without the enormous software industry that is the foundation for it. However, software developers don't exploit all the opportunities to perform a successful professional career, making the same mistakes over and over again. A good software project has to do more with the creative and artistic skills than the technical skills. The Black Book of the Programmer shows what distinguishes a neophyte programmer from the one that acts and works professionally. In the era of entrepreneurship and the new economy, the professional development of software is a fundamental pillar. If as a programmer you want to be not only good but professional, you can't stop knowing the gems of wisdom that contains The Black Book of the Programmer. More information on www.rafablanes.com Second edition – 2017.

Vue.js is a front-end framework that builds on many of the reactive UI ideas introduced in React.js. Vue.js in Action teaches readers to build fast, flowing web UI with the Vue.js framework. As they move through the book, readers put their skills to practice by building a complete web

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store application with product listings, a checkout process, and an administrative interface! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

To support the broadening spectrum of project delivery approaches, PMI is offering A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition as a bundle with its latest, the Agile Practice Guide. The PMBOK® Guide – Sixth Edition now contains detailed information about agile; while the Agile Practice Guide, created in partnership with Agile Alliance®, serves as a bridge to connect waterfall and agile. Together they are a powerful tool for project managers. The PMBOK® Guide – Sixth Edition – PMI's flagship publication has been updated to reflect the latest good practices in project management. New to the Sixth Edition, each knowledge area will contain a section entitled Approaches for Agile, Iterative and Adaptive Environments, describing how these practices integrate in project settings. It will also contain more emphasis on strategic and business knowledge—including discussion of project management business documents—and information on the PMI Talent Triangle™ and the essential skills for success in today's market. Agile Practice Guide has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other PMI standards, including A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

Software engineering education has a problem: universities and bootcamps teach aspiring engineers to write code, but they leave graduates to teach themselves the countless supporting tools required to thrive in real software companies. Building a Career in Software is the solution, a comprehensive guide to the essential skills that instructors don't need and professionals never think to teach: landing jobs, choosing teams and projects, asking good questions, running meetings, going on-call, debugging production problems, technical writing, making the most of a mentor, and much more. In over a decade building software at companies such as Apple and Uber, Daniel Heller has mentored and managed tens of engineers from a variety of training backgrounds, and those engineers inspired this book with their hundreds of questions about career issues and day-to-day problems. Designed for either random access or cover-to-cover reading, it offers concise treatments of virtually every non-technical challenge you will face in the first five years of your career—as well as a selection of industry-focused technical topics rarely covered in training. Whatever your education or technical specialty, Building a Career in Software can save you years of trial and error and help you succeed as a real-world software professional. What You Will Learn Discover every important nontechnical facet of professional programming as well as several key technical practices essential to the transition from student to professional Build relationships with your employer Improve your communication, including technical writing, asking good questions, and public speaking Who This Book is For Software engineers either early in their careers or about to transition to the professional world; that is, all graduates of computer science or software engineering university programs and all software engineering boot camp participants.

This unique book provides you with a wealth of tips, tricks, best practices, and answers to the day-to-day questions that programmers face in their careers. It is split into three parts: Coder Skills, Freelancer Skills, and Career Skills, providing the knowledge you need to get ahead in programming. About This Book Over 50 essays with practical advice on improving your programming career Practical focus gives solutions to common problems, and methods to become a better coder Includes advice for existing programmers and those wanting to begin a career in programming Who This Book Is For This book is useful for programmers of any ability or discipline. It has advice for those thinking about beginning a career in programming, those already working as a fully employed programmer, and for those working as freelance developers.

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What You Will Learn Improve your soft skills to become a better and happier coder Learn to be a better developer Grow your freelance development business Improve your development career Learn the best approaches to breaking down complex topics Have the confidence to charge what you're worth as a freelancer Succeed in developer job interviews In Detail This is an all-purpose toolkit for your programming career. It has been built by Jordan Hudgens over a lifetime of coding and teaching coding. It helps you identify the key questions and stumbling blocks that programmers encounter, and gives you the answers to them! It is a comprehensive guide containing more than 50 insights that you can use to improve your work, and to give advice in your career. The book is split up into three topic areas: Coder Skills, Freelancer Skills, and Career Skills, each containing a wealth of practical advice. Coder Skills contains advice for people starting out, or those who are already working in a programming role but want to improve their skills. It includes such subjects as: how to study and understand complex topics, and getting past skill plateaus when learning new languages. Freelancer Skills contains advice for developers working as freelancers or with freelancers. It includes such subjects as: knowing when to fire a client, and tips for taking over legacy applications. Career Skills contains advice for building a successful career as a developer. It includes such subjects as: how to improve your programming techniques, and interview guides and developer salary negotiation strategies. Style and approach This unique book provides over 50 insightful essays full of practical advice for improving your programming career. The book is split into three broad sections covering different aspects of a developer's career. Each essay is self-contained and can be read individually, or in chunks.

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

What is this book about? JavaScript is the language of the Web. Used for programming all major browsers, JavaScript gives you the ability to enhance your web site by creating interactive, dynamic, and personalized pages. Our focus in this book is on client-side scripting, but JavaScript is also hugely popular as a scripting language in server-side environments, a subject that we cover in later chapters. What does

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this book cover? Beginning JavaScript assumes no prior knowledge of programming languages, but will teach you all the fundamental concepts that you need as you progress. After covering the core JavaScript language, you'll move on to learn about more advanced techniques, including Dynamic HTML, using cookies, debugging techniques, and server-side scripting with ASP. By the end of this book, you will have mastered the art of using JavaScript to create dynamic and professional-looking web pages. Here are a few of the things you'll learn in this book: Fundamental programming concepts Comprehensive practical tutorial in JavaScript Cross-browser scripting, including Netscape 6 Cookie creation and use Plug-ins and ActiveX controls Dynamic HTML Scripting the W3C DOM Server-side JavaScript with ASP Who is this book for? This book is for anyone who wants to learn JavaScript. You will need a very basic knowledge of HTML, but no prior programming experience is necessary. Whether you want to pick up some programming skills, or want to find out how to transfer your existing programming knowledge to the Web, then this book is for you. All you need is a text editor (like Notepad) and a browser, and you're ready to go!

As a software developer, your technical skill set is in high demand. Devices and technology have become an integral part of our everyday lives and no digital organization can thrive without technical professionals on the payroll. However, career plateaus are inevitable in even the most high-demand field. Companies do not only need software developers; they need software developers with soft skills. In *Soft Skills to Advance Your Developer Career*, author Zsolt Nagy explores how emotional intelligence can give your software development career an edge. These subjects are not taught in school, and unfortunately the career advancement of many excellent developers can be blocked by their inability to effectively communicate their needs, assert themselves, and negotiate confidently. Throughout this book, Nagy shows you how to actively improve and prioritize your soft skills so that you can better represent the holistic interests of your team, obtain better working conditions, negotiate raises, and increase your variety of employment options by elevating your interviewing skills. Discover the obstacles standing between you and a fulfilling career by finding and improving strengths you may not have even known you had. Jump out of your box with *Soft Skills to Advance Your Developer Career* and leverage your expertise with effortless confidence at all stages of your professional journey. What You Will Learn Examine why software developer careers cannot be treated similarly as any other career path Understand the four soft-skills you need to advance your career Develop a strategy for your personal brand and align it with your career plan Realize the role of assertive communication, and the importance of giving and receiving feedback Create a plan for setting yourself up for a raise or promotion Discover techniques for acing the behavioral and coding interview Who This Book Is For Software developers who have the technical skills required for career advancement, but want a guide on how to manage their careers

In today's fast and competitive world, a program's performance is just as important to customers as the features it provides. This practical guide teaches developers performance-tuning principles that enable optimization in C++. You'll learn how to make code that already embodies best practices of C++ design run faster and consume fewer resources on any computer--whether it's a watch, phone, workstation, supercomputer, or globe-spanning network of servers. Author Kurt Guntheroth provides several running examples that demonstrate how to apply these principles incrementally to improve existing code so it meets customer requirements for responsiveness and throughput. The advice in this book will prove itself the first time you hear a colleague exclaim, "Wow, that was fast. Who fixed something?" Locate performance hot spots using the profiler and software timers Learn to perform repeatable experiments to measure performance of code changes Optimize use of dynamically allocated variables Improve

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performance of hot loops and functions
Speed up string handling functions
Recognize efficient algorithms and optimization patterns
Learn the strengths--and weaknesses--of C++ container classes
View searching and sorting through an optimizer's eye
Make efficient use of C++ streaming I/O functions
Use C++ thread-based concurrency features effectively

'One of the best software design books of all time' - BookAuthority
Cory Althoff is a self-taught programmer. After a year of self-study, he learned to program well enough to land a job as a software engineer II at eBay. But once he got there, he realised he was severely under-prepared. He was overwhelmed by the amount of things he needed to know but hadn't learned. His journey learning to program, and his experience in first software engineering job were the inspiration for this book. This book is not just about learning to program, although you will learn to code. If you want to program professionally, it is not enough to learn to code; that is why, in addition to helping you learn to program, Althoff also cover the rest of the things you need to know to program professionally that classes and books don't teach you. The Self-taught Programmer is a roadmap, a guide to take you from writing your first Python program to passing your first technical interview. The book is divided into five sections: 1. Learn to program in Python 3 and build your first program. 2. Learn object-oriented programming and create a powerful Python program to get you hooked. 3. Learn to use tools like Git, Bash and regular expressions. Then use your new coding skills to build a web scraper. 4. Study computer science fundamentals like data structures and algorithms. 5. Finish with best coding practices, tips for working with a team and advice on landing a programming job. You can learn to program professionally. The path is there. Will you take it?

From the author I spent one year writing The Self-Taught Programmer. It was an exciting and rewarding experience. I treated my book like a software project. After I finished writing it, I created a program to pick out all of the code examples from the book and execute them in Python to make sure all 300+ examples worked properly. Then I wrote software to add line numbers and color to every code example. Finally, I had a group of 200 new programmers 'beta read' the book to identify poorly explained concepts and look for any errors my program missed. I hope you learn as much reading my book as I did writing it. Best of luck with your programming!

Guidebook for SBCC CS180 - Software Engineering

"Early in his software developer career, John Sonmez discovered that technical knowledge alone isn't enough to break through to the next income level - developers need "soft skills" like the ability to learn new technologies just in time, communicate clearly with management and consulting clients, negotiate a fair hourly rate, and unite teammates and coworkers in working toward a common goal. Today John helps more than 1.4 million programmers every year to increase their income by developing this unique blend of skills. Who Should Read This Book? Entry-Level Developers - This book will show you how to ensure you have the technical skills your future boss is looking for, create a resume that leaps off a hiring manager's desk, and escape the "no work experience" trap. Mid-Career Developers - You'll see how to find and fill in gaps in your technical knowledge, position yourself as the one team member your boss can't live without, and turn those dreaded annual reviews into chance to make an iron-clad case for your salary bump. Senior Developers - This book will show you how to become a specialist who can command above-market wages, how

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building a name for yourself can make opportunities come to you, and how to decide whether consulting or entrepreneurship are paths you should pursue. Brand New Developers - In this book you'll discover what it's like to be a professional software developer, how to go from "I know some code" to possessing the skills to work on a development team, how to speed along your learning by avoiding common beginner traps, and how to decide whether you should invest in a programming degree or 'bootcamp.'"

What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book." —Pete McBreen, Independent Consultant "Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living." —Jared Richardson, Senior Software Developer, iRenaissance, Inc. "I would like to see this issued to every new employee at my company...." —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. "If I'm putting together a project, it's the authors of this book that I want. . . . And failing that I'd settle for people who've read their book." —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging 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; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained

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sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best practices 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.

The Complete Software Developer's Career Guide Simple Programmer, LLC

Own Your Tech Career: Soft skills for technologists is a guide to taking control of your professional life. It teaches you to approach your career with planning and purpose, always making active decisions towards your goals. Summary In *Own Your Tech Career: Soft skills for technologists*, you will: Define what "success" means for your career Discover personal branding and career maintenance Prepare for and conduct a tech job hunt Spot speed bumps and barriers that can derail your progress Learn how to navigate the rules of the business world Perform market analysis to keep your tech skills fresh and relevant Whatever your road to success, you'll benefit from the toolbox of career-boosting techniques you'll find in *Own Your Tech Career: Soft skills for technologists*. You'll discover in-demand communication and teamwork skills, essential rules for professionalism, tactics of the modern job hunt, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology A successful technology career demands more than just technical ability. Achieving your goals requires clear communication, top-notch time management, and a knack for navigating business needs. Master the "soft skills," and you'll have a smoother path to success and satisfaction, however you define that for yourself. About the book *Own Your Tech Career: Soft skills for technologists* helps you get what you want out of your technology career. You'll start by defining your ambition—whether that's a salary, a job title, a flexible schedule, or something else. Once you know where you're going, this book's adaptable advice guides your journey. You'll learn conflict resolution and teamwork, master nine rules of professionalism, and build the confidence and skill you need to stay on the path you've set for yourself. What's inside Personal branding and career maintenance Barriers that derail progress The rules of the business world Market analysis to keep tech skills fresh About the reader For tech professionals who want to take control of their career. About the author Microsoft MVP Don Jones brings his years of experience as a successful IT trainer to this engaging guide. Table of Contents 1 Own your career 2 Build and maintain your brand 3 Network 4 Be part of a technology community 5 Keep your tech skills fresh and relevant 6 Show up as a professional 7 Manage your time 8 Handle remote work 9 Be a team player 10 Be a team leader 11 Solve problems 12 Conquer written communications 13 Conquer verbal communications 14 Resolve conflicts 15 Be a data-driven, critical thinker 16 Understand how businesses work 17 Be a better decision-maker 18 Help others 19 Be prepared for anything 20 Business math and terminology for technologists 21 Tools for the modern job hunt

"After many decades - and even more methodologies - software projects are still failing. Why? Managers see software development as a production line. Companies don't know how to manage software projects and hire good developers. Many

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developers still behave like factory workers, providing terrible service to their employers and clients. Agile was a big step forward, but not enough. What's missing? The right mindset - for both developers and their employers. As developers worldwide are recognizing, the right mindset is craftsmanship ... Mancuso explains what craftsmanship means to the developer and his or her organization, and shows how to live it every day in your real-world development environment. Mancuso shows how software craftsmanship fits with and helps you improve upon best-practice technical disciplines such as agile and lean, taking all your development projects to the next level. You'll learn how to change the disastrous perception that software developers are the same as factory workers, and that software projects can be run like factories. By placing greater professionalism, technical excellence, and customer satisfaction at the heart of what you do, you won't just deliver more value to everyone involved: you'll be happier and more fulfilled doing it"--Publisher's description.

11 simple practices a software engineer can apply to be more a more effective contributor and more productive team member. Included are personal processes for fixing bugs and implementing new features, tips for writing, interviewing, and time management, as well as guides for bootstrapping new projects, making technical arguments, and leading a team.

Do you want to earn a six figure income, work from anywhere, live a lifestyle of your choosing and be a part of the people who develop the next generation software applications? Are you a software engineer already, but want to change jobs or advance in your current role to get promoted? If that is you, congratulations! The bad news is that there are thousands of other people just like you with more starting that journey every day. Each one of them is a potential competitor when you look for your next job. They may even be your co-worker and friend who also want to get promoted! A Smart Guide for Your Career as a Software Engineer is exactly the book you want to read. You learn what it takes to stand out among the crowd, how to impress the interviewers and most importantly, how to be an employee that gets promoted because you add value and come across as professional, well organized and energized. The book is structured around the following topics: - Why become a software engineer? - How to become a software engineer? - Job search - Resume / Curriculum Vitae (CV) - Interviews - Offer negotiations - First day - First 100 days - Promotions - Teamwork - Leaving the company Read it cover to cover or jump to the topic that most applies to your current situation. Armed with the knowledge, advice, tips & tricks and templates in this book, your chances of getting that next job or being promoted rather than your co-worker are significantly higher than without reading this book.

As a software engineer, you recognize at some point that there's much more to your career than dealing with code. Is it time to become a manager? Tell your boss he's a jerk? Join that startup? Author Michael Lopp recalls his own make-or-break moments with Silicon Valley giants such as Apple, Netscape, and Symantec in Being Geek -- an insightful and entertaining book that will help you make better career decisions. With more than 40 standalone stories, Lopp walks through a complete job life cycle, starting with the job interview and ending with the realization that it might be time to find

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another gig. Many books teach you how to interview for a job or how to manage a project successfully, but only this book helps you handle the baffling circumstances you may encounter throughout your career. Decide what you're worth with the chapter on "The Business" Determine the nature of the miracle your CEO wants with "The Impossible" Give effective presentations with "How Not to Throw Up" Handle liars and people with devious agendas with "Managing Werewolves" Realize when you should be looking for a new gig with "The Itch"

The Software Engineer's Guide to Freelance Consulting will help teach you to be an effective freelance software consultant, which will enable you make more money, dedicate more time to hobbies, spend more time with your loved-ones and even discover new businesses. Table of Contents: Chapter 1: Finding Clients We will literally map out the client acquisition skills that are paramount for you to develop and thrive in the business of software consulting. We will give you the step-by-step concrete TODOs to achieve competence and we explain some of the abstract theory. Chapter 2: Choosing a Rate How do some people charge \$2/hr and others \$500/hr? Where do you fit in? In this chapter we help you choose, justify and even increase your existing rate. Chapter 3: Keeping Yourself Educated How do you keep yourself from becoming outdated? How do you keep your skills in demand and the projects coming over time? We'll discuss that in this chapter. Chapter 4: Closing Deals You've got the interest but now how do you get the client to start working with you? We'll talk about closing sales as an engineer in this chapter. Chapter 5: Being Productive Productivity is a critical part of freelancing. Since most freelancers bill hourly it can make the difference between making \$100,000/year and \$300,000/year. This chapter contains tips to maximize your productivity as a freelancer. Chapter 6: Building & Maintaining Relationships Freelance consulting is a relationship-driven business. As engineers however, we tend to shy away from this. In this chapter we will talk about how you can build strong relationships and reduce the amount of time you need to spend selling yourself to new clients. Chapter 7: Legal Ideas Being a consultant comes with legal implications that can save your butt when things go wrong. In this chapter our very own Silicon Valley Lawyer Richard Burt will give you some tips of the trade. Chapter 8: Making Great First Impressions First impressions are a primer for excellent long-term relationships that will yield great value to you. This chapter will talk about first impressions as a freelance tech person. Chapter 9: Getting Paid Okay, so you've completed some contracts and now you're waiting to get paid. How do you get paid faster? Can you reduce your risk? We'll discuss these things in this chapter and even talk about how to deal with clients who don't pay. Chapter 10: Must-know Tax Tips As a freelance consultant, managing your tax effectively will save you a TON of money at the end of the year. In this chapter we'll run through some basic tips that will help you minimize your tax liability so you can keep more hard-earned money in your pocket. Chapter 11: Communicating Effectively Say the wrong things and you can find yourself staying up late at night on the weekend. Say

the right things and you could find yourself making more money and spending more time with your family and friends. In this chapter we'll help you say less of the wrong things and more of the right things. Chapter 12: Freelancing Part-time What if you don't want to leave your current full-time job? What if you're in school full-time, or taking care of children? This chapter will help part-time freelancers. Chapter 13: Going Back to a "Regular" Coding Job In case you later decide freelancing is not for you, this chapter will help you ease back into a "regular" job without ruffling too many feathers. Chapter 14: Additional Resources Everyone who purchases the book receives an invitation to our Slack community. You'll even get a direct line to experienced freelancers (including the authors) that can help answer questions any day of the week.

NEW YORK TIMES BEST SELLER • A grand, devastating portrait of three generations of the Sackler family, famed for their philanthropy, whose fortune was built by Valium and whose reputation was destroyed by OxyContin. From the prize-winning and bestselling author of *Say Nothing*, as featured in the HBO documentary *Crime of the Century*. The Sackler name adorns the walls of many storied institutions—Harvard, the Metropolitan Museum of Art, Oxford, the Louvre. They are one of the richest families in the world, known for their lavish donations to the arts and the sciences. The source of the family fortune was vague, however, until it emerged that the Sacklers were responsible for making and marketing a blockbuster painkiller that was the catalyst for the opioid crisis. *Empire of Pain* begins with the story of three doctor brothers, Raymond, Mortimer and the incalculably energetic Arthur, who weathered the poverty of the Great Depression and appalling anti-Semitism. Working at a barbaric mental institution, Arthur saw a better way and conducted groundbreaking research into drug treatments. He also had a genius for marketing, especially for pharmaceuticals, and bought a small ad firm. Arthur devised the marketing for Valium, and built the first great Sackler fortune. He purchased a drug manufacturer, Purdue Frederick, which would be run by Raymond and Mortimer. The brothers began collecting art, and wives, and grand residences in exotic locales. Their children and grandchildren grew up in luxury. Forty years later, Raymond's son Richard ran the family-owned Purdue. The template Arthur Sackler created to sell Valium—co-opting doctors, influencing the FDA, downplaying the drug's addictiveness—was employed to launch a far more potent product: OxyContin. The drug went on to generate some thirty-five billion dollars in revenue, and to launch a public health crisis in which hundreds of thousands would die. This is the saga of three generations of a single family and the mark they would leave on the world, a tale that moves from the bustling streets of early twentieth-century Brooklyn to the seaside palaces of Greenwich, Connecticut, and Cap d'Antibes to the corridors of power in Washington, D.C. *Empire of Pain* chronicles the multiple investigations of the Sacklers and their company, and the scorched-earth legal tactics that the family has used to evade accountability. The history of the Sackler dynasty is rife with drama—baroque personal lives; bitter disputes

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over estates; fistfights in boardrooms; glittering art collections; Machiavellian courtroom maneuvers; and the calculated use of money to burnish reputations and crush the less powerful. Empire of Pain is a masterpiece of narrative reporting and writing, exhaustively documented and ferociously compelling. It is a portrait of the excesses of America's second Gilded Age, a study of impunity among the super elite and a relentless investigation of the naked greed and indifference to human suffering that built one of the world's great fortunes.

The incredible true story of the decade-long quest to bring down Paul Le Roux--the creator of a frighteningly powerful Internet-enabled cartel who merged the ruthlessness of a drug lord with the technological savvy of a Silicon Valley entrepreneur "Evan Ratliff has pried open a hidden world of high-tech gangsters and drug kingpins and double-crossers and stone-cold hitmen."--David Grann, author of Killers of the Flower Moon It all started as an online prescription drug network, supplying hundreds of millions of dollars' worth of painkillers to American customers. It would not stop there. Before long, the business had turned into a sprawling multinational conglomerate engaged in almost every conceivable aspect of criminal mayhem. Yachts carrying \$100 million in cocaine. Safe houses in Hong Kong filled with gold bars. Shipments of methamphetamine from North Korea. Weapons deals with Iran. Mercenary armies in Somalia. Teams of hit men in the Philippines. Encryption programs so advanced that the government could not break them. The man behind it all, pulling the strings from a laptop in Manila, was Paul Calder Le Roux--a reclusive programmer turned criminal genius who could only exist in the networked world of the twenty-first century, and the kind of self-made crime boss that American law enforcement had never imagined. For half a decade, DEA agents played a global game of cat-and-mouse with Le Roux as he left terror and chaos in his wake. Each time they came close, he would slip away. It would take relentless investigative work, and a shocking betrayal from within his organization, to catch him. And when he was finally caught, the story turned again, as Le Roux struck a deal to bring down his own organization and the people he had once employed. Award-winning investigative journalist Evan Ratliff spent four years piecing together this intricate puzzle, chasing Le Roux's empire and his shadowy henchmen around the world, conducting hundreds of interviews and uncovering thousands of documents. The result is a riveting, unprecedented account of a crime boss built by and for the digital age. Advance praise for The Mastermind "A true crime classic"--Publishers Weekly (starred review) "If truth is stranger than fiction, then The Mastermind is the truest book you'll read this year. The only thing predictable about it is how quickly you'll turn the pages."--Noah Hawley, author of Before the Fall and creator of the TV series Fargo

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