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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

Deborah Kurata



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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

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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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