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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

Steve McConnell



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Good Code, Bad Code Tom Long, 2021-09-07 Code quality Layers of abstraction Other engineers and code contracts Errors Make code readable Avoid surprises Make code hard to misuse Make code modular Make code reusable and generalizable Unit testing principles Unit testing 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 bas

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 Orientated 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 **Classical and Object-oriented Software Engineering** Stephen R. Schach, 1996

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 **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

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 High-Performance Client/Server Chris Loosley, Frank Douglas,1998 And he covers all the key topics with chapters on Middleware Architecture Design Tools Databases Replication Warehousing and Transaction Monitors 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

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