More Programming Pearls Confessions Of A Coder Confessions Of A Coder Acm Press

Do you have a real relationship with God, or do you just have a religion? Do you know God, or do you just know about God? In How Big Is Your God? Paul Coutinho, SJ, challenges us to grow stronger and deeper in our faith and in our relationship with God—a God whose love knows no bounds. To help us on our way, Coutinho introduces us to people in various world religions—from Hindu friends to Buddhist teachers to St. Ignatius of Loyola—who have shaped his spiritual life and made possible his deep, personal relationship with God.

The fact that there are more embedded computers than general-purpose computers and that we are impacted by hundreds of them every day is no longer news. What is news is that their increasing performance requirements, complexity and capabilities demand a new approach to their design. Fisher, Faraboschi, and Young describe a new age of embedded computing design, in which the processor is central, making the approach radically distinct from contemporary practices of embedded systems design. They demonstrate why it is essential to take a computing-centric and system-design approach to the traditional elements of

nonprogrammable components, peripherals, interconnects and buses. These elements must be unified in a system design with high-performance processor architectures, microarchitectures and compilers, and with the compilation tools, debuggers and simulators needed for application development. In this landmark text, the authors apply their expertise in highly interdisciplinary hardware/software development and VLIW processors to illustrate this change in embedded computing. VLIW architectures have long been a popular choice in embedded systems design, and while VLIW is a running theme throughout the book, embedded computing is the core topic. Embedded Computing examines both in a book filled with fact and opinion based on the authors many years of R&D experience. · Complemented by a unique, professional-quality embedded tool-chain on the authors' website, http://www.vliw.org/book · Combines technical depth with real-world experience · Comprehensively explains the differences between general purpose computing systems and embedded systems at the hardware, software, tools and operating system levels. · Uses concrete examples to explain and motivate the trade-offs.

Classic on practical methods of optimizing programs: This book gives practical advice on improving the efficiency (optimizing) programs and the limits there of. While showing how to trade off speed for space

or vice-versa, the author points out the limits that can be expected to gain. His list of techniques is a collection of practical approaches rather than theoretical possibilities. At 158 pages (not counting index) this book is eminently readable, accessable and useful. Clearly written and well organized this is a book to keep on your shelf for when a program needs improving. It is also a book to read before a program as a reminder not to make things complicated with optimization that aren't needed. This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises

over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

Collecting data is relatively easy, but turning raw information into something useful requires that you know how to extract precisely what you need. With this insightful book, intermediate to experienced programmers interested in data analysis will learn techniques for working with data in a business environment. You'll learn how to look at data to discover what it contains, how to capture those ideas in conceptual models, and then feed your understanding back into the organization through business plans, metrics dashboards, and other applications. Along the way, you'll experiment with concepts through hands-on workshops at the end of each chapter. Above all, you'll learn how to think about the results you want to achieve -- rather than rely on tools to think for you. Use graphics to describe data with one, two, or dozens of variables Develop conceptual models using back-of-the-

envelope calculations, as well asscaling and
probability arguments Mine data with
computationally intensive methods such as
simulation and clustering Make your conclusions
understandable through reports, dashboards, and
other metrics programs Understand financial
calculations, including the time-value of money Use
dimensionality reduction techniques or predictive
analytics to conquer challenging data analysis
situations Become familiar with different open source
programming environments for data analysis
"Finally, a concise reference for understanding how
to conquer piles of data."--Austin King, Senior Web
Developer, Mozilla "An indispensable text for
aspiring data scientists."--Michael E. Driscoll,
CEO/Founder, Dataspora

With approximately 600 problems and 35 worked
examples, this supplement provides a collection of
practical problems on the design, analysis and
verification of algorithms. The book focuses on the
important areas of algorithm design and analysis:
background material; algorithm design techniques;
advanced data structures and NP-completeness;
and miscellaneous problems. Algorithms are
expressed in Pascal-like pseudocode supported by
figures, diagrams, hints, solutions, and comments.
A comprehensive treatment focusing on the creation
of efficient data structures and algorithms, this text
explains how to select or design the data structure

best suited to specific problems. It uses C++ as the programming language and is suitable for second-year data structure courses and computer science courses in algorithmic analysis.

[In this book, the author's] analysis of the effects and causes of capitalist underdevelopment in Latin America present [an] account of ... Latin American history. [The author] shows how foreign companies reaped huge profits through their operations in Latin America. He explains the politics of the Latin American bourgeoisies and their subservience to foreign powers, and how they interacted to create increasingly unequal capitalist societies in Latin America.-Back cover.

Discusses the benefits and techniques of creating faster and more efficient Web sites, covering topics such as user psychology, response time, file size, and bandwidth.

A cutting, comic odyssey of a hapless hero ensnared by globalization, humanitarian aid, and the international sex trade, from an award-winning young Spanish writer To save lives and get handsomely paid for it—what job could be more rewarding? Moises Froissard has found the career opportunity of his dreams. After a start as a conventional bleeding heart with an idealistic aid group, he quickly wises up to the harsh reality of a world in which human life is just another product in a competitive marketplace. Now he travels the globe

on the trail of illegal immigrants, refugees, and other ordinary souls brought low by war, natural disaster, or economic collapse. Scouting the slums and gutters of the world, Moises's task is to unearth nature's most beautiful men, women, and children and save them—for Club Olympus, a top-price international sex club. Then Moises receives his toughest assignment yet: to find a "Nubian prince," an African illegal caught fleetingly in the pages of a glossy magazine. The man is so painfully desirable that Club Olympus will sacrifice anything to have him—even Moises himself. Our narrator begins the chase, dazed, prevaricating, self-obsessed, funny, a little cruel, a little sentimental. The Nubian Prince takes place in a pitiless world where the have-nots will do anything to become haves, while the privileged don't know what to live for. Hilarious, moving, sexually explosive, and deeply disturbing, this bestselling Spanish novel introduces a new European star.

This is the third in O'Reilly's series of landmark Perl tutorials, which started with Learning Perl, the bestselling introduction that taught you the basics of Perl syntax, and Intermediate Perl, which taught you how to create re-usable Perl software. Mastering Perl pulls everything together to show you how to bend Perl to your will. It convey's Perl's special models and programming idioms. This book isn't a collection of clever tricks, but a way of thinking about

Perl programming so you can integrate the real-life problems of debugging, maintenance, configuration, and other tasks you encounter as a working programmer. The book explains how to: Use advanced regular expressions, including global matches, lookarounds, readable regexes, and regex debugging Avoid common programing problems with secure programming techniques Profile and benchmark Perl to find out where to focus your improvements Wrangle Perl code to make it more presentable and readable See how Perl keeps track of package variables and how you can use that for some powerful tricks Define subroutines on the fly and turn the tables on normal procedural programming. Modify and jury rig modules to fix code without editing the original source Let your users configure your programs without touching the code Learn how you can detect errors Perl doesn't report, and how to tell users about them Let your Perl program talk back to you by using Log4perl Store data for later use in another program, a later run of the same program, or to send them over a network Write programs as modules to get the benefit of Perl's distribution and testing tools Appendices include "brian's Guide to Solving Any Perl Problem" to improve your troubleshooting skills, as well as suggested reading to continue your Perl education. Mastering Perl starts you on your path to becoming the person with the answers, and, failing

that, the person who knows how to find the answers or discover the problem.

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.

Are you doing all you can to further your career as a software developer? With today's rapidly changing and ever-expanding technologies, being successful requires more than technical expertise. To grow

professionally, you also need soft skills and effective learning techniques. Honing those skills is what this book is all about. Authors Dave Hoover and Adewale Oshineye have cataloged dozens of behavior patterns to help you perfect essential aspects of your craft. Compiled from years of research, many interviews, and feedback from O'Reilly's online forum, these patterns address difficult situations that programmers, administrators, and DBAs face every day. And it's not just about financial success. Apprenticeship Patterns also approaches software development as a means to personal fulfillment. Discover how this book can help you make the best of both your life and your career. Solutions to some common obstacles that this book explores in-depth include: Burned out at work? "Nurture Your Passion" by finding a pet project to rediscover the joy of problem solving. Feeling overwhelmed by new information? Re-explore familiar territory by building something you've built before, then use "Retreat into Competence" to move forward again. Stuck in your learning? Seek a team of experienced and talented developers with whom you can "Be the Worst" for a while. "Brilliant stuff! Reading this book was like being in a time machine that pulled me back to those key learning moments in my career as a professional software developer and, instead of having to learn best practices the hard way, I had a guru sitting on my shoulder guiding me every step towards master

craftsmanship. I'll certainly be recommending this book to clients. I wish I had this book 14 years ago!"-Russ Miles, CEO, OpenCredo
Today, nearly any group or nation with violence in its past has constructed or is planning a memorial museum as a mechanism for confronting past trauma, often together with truth commissions, trials, and/or other symbolic or material reparations. Exhibiting Atrocity documents the emergence of the memorial museum as a new cultural form of commemoration, and analyzes its use in efforts to come to terms with past political violence and to promote democracy and human rights. Through a global comparative approach, Amy Sodaro uses in-depth case studies of five exemplary memorial museums that commemorate a range of violent pasts and allow for a chronological and global examination of the trend: the U.S. Holocaust Memorial Museum in Washington, DC; the House of Terror in Budapest, Hungary; the Kigali Genocide Memorial Centre in Rwanda; the Museum of Memory and Human Rights in Santiago, Chile; and the National September 11 Memorial Museum in New York. Together, these case studies illustrate the historical emergence and global spread of the memorial museum and show how this new cultural form of commemoration is intended to be used in contemporary societies around the world.
Modern number theory began with the work of Euler

and Gauss to understand and extend the many unsolved questions left behind by Fermat. In the course of their investigations, they uncovered new phenomena in need of explanation, which over time led to the discovery of field theory and its intimate connection with complex multiplication. While most texts concentrate on only the elementary or advanced aspects of this story, Primes of the Form $x^2 + ny^2$ begins with Fermat and explains how his work ultimately gave birth to quadratic reciprocity and the genus theory of quadratic forms. Further, the book shows how the results of Euler and Gauss can be fully understood only in the context of class field theory. Finally, in order to bring class field theory down to earth, the book explores some of the magnificent formulas of complex multiplication. The central theme of the book is the story of which primes p can be expressed in the form $x^2 + ny^2$. An incomplete answer is given using quadratic forms. A better though abstract answer comes from class field theory, and finally, a concrete answer is provided by complex multiplication. Along the way, the reader is introduced to some wonderful number theory. Numerous exercises and examples are included. The book is written to be enjoyed by readers with modest mathematical backgrounds. Chapter 1 uses basic number theory and abstract algebra, while chapters 2 and 3 require Galois theory and complex analysis, respectively.

Covers advanced features of Perl, how the Perl interpreter works, and presents areas of modern computing technology such as networking, user interfaces, persistence, and code generation. Until now, no other book examined the gap between the theory of algorithms and the production of software programs. Focusing on practical issues, A Programmer's Companion to Algorithm Analysis carefully details the transition from the design and analysis of an algorithm to the resulting software program. Consisting of two main complementary Dive deep into the Go language and become an expert Go developer Key Features Second edition of the bestselling guide to advanced Go programming, expanded to cover machine learning, more Go packages and a range of modern development techniques Completes the Go developer's education with real-world guides to building high-performance production systems Packed with practical examples and patterns to apply to your own development work Clearly explains Go nuances and features to remove the frustration from Go development Book Description Often referred to (incorrectly) as Golang, Go is the high-performance systems language of the future. Mastering Go, Second Edition helps you become a productive expert Go programmer, building and improving on the groundbreaking first edition. Mastering Go, Second Edition shows how to put Go to work on real production systems. For programmers who already know the Go language basics, this book provides examples, patterns, and clear explanations to help you deeply understand Go's capabilities and apply them in your programming work. The book covers the nuances of Go, with in-depth guides on types and structures, packages, concurrency, network programming, compiler design, optimization, and more. Each chapter ends with exercises and resources to fully embed

your new knowledge. This second edition includes a completely new chapter on machine learning in Go, guiding you from the foundation statistics techniques through simple regression and clustering to classification, neural networks, and anomaly detection. Other chapters are expanded to cover using Go with Docker and Kubernetes, Git, WebAssembly, JSON, and more. If you take the Go programming language seriously, the second edition of this book is an essential guide on expert techniques. What you will learn Clear guidance on using Go for production systems Detailed explanations of how Go internals work, the design choices behind the language, and how to optimize your Go code A full guide to all Go data types, composite types, and data structures Master packages, reflection, and interfaces for effective Go programming Build high-performance systems networking code, including server and client-side applications Interface with other systems using WebAssembly, JSON, and gRPC Write reliable, high-performance concurrent code Build machine learning systems in Go, from simple statistical regression to complex neural networks Who this book is for Mastering Go, Second Edition is for Go programmers who already know the language basics, and want to become expert Go practitioners.

Whether one is an amateur programmer or knows a wide range of algorithms in other languages, this book will illustrate how to carry out traditional programming tasks in a high-powered, efficient, easy-to-maintain manner with Perl. Topics range in complexity from sorting and searching to statistical algorithms, numerical analysis, and encryption.

Shell scripting skills never go out of style. It's the shell that unlocks the real potential of Unix. Shell scripting is essential for Unix users and system administrators-a way to quickly harness and customize the full power of any Unix system. With shell scripts, you can combine the fundamental Unix text

and file processing commands to crunch data and automate repetitive tasks. But beneath this simple promise lies a treacherous ocean of variations in Unix commands and standards. Classic Shell Scripting is written to help you reliably navigate these tricky waters.Writing shell scripts requires more than just a knowledge of the shell language, it also requires familiarity with the individual Unix programs: why each one is there, how to use them by themselves, and in combination with the other programs. The authors are intimately familiar with the tips and tricks that can be used to create excellent scripts, as well as the traps that can make your best effort a bad shell script. With Classic Shell Scripting you'll avoid hours of wasted effort. You'll learn not only write useful shell scripts, but how to do it properly and portably.The ability to program and customize the shell quickly, reliably, and portably to get the best out of any individual system is an important skill for anyone operating and maintaining Unix or Linux systems. Classic Shell Scripting gives you everything you need to master these essential skills.

Nick Higham follows up his successful HWMS volume with this much-anticipated second edition.

This is an excellent resource for programmers who need to learn Java but aren't interested in just reading about concepts. Introduction to Java Programming with Games follows a spiral approach to introduce concepts and enable them to write game programs as soon as they start. It includes code examples and problems that are easy to understand and motivates them to work through to find the solutions. This game-motivated presentation will help programmers quickly apply what they've learned in order to build their skills.

This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as

well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups—whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers—this book is for you. Covers Expression, Structure, Common Blunders, Documentation, & Structured Programming Techniques Literate programming is a programming methodology that combines a programming language with a documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.

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. MATLAB is an interactive system for numerical computation that is widely used for teaching and research in industry and academia. It provides a modern programming language and problem solving environment, with powerful data structures, customizable graphics, and easy-to-use editing and debugging tools. This third edition of MATLAB Guide completely revises and updates the best-selling second edition and is more than 30 percent longer. The book remains a lively, concise introduction to the most popular and important features of MATLAB and the Symbolic Math Toolbox. Key features are a tutorial in Chapter 1 that gives a hands-on overview of MATLAB; a thorough treatment of

MATLAB mathematics, including the linear algebra and numerical analysis functions and the differential equation solvers; and a web page at http://www.siam.org/books/ot150 that provides example program files, updates, and links to MATLAB resources. The new edition contains color figures throughout; includes pithy discussions of related topics in new ?Asides" boxes that augment the text; has new chapters on the Parallel Computing Toolbox, object-oriented programming, graphs, and large data sets; covers important new MATLAB data types such as categorical arrays, string arrays, tall arrays, tables, and timetables; contains more on MATLAB workflow, including the Live Editor and unit tests; and fully reflects major updates to the MATLAB graphics system. This book is suitable for both beginners and more experienced users, including students, researchers, and practitioners.

Practice-based learning—the kind of education that comes from experiencing real work in real situations—has always been a prerequisite to qualification in professions such as medicine. However, there is growing interest in how practice-based models of learning can assist the initial preparation for and further development of skills for a wider range of occupations. Rather than being seen as a tool of first-time training, it is now viewed as a potentially important facet of professional development and life-long learning. This book provides perspectives on practice-based learning from a range of disciplines and fields of work. The collection here draws on a wide spectrum of perspectives to illustrate as well as to critically appraise approaches to practice-based learning. The book's two sections first explore the conceptual foundations of learning through practice, and then provide detailed examples of its implementation. Long-standing practice-based approaches to learning have been used in many professions and trades. Indeed, admission to the trades

and major professions (e.g. medicine, law, accountancy) can only be realised after completing extended periods of practice in authentic practice settings. However, the growing contemporary interest in using practice-based learning in more extensive contexts has arisen from concerns about the direct employability of graduates and the increasing focus on occupation-specific courses in both vocations and higher education. It is an especially urgent issue in an era of critical skill shortages, rapidly transforming work requirements and an aging workforce combined with a looming shortage of new workforce entrants. We must better understand how existing models of practice-based learning are enacted in order to identify how they can be applied to different kinds of employment and workplaces. The contributions to this volume explore ways in which learning through practice can be conceptualised, enacted, and appraised through an analysis of the traditions, purposes, and processes that support this learning—including curriculum models and pedagogic practices.

This collection of essays drawn from Plauger's popular "Programming on Purpose" column in the magazine Computer Language, focuses on the technology of writing computer software. Plauger's style is clear without being simplistic, reducing complex themes to bite-size chunks. KEY TOPICS: Covers a number of important technical themes such as computer arithmetic, approximating math functions, human perception and artificial intelligence, encrypting data and clarifying documentation.

Software effort estimation is one of the oldest and most important problems in software project management, and thus today there are a large number of models, each with its own unique strengths and weaknesses in general, and even more importantly, in relation to the environment and context in which it is to be applied. Trendowicz and Jeffery present a

comprehensive look at the principles of software effort estimation and support software practitioners in systematically selecting and applying the most suitable effort estimation approach. Their book not only presents what approach to take and how to apply and improve it, but also explains why certain approaches should be used in specific project situations. Moreover, it explains popular estimation methods, summarizes estimation best-practices, and provides guidelines for continuously improving estimation capability. Additionally, the book offers invaluable insights into project management in general, discussing issues including project trade-offs, risk assessment, and organizational learning. Overall, the authors deliver an essential reference work for software practitioners responsible for software effort estimation and planning in their daily work and who want to improve their estimation skills. At the same time, for lecturers and students the book can serve as the basis of a course in software processes, software estimation, or project management.

Multi-Paradigm Design for C++ offers insight into an analysis and design process that takes advantage of C++'s multiple paradigm capability. It uses understandable notation and readable explanations to help all C++ programmers - not just system architects and designers - combine multiple paradigms in their application development for more effective, efficient, portable, robust, and reusable software. Readers will gain an understanding of domain engineering methods that support multi-paradigm design. This book reveals how to analyze the application domain, using principles of commonality and variation, to define subdomains according to the most appropriate paradigm for each. Multi-paradigm design digs deeper than any single technology or technique to address fundamental questions of software abstraction and design.

sed & awk describes two text processing programs that are mainstays of the UNIX programmer's toolbox.sed is a "stream editor" for editing streams of text that might be too large to edit as a single file, or that might be generated on the fly as part of a larger data processing step. The most common operation done with sed is substitution, replacing one block of text with another.awk is a complete programming language. Unlike many conventional languages, awk is "data driven" -- you specify what kind of data you are interested in and the operations to be performed when that data is found. awk does many things for you, including automatically opening and closing data files, reading records, breaking the records up into fields, and counting the records. While awk provides the features of most conventional programming languages, it also includes some unconventional features, such as extended regular expression matching and associative arrays. sed & awk describes both programs in detail and includes a chapter of example sed and awk scripts.This edition covers features of sed and awk that are mandated by the POSIX standard. This most notably affects awk, where POSIX standardized a new variable, CONVFMT, and new functions, toupper() and tolower(). The CONVFMT variable specifies the conversion format to use when converting numbers to strings (awk used to use OFMT for this purpose). The toupper() and tolower() functions each take a (presumably mixed case) string argument and return a new version of the string with all letters translated to the corresponding case.In addition, this edition covers GNU sed, newly available since the first edition. It also updates the first edition coverage of Bell Labs nawk and GNU awk (gawk), covers mawk, an additional freely available implementation of awk, and briefly discusses three commercial versions of awk, MKS awk, Thompson Automation awk (tawk), and Videosoft (VSAwk).

Comprehensive treatment focuses on creation of efficient data structures and algorithms and selection or design of data structure best suited to specific problems. This edition uses Java as the programming language.

As an open operating system, Unix can be improved on by anyone and everyone: individuals, companies, universities, and more. As a result, the very nature of Unix has been altered over the years by numerous extensions formulated in an assortment of versions. Today, Unix encompasses everything from Sun's Solaris to Apple's Mac OS X and more varieties of Linux than you can easily name. The latest edition of this bestselling reference brings Unix into the 21st century. It's been reworked to keep current with the broader state of Unix in today's world and highlight the strengths of this operating system in all its various flavors. Detailing all Unix commands and options, the informative guide provides generous descriptions and examples that put those commands in context. Here are some of the new features you'll find in Unix in a Nutshell, Fourth Edition: Solaris 10, the latest version of the SVR4-based operating system, GNU/Linux, and Mac OS X Bash shell (along with the 1988 and 1993 versions of ksh) tsch shell (instead of the original Berkeley csh) Package management programs, used for program installation on popular GNU/Linux systems, Solaris and Mac OS X GNU Emacs Version 21 Introduction to source code management systems Concurrent versions system Subversion version control system GDB debugger As Unix has progressed, certain commands that were once critical have fallen into disuse. To that end, the book has also dropped material that is no longer relevant, keeping it taut and current. If you're a Unix user or programmer, you'll recognize the value of this complete, up-to-date Unix reference. With chapter overviews, specific examples, and detailed command.

Software -- Software Engineering.
Page 26: How can I avoid off-by-one errors? Page 143: Are Trojan Horse attacks for real? Page 158: Where should I look when my application can't handle its workload? Page 256: How can I detect memory leaks? Page 309: How do I target my application to international markets? Page 394: How should I name my code's identifiers? Page 441: How can I find and improve the code coverage of my tests? Diomidis Spinellis' first book, Code Reading, showed programmers how to understand and modify key functional properties of software. Code Quality focuses on non-functional properties, demonstrating how to meet such critical requirements as reliability, security, portability, and maintainability, as well as efficiency in time and space. Spinellis draws on hundreds of examples from open source projects--such as the Apache web and application servers, the BSD Unix systems, and the HSQLDB Java database--to illustrate concepts and techniques that every professional software developer will be able to appreciate and apply immediately. Complete files for the open source code illustrated in this book are available online at: http://www.spinellis.gr/codequality/
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