

# WRITING SOLID CODE

Microsoft's  
Techniques for  
Developing  
Bug-Free  
C Programs



STEVE MAGUIRE

Foreword by Dave Moore  
Director of Development, Microsoft Corporation



# Writing Solid Code Steve Maguire

**David Kruglinski**



## **Writing Solid Code Steve Maguire:**

**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

**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

*Writing Solid Code* Steve Maguire,2013

*The Practice of Programming* Brian W. Kernighan,Rob Pike,1999 Software Programming Techniques

[Growing Better Software](#) Marc Brevoort,2008 Based on decades of real life software development experience this book will help you produce best of breed world class software Set up both as a manual and reference this book will help both novice and experienced software developers to take their skills to the next level Learn how to produce lean mean structured code how to keep bugs out of your programs to make your software more user friendly to improve maintainability to troubleshoot your projects and to guarantee software quality

*Design Patterns Explained* Alan Shalloway,James R. Trott,2004-10-12 One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples this has been very inspiring for a product I m working on an audio only introduction to OOP and software development Bruce Eckel I would expect that readers with a basic understanding of object oriented programming and design would find this book useful before approaching design patterns completely Design Patterns Explained complements the existing design patterns texts and may perform a very useful role fitting between introductory texts such as UML Distilled and the more advanced patterns books James Noble Leverage the quality and productivity benefits of patterns without the complexity Design Patterns Explained Second Edition is the field s simplest clearest most practical introduction to patterns Using dozens of updated Java examples it shows programmers and architects exactly how to use patterns to design develop and deliver software far more effectively You ll start with a complete overview of the fundamental principles of patterns and the role of object oriented analysis and design in contemporary software development Then using easy to understand sample code Alan Shalloway and James Trott illuminate dozens of today s most useful patterns their underlying concepts advantages tradeoffs implementation techniques and pitfalls to avoid Many patterns are accompanied by UML diagrams Building on their best selling First Edition Shalloway

and Trott have thoroughly updated this book to reflect new software design trends patterns and implementation techniques Reflecting extensive reader feedback they have deepened and clarified coverage throughout and reorganized content for even greater ease of understanding New and revamped coverage in this edition includes Better ways to start thinking in patterns How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns driven development process How to use factories to instantiate and manage objects more effectively The Object Pool Pattern a new pattern not identified by the Gang of Four New study practice questions at the end of every chapter Gentle yet thorough this book assumes no patterns experience whatsoever It s the ideal first book on patterns and a perfect complement to Gamma s classic Design Patterns If you re a programmer or architect who wants the clearest possible understanding of design patterns or if you ve struggled to make them work for you read this book

**The Complete Idiot's Guide to a Career in Computer Programming** Jesse Liberty,1999 Describes the job market qualifications career paths and common pitfalls and includes information on interviewing working with employment agencies and resumes

**Computational Multiscale Modeling of Fluids and Solids** Martin Oliver Steinhauser,2008 The idea of the book is to provide a comprehensive overview of computational physics methods and techniques that are used for materials modeling on different length and time scales Each chapter first provides an overview of the physical basic principles which are the basis for the numerical and mathematical modeling on the respective length scale The book includes the micro scale the meso scale and the macro scale The chapters follow this classification The book will explain in detail many tricks of the trade of some of the most important methods and techniques that are used to simulate materials on the perspective levels of spatial and temporal resolution Case studies are occasionally included to further illustrate some methods or theoretical considerations Example applications for all techniques are provided some of which are from the author s own contributions to some of the research areas Methods are explained if possible on the basis of the original publications but also references to standard text books established in the various fields are mentioned

*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

[InfoWorld](#) ,1996-09-23 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects

**Inside Windows 95** Adrian King,1994 A wide ranging discussion of the next generation of the Microsoft Windows Operating system Not only does the book provide an exclusive inside look at the architectural and programming underpinnings of Windows but it also gives a detailed vision of the next important evolution of the Windows centric office Operating Systems

*Migrating to Swift from Flash and ActionScript* Radoslava Leseva Adams,Hristo Lesev,2016-10-17 Build on your knowledge of ActionScript to take the fast track developing

iOS apps with Apple's latest language Swift Swift's syntax is easier to understand than Objective C for people already familiar with ActionScript At the same time it offers a number of new features and richer expressiveness than both ActionScript and Objective C Switching to a new platform usually involves migration on three levels tools workflow and programming language This book is structured as a guide that will help you on each level with step by step tutorials Apart from the tutorials it comes with recipes for some of the most popular mobile development topics social network integration and messaging taking advantage of device capabilities networking and working with local and iCloud data advertising in your app or game and 2D and 3D graphics The book also includes a final chapter that takes you through Apple's App Store submission process Don't just build your apps sell them What You Will Learn Expand your development knowledge to native iOS programming with Swift Use the latest Xcode 7 IDE Migrate your existing ActionScript projects to Swift Create advanced UI leverage the device hardware integrate with social networks take advantage of 2D and 3D graphics Diagnose your app quickly with Xcode's debugger and instruments Prepare and submit our iOS app in Apple's App Store Who This Book is For Migrating to Swift from Flash and ActionScript is for Flash and Adobe AIR developers who want to move on to native iOS programming with the latest Apple Swift language It's for the seasoned ActionScript programmer who is looking to add another language and platform to their tool belt quickly Migrating to Swift from Flash and ActionScript is a good choice for developers who learn by doing and don't have time to read thick manuals and books for beginners in order to start programming in a new language

**Microsoft Visual C++ 5.0 Programmer's Reference Set** Microsoft Corporation, 1997  
**Dr. Dobb's Journal of Software Tools for the Professional Programmer**, 1995 *Microsoft Visual C++: C language reference* Microsoft Corporation, 1995 The new version of Microsoft Visual C is being released with only online documentation so for the thousands who need or simply prefer printed documentation these books are essential This six volume collection contains all the information in the substantial online help system in Microsoft Visual C In book form this information is portable easy to browse and readable **Inside Visual C++** David Kruglinski, 1994 *C++ Builder 5 Developer's Guide* Jarrod Hollingworth, 2000 Written by high profile 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 **Dr. Dobb's Journal**, 1997 *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 *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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