

The Pragmatic Programmer

You want to explore functional programming, but are put off by the academic feel (tell me about monads just one more time). You know you need concurrent applications, but also know these are almost impossible to get right. Meet Elixir, a functional, concurrent language built on the rock-solid Erlang VM. Elixir's pragmatic syntax and built-in support for metaprogramming will make you productive and keep you interested for the long haul. This book is the introduction to Elixir for experienced programmers. Maybe you need something that's closer to Ruby, but with a battle-proven environment that's unrivaled for massive scalability, concurrency, distribution, and fault tolerance. Maybe the time is right for the Next Big Thing. Maybe it's Elixir. This edition of the book has been updated to cover Elixir 1.2, including the new with expression, the exrm release manager, and the removal of deprecated types. As a developer, you've probably heard that functional programming techniques help manage the complexities of today's real-world, concurrent systems. You're also investigating designs that help you maximize uptime and manage security. This book is your guide to Elixir, a modern, functional, and concurrent programming language. Because Elixir runs on the Erlang VM, and uses the underlying Erlang/OTP architecture, it benefits from almost 20 years of research into high performance, highly parallel, and seriously robust applications. Elixir brings a lot that's new: a modern, Ruby-like, extendable syntax, compile and runtime evaluation, a

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hygienic macro system, and more. But, just as importantly, Elixir brings a sense of enjoyment to parallel, functional programming. Your applications become fun to work with, and the language encourages you to experiment. Part 1 covers the basics of writing sequential Elixir programs. We'll look at the language, the tools, and the conventions. Part 2 uses these skills to start writing concurrent code--applications that use all the cores on your machine, or all the machines on your network! And we do it both with and without OTP. And Part 3 looks at the more advanced features of the language, from DSLs and code generation to extending the syntax. By the end of this book, you'll understand Elixir, and know how to apply it to solve your complex, modern problems.

Explore functional programming without the academic overtones (tell me about monads just one more time). Create concurrent applications, but get them right without all the locking and consistency headaches. Meet Elixir, a modern, functional, concurrent language built on the rock-solid Erlang VM. Elixir's pragmatic syntax and built-in support for metaprogramming will make you productive and keep you interested for the long haul. Maybe the time is right for the Next Big Thing. Maybe it's Elixir. This book is the introduction to Elixir for experienced programmers, completely updated for Elixir 1.3. Functional programming techniques help you manage the complexities of today's real-world, concurrent systems; maximize uptime; and manage security. Enter Elixir, with its modern, Ruby-like, extendable syntax, compile and runtime evaluation, hygienic

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macro system, and more. But, just as importantly, Elixir brings a sense of enjoyment to parallel, functional programming. Your applications become fun to work with, and the language encourages you to experiment. Part 1 covers the basics of writing sequential Elixir programs. We'll look at the language, the tools, and the conventions. Part 2 uses these skills to start writing concurrent code-applications that use all the cores on your machine, or all the machines on your network! And we do it both with and without OTP. Part 3 looks at the more advanced features of the language, from DSLs and code generation to extending the syntax. This edition is fully updated with all the new features of Elixir 1.3, with a new chapter on Tooling, covering testing (both conventional and property based), code and dependency exploration, and server monitoring. By the end of this book, you'll understand Elixir, and know how to apply it to solve your complex, modern problems. What You Need: You'll need a computer, a little experience with another high-level language, and a sense of adventure. No functional programming experience is needed.

Offers information and instructions on how to code and build Minecraft plugins using Java, enabling users to manipulate and control different elements in the 3D game environment.

Shows you, using detailed comparisons and commentary, how to translate your hard-earned Java knowledge and skills into the world of Ruby and Rails.

What others in the trenches say about The Pragmatic Programmer ... "The cool thing

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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

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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 ...

"Ruby is a true object-oriented programming language that makes the craft of programming easier. Ruby is a transparent language: It doesn't obscure your program behind unnecessary syntax or reams of extra support code." "Guided by the Principle of Least Surprise, Ruby embodies the values of consistency and simplicity of expression. It's more than a programming language: It's a concise way of expressing ideas. Ruby supports natural intelligence - yours." "Programming Ruby: The Pragmatic Programmer's Guide is your complete Ruby resource. It provides a tutorial and overview of Ruby version 1.6; a detailed description of the language's structure, syntax, and operation; a guide to building applications with Ruby; and a comprehensive library reference."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

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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

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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 sections and filled with entertaining anecdotes, thoughtful examples, and interesting

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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.

Using anecdotes, analogies, examples and parables, this user-friendly guide offers techniques for getting any programming job done effectively, and can help any programmer improve skills, no matter what level. Incorporates today's top languages, including Java, C, C++, and Perl.

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Provides a daily action plan filled with tips, tricks, and best practices to improve health for computer programmers, including how to mitigate back problems, carpal tunnel syndrome, and headaches.

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Printed in full color. Software development happens in your head. Not in an editor, IDE, or designtool. You're well educated on how to work with software and hardware, but what about wetware--our own brains? Learning new skills and new technology is critical to your career, and it's all in your head. In this book by Andy Hunt, you'll learn how our brains are wired, and how to take advantage of your brain's architecture. You'll learn new tricks and tipsto learn more, faster, and retain more of what you learn. You need a pragmatic approach to thinking and learning. You need to Refactor Your Wetware. Programmers have to learn

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constantly; not just the stereotypical new technologies, but also the problem domain of the application, the whims of the user community, the quirks of your teammates, the shifting sands of the industry, and the evolving characteristics of the project itself as it is built. We'll journey together through bits of cognitive and neuroscience, learning and behavioral theory. You'll see some surprising aspects of how our brains work, and how you can take advantage of the system to improve your own learning and thinking skills. In this book you'll learn how to:

- Use the Dreyfus Model of Skill Acquisition to become more expert
- Leverage the architecture of the brain to strengthen different thinking modes
- Avoid common "known bugs" in your mind
- Learn more deliberately and more effectively
- Manage knowledge more efficiently

The Pragmatic Programmers classic is back! Freshly updated for modern software development, *Pragmatic Unit Testing in Java 8 With JUnit* teaches you how to write and run easily maintained unit tests in JUnit with confidence. You'll learn mnemonics to help you know what tests to write, how to remember all the boundary conditions, and what the qualities of a good test are. You'll see how unit tests can pay off by allowing you to keep your system code clean, and you'll learn how to handle the stuff that seems too tough to test. *Pragmatic Unit Testing in Java 8 With JUnit* steps you through all the important unit testing topics. If

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you've never written a unit test, you'll see screen shots from Eclipse, IntelliJ IDEA, and NetBeans that will help you get past the hard part--getting set up and started. Once past the basics, you'll learn why you want to write unit tests and how to effectively use JUnit. But the meaty part of the book is its collected unit testing wisdom from people who've been there, done that on production systems for at least 15 years: veteran author and developer Jeff Langr, building on the wisdom of Pragmatic Programmers Andy Hunt and Dave Thomas. You'll learn: How to craft your unit tests to minimize your effort in maintaining them. How to use unit tests to help keep your system clean. How to test the tough stuff. Memorable mnemonics to help you remember what's important when writing unit tests. How to help your team reap and sustain the benefits of unit testing. You won't just learn about unit testing in theory--you'll work through numerous code examples. When it comes to programming, hands-on is the only way to learn! This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. 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.

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Subtitle on previous ed.: Create flying creepers and flaming cows in Java.

In this book, we have hand-picked the most sophisticated, unanticipated, absorbing (if not at times crackpot!), original and musing book reviews of "The Pragmatic Programmer: From Journeyman to Master." Don't say we didn't warn you: these reviews are known to shock with their unconventionality or intimacy. Some may be startled by their biting sincerity; others may be spellbound by their unbridled flights of fantasy. Don't buy this book if: 1. You don't have nerves of steel. 2. You expect to get pregnant in the next five minutes. 3. You've heard it all. The concept of Pragmatic Programming has become a reference term to the Programmers who are looking to hone their skills. Pragmatic Programming has been designed through real case analysis based on practical market experience. We have established a set of principles and concepts throughout this book that understand the characteristics and responsibilities of a Pragmatic Programmer. Although every Programmer is unique and has strengths and weaknesses, some characteristics are inherent in every Programmer who is said to be dedicated and responsible in his work, namely: Quick adaptation: Instinct for techniques and technologies. Ability and interest in learning new technologies and associating learning with the knowledge already obtained. Inquisition Interest in obtaining clarity. Question and analyze every situation intrinsic to the given problem. Critical Thinking Attitude to try to understand and make sure of reason and motives before making any assumptions. Realism Ability to understand the real nature of a given problem so as not to idealize possible solutions, but to understand what can actually be done. Versuatility Willingness to relate to various areas. Even as an expert, be willing to learn and acquire a generic range of knowledge. To become a Pragmatic Programmer, you need to think about what you are doing while you are doing it. It is

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not enough to do an isolated audit to get positive results, but to make it a habit to make a constant critical assessment of every decision you have made or intend to make. In other words, it is necessary to turn off the autopilot and to be present and aware of every action taken, to be constantly thinking and criticizing your work based on the Principles of Pragmatism. Throughout nine chapters, the book deals with several principles on how to improve your attitude as a programmer. This book is aimed at students and developers who have previously had a first experience with programming and who wish to move to the Pragmatic Programming (PP) in order to design, create, and develop agile software/applications.

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"One of the most significant books in my life."--Obie Fernandez, Author, The Rails Way
"Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for yours." -Mike Cohn, Author of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied ". . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come." -Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode. Rocks ". . . lightning does strike twice, and this book is proof." -VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks
The Pragmatic Programmer is one of those rare tech books you'll read, re-read, and read again over the years. Whether you're new to the field or an experienced practitioner, you'll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a

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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 p ...

Presents a guide to unit testing with the NUnit library in C# along with providing information on writing code, detecting and fixing problems, testing pieces of code, and testing with a team. This book is the introduction to Elixir for experienced programmers, completely updated for Elixir 1.6 and beyond. Explore functional programming without the academic overtones (tell me about monads just one more time). Create concurrent applications, but get them right without all the locking and consistency headaches. Meet Elixir, a modern, functional, concurrent

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Summary: Ruby 1.9 was a major release of the language: it introduced multinationalization, new block syntax and scoping rules, a new, faster, virtual machine, and hundreds of new methods in dozens of new classes and modules. Ruby 2.0 is less radical--it has keyword arguments, a new regexp engine, and some library changes. This book describes it all. The first quarter of the book is a tutorial introduction that gets you up to speed with the Ruby

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language and the most important classes and libraries. Download and play with the hundreds of code samples as your experiment with the language. The second section looks at real-world Ruby, covering the Ruby environment, how to package, document, and distribute code, and how to work with encodings. The third part of the book is more advanced. In it, you'll find a full description of the language, an explanation of duck typing, and a detailed description of the Ruby object model and metaprogramming. The book ends with a reference section: comprehensive and detailed documentation of Ruby's libraries. You'll find descriptions and examples of more than 1,300 methods in 58 built-in classes and modules, along with brief descriptions of 97 standard libraries. Ruby makes your programming more productive; it makes coding fun again. And this book will get you up to speed with the very latest Ruby, quickly and enjoyably.

Want to be a better developer? This book collects the personal habits, ideas, and approaches of successful agile software developers and presents them in a series of short, easy-to-digest tips.

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