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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

**Stephen R. Schach**



## **Code Complete A Practical Handbook Of Software Construction Second Edition:**

**Code Complete** Steve McConnell, 2004-06-09 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 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 [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 r Visual Basic r C and Java though the focus is squarely on techniques and practices

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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 **Proceedings of the ASME Turbo Expo ...** ,2005

**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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