

Microsoft

CODE COMPLETE

2

Second Edition



A practical handbook of software construction

Steve McConnell

Two-time winner of the *Software Development Magazine* Jolt Award

Code Complete A Practical Handbook Of Software Construction Second Edition

Jim McCarthy



Code Complete A Practical Handbook Of Software Construction Second Edition:

Code Complete Steve McConnell, 1993 This practical handbook of software construction covers the art and science of the most important part of the development process CODE COMPLETE provides a larger perspective on the software development process and the role of construction in the process *Code Complete, 2nd Edition* Steve McConnell, 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

Code Complete Steve McConnell, 1993 *CODE COMPLETE 2nd Edition* McConnell, 2004-01-01 Take A Strategic Approach To Software Construction And Produce Superior Products With This Fully Updated Edition Of Steve McConnell S Critically Praised And Award Winning Guide To Software Development Best Practices For More Than A Decade Steve McConnell's critically praised and award winning guide to software development best practices For more than a decade Steve McConnell one of the premier authors and voices in the software community has helped change the way developers write code and produce better software Now his classic book CODE COMPLETE has been fully updated and revised with best practices in the art and science of constructing software Whether you're a new developer seeking a sound introduction to the practice of software development or a veteran exploring strategic new approaches to problem solving you'll find a wealth of practical suggestions and methods for strengthening your skills Topics include design applying good techniques to construction eliminating errors planning managing construction activities and relating personal character to superior software This new edition features fully updated information on programming techniques including the emergence of Web style programming and integrated coverage of object oriented design You'll also find new code examples both good and bad in C Microsoft's Visual Basic C# and Java though the focus is squarely on techniques and practices

Clean Code with C# Jason Alls, 2023-12-22 Enhance your programming skills through code reviews TDD and BDD implementation and API design to overcome code inefficiency redundancy and other issues arising from bad code Key Features Write code that seamlessly integrates with other systems while maintaining well defined software boundaries Understand how coding principles and standards elevate software quality Learn how to avoid common errors while implementing concurrency or threading Purchase of the print or Kindle book includes a free PDF eBook Book Description Traditionally associated with Windows desktop applications and game development C# has expanded into web cloud and mobile development However despite its extensive coding features professionals often encounter issues with efficiency scalability and maintainability due to poor code

Clean Code in C guides you in identifying and resolving these problems using coding best practices This book starts by comparing good and bad code to emphasize the importance of coding standards principles and methodologies It then covers code reviews unit testing and test driven development and addresses cross cutting concerns As you advance through the chapters you ll discover programming best practices for objects data structures exception handling and other aspects of writing C computer programs You ll also explore API design and code quality enhancement tools while studying examples of poor coding practices to understand what to avoid By the end of this clean code book you ll have the developed the skills needed to apply industry approved coding practices to write clean readable extendable and maintainable C code What you will learn Master the art of writing evolvable and adaptable code Implement the fail pass refactor methodology using a sample C console application Develop custom C exceptions that provide meaningful information Identify low quality C code in need of refactoring Improve code performance using profiling and refactoring tools Create efficient and bug free code using functional programming techniques Write cross platform code using MAUI Develop cloud deployable microservices for versatile applications Who this book is for This coding book is for proficient C developers team leads senior software engineers and software architects who want to improve the efficiency of their legacy systems A strong understanding of C programming is assumed

Good Code, Bad Code Tom Long, 2021-09-21 Practical techniques for writing code that is robust reliable and easy for team members to understand and adapt Summary In Good Code Bad Code you ll learn how to Think about code like an effective software engineer Write functions that read like well structured sentences Ensure code is reliable and bug free Effectively unit test code Identify code that can cause problems and improve it Write code that is reusable and adaptable to new requirements Improve your medium and long term productivity Save yourself and your team time The difference between good code or bad code often comes down to how you apply the established practices of the software development community In Good Code Bad Code you ll learn how to boost your productivity and effectiveness with code development insights normally only learned through careful mentorship and hundreds of code reviews Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology Software development is a team sport For an application to succeed your code needs to be robust and easy for others to understand maintain and adapt Whether you re working on an enterprise team contributing to an open source project or bootstrapping a startup it pays to know the difference between good code and bad code About the book Good Code Bad Code is a clear practical introduction to writing code that s a snap to read apply and remember With dozens of instantly useful techniques you ll find coding insights that normally take years of experience to master In this fast paced guide Google software engineer Tom Long teaches you a host of rules to apply along with advice on when to break them What s inside Write functions that read like sentences Ensure your code stays bug free How to sniff out bad code Save time for yourself and your team About the reader For coders early in their careers who are familiar with an object oriented language such as Java or C About the

author Tom Long is a software engineer at Google where he works as a tech lead Among other tasks he regularly mentors new software engineers in professional coding best practices

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The Art of Readable Code Dustin Boswell, Trevor Foucher, 2011-11-10

As programmers we've all seen source code that's so ugly and buggy it makes our brain ache And let's be honest we've all written code like that With this book you'll learn to write code that's easy to read and understand You'll have more fun and your coworkers will love you

The Art of Readable Code focuses on the nuts and bolts of programming with simple and practical techniques you can use every time you sit down to write code You'll find tips throughout the book with easy to digest code examples helpful illustrations and cartoons for fun

Learn to pick variable names that are dense with information Organize your loops and conditionals so they're easy to understand Make your comments short and sweet Recognize when your code is doing too many things at once Write tests that are concise but thorough Master the art of breaking hard problems into many smaller ones

PDCA/Test William Lewis, 2020-03-05

Most manuals assume software testing is being performed as part of a well defined structured development cycle based on clearly stated requirements and standards Unfortunately this is not often the case in the real world Indeed the one true constant in software development is change

PDCA TEST presents a continuous quality framework

Software Testing and Continuous Quality Improvement William E. Lewis, 2017-06-01

It is often assumed that software testing is based on clearly defined requirements and software development standards However testing is typically performed against changing and sometimes inaccurate requirements

The third edition of a bestseller *Software Testing and Continuous Quality Improvement Third Edition* provides a continuous quality framework for the software testing process within traditionally structured and unstructured environments This framework aids in creating meaningful test cases for systems with evolving requirements This completely revised reference provides a comprehensive look at software testing as part of the project management process emphasizing testing and quality goals early on in development

Building on the success of previous editions the text explains testing in a Service Oriented Architecture SOA environment the building blocks of a Testing Center of Excellence COE and how to test in an agile development Fully updated the sections on test effort estimation provide greater emphasis on testing metrics

The book also examines all aspects of functional testing and looks at the relation between changing business strategies and changes to applications in development

Includes New Chapters on Process Application and Organizational Metrics

All IT organizations face software testing issues but most are unprepared to manage them

Software Testing and Continuous Quality Improvement Third Edition is enhanced with an up to date listing of free software tools and a question and answer checklist for choosing the best tools for your organization

It equips you with everything you need to effectively address testing issues in the most

beneficial way for your business **Guide to the Software Engineering Body of Knowledge** Alain Abran, James W. Moore, 2001 Fundamentals of Programming Richard Halterman, 1995 LabVIEW Graphical Programming, Fifth Edition Richard Jennings, 2019-11-15 LabVIEW programming techniques tips and practices Learn to build effective LabVIEW programs using the detailed information contained in this thoroughly revised resource This edition updates all content to align with the latest version and adds new chapters that clearly explain object oriented programming methods and programming in teams using the cloud LabVIEW Graphical Programming Fifth Edition begins with basics for beginners and quickly progresses to intermediate and advanced programming techniques Written by a pair of LabVIEW experts this hands on guide shows how to work with data types start building your own applications handle I O and use the DAQmix library You will also find out how to build applications that communicate with enterprise message brokers and with Amazon Web Services Internet of Things IoT message broker Coverage includes The origin and evolution of LabVIEW LabVIEW programming fundamentals Data acquisition Object oriented programming in LabVIEW Frameworks including the Delacor Queued Message Handler DQMH and Actor Framework Unit testing Enterprise and IoT messaging Programming in teams using the cloud C++ Builder 5 Developer's Guide Jarrod Hollingworth, 2000 Written by high profiles representatives of the C Builder developer community this book provides insight into and how to use the new features developer to developer coverage of critical areas of software development a free set of components on the CD ROM and detailed coverage of C Builder specific development strategies library usage and interface features Run-time Library Reference Microsoft Corporation, 1994 **Agile Modeling** Scott Ambler, 2002-04-04 Agile Modeling is a collection of techniques for modelling software that can be applied on an eXtreme Programming XP project This book shows how to use pieces of the UML and other methodologies to still gain all of the benefits from XP Writing Solid Code Steve Maguire, 1993 For professional intermediates to advanced C programmers who develop software here is a focused and practical book based on writing bug free programs in C Includes practical solutions to detect mistakes before they become a costly problem **PC 97 Hardware Design Guide** ,1997 The PC 97 initiative is the next generation hardware standard for consumer computing from Microsoft This guide offers a unique and comprehensive look at this emerging standard The book and CD provide hardware engineers and device driver developers with the authoritative information they need *Classical and Object-oriented Software Engineering* Stephen R. Schach, 1996 **Doing Objects in Visual Basic 6** Deborah Kurata, 1999 Artful Making offers the first proven research based framework for engineering ingenuity and innovation This book is the result of a multi year collaboration between Harvard Business School professor Robert Austin and leading theatre director and playwright Lee Devin Together they demonstrate striking structural similarities between theatre artistry and production and today s business projects and show how collaborative artists have mastered the art of delivering innovation on cue on immovable deadlines and budgets These methods are neither mysterious nor flaky they are rigorous precise and with this book s help

absolutely learnable and reproducible They rely on cheap and rapid iteration rather than on intensive up front planning and with the help of today s enabling technologies they can be applied in virtually any environment with knowledge based outputs Moreover they provide an overarching framework for leveraging the full benefits of today s leading techniques for promoting flexibility and innovation from agile development to real options *Dynamics of Software Development* Jim McCarthy,1995

Opening moves The organization The competition The customer The design Development The middle game Ship mode The launch Appendix Index

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