

The Fundamentals of Software



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Eric Normand



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Code Simplicity Max Kanat-Alexander,2012 Every complexity of software design simplified and codified at last for use by every programmer from the novice to the architects of major applications [Understanding Software](#) Max Kanat-Alexander,2017-09-29 Software legend Max Kanat Alexander shows you how to succeed as a developer by embracing simplicity with forty three essays that will help you really understand the software you work with About This Book Read and enjoy the superlative writing and insights of the legendary Max Kanat Alexander Learn and reflect with Max on how to bring simplicity to your software design principles Discover the secrets of rockstar programmers and how to also just suck less as a programmer Who This Book Is For Understanding Software is for every programmer or anyone who works with programmers If life is feeling more complex than it should be and you need to touch base with some clear thinking again this book is for you If you need some inspiration and a reminder of how to approach your work as a programmer by embracing some simplicity in your work again this book is for you If you re one of Max s followers already this book is a collection of Max s thoughts selected and curated for you to enjoy and reflect on If you re new to Max s work and ready to connect with the power of simplicity again this book is for you What You Will Learn See how to bring simplicity and success to your programming world Clues to complexity and how to build excellent software Simplicity and software design Principles for programmers The secrets of rockstar programmers Max s views and interpretation of the Software industry Why Programmers suck and how to suck less as a programmer Software design in two sentences What is a bug Go deep into debugging In Detail In Understanding Software Max Kanat Alexander Technical Lead for Code Health at Google shows you how to bring simplicity back to computer programming Max explains to you why programmers suck and how to suck less as a programmer There s just too much complex stuff in the world Complex stuff can t be used and it breaks too easily Complexity is stupid Simplicity is smart Understanding Software covers many areas of programming from how to write simple code to profound insights into programming and then how to suck less at what you do You ll discover the problems with software complexity the root of its causes and how to use simplicity to create great software You ll examine debugging like you ve never done before and how to get a handle on being happy while working in teams Max brings a selection of carefully crafted essays thoughts and advice about working and succeeding in the software industry from his legendary blog Code Simplicity Max has crafted forty three essays which have the power to help you avoid complexity and embrace simplicity so you can be a happier and more successful developer Max s technical knowledge insight and kindness has earned him code guru status and his ideas will inspire you and help refresh your approach to the challenges of being a developer Style and approach Understanding Software is a new selection of carefully chosen and crafted essays from Max Kanat Alexander s legendary blog call Code Simplicity Max s writing and thoughts are great to sit and read cover to cover or if you prefer you can drop in and see what you discover new every single time [Understanding Software](#) Max Kanat-Alexander,2017 *30-Second*

Coding Mark Steadman,2021-12-14 The successful 30 Second series tackles coding the science of programming the technology which operates in almost every aspect of modern life Computer code operates behind nearly everything we do from small calculations in the home to complex executions that drive the global economy It influences who we see follow and like online and describes the websites we visit the connections between them the sounds heard on Spotify and videos watched on YouTube There is very little we do which hasn't in some way been codified analysed and computed electronically yet few of us possess a basic understanding of that ultimate language barrier That's a shame because coding is the key to so much Simple programming concepts can explain plenty about the modern world and the changes to come in the age of AI With insightful text edited by computer scientist and technology podcaster Mark Steadman and contributions from other industry experts learn the origins of computer code from the first computers developed in during the Industrial Revolution through the codebreaking machines used during World War II to the hyperfast computers of the present day Have all the key terms of this fascinating science explained in simple bitesize chunks of information rich text as well as meeting the key figures who have helped make computer science what it is today From algorithms and scripts to block chain bits and bots turn to 30 Second Coding to reveal the secrets behind this fascinating subject **Cloud Native Go** Matthew A.

Titmus,2024-10-14 Learn how to use Go's strengths to develop services that are scalable and resilient even in an unpredictable environment With this book's expanded second edition Go developers will explore the composition and construction of cloud native applications from lower level Go features and mid level patterns to high level architectural considerations Each chapter in this new edition builds on the lessons of the previous chapter taking intermediate to advanced developers through Go to construct a simple but fully featured distributed key value store You'll learn about Go generics dependability and reliability memory leaks and message oriented middleware New chapters on security and distributed state delve into critical aspects of developing secure distributed cloud native applications With this book you will Learn the features that make Go an ideal language for building cloud native software Understand how Go solves the challenges of designing scalable distributed services Design and implement a reliable cloud native service by leveraging Go's lower level features such as channels and goroutines Apply patterns abstractions and tooling to effectively build and manage complex distributed systems Overcome stumbling blocks when using Go to build and manage a cloud native service *Effective*

Coding with VHDL Ricardo Jasinski,2016-05-27 A guide to applying software design principles and coding practices to VHDL to improve the readability maintainability and quality of VHDL code This book addresses an often neglected aspect of the creation of VHDL designs A VHDL description is also source code and VHDL designers can use the best practices of software development to write high quality code and to organize it in a design This book presents this unique set of skills teaching VHDL designers of all experience levels how to apply the best design principles and coding practices from the software world to the world of hardware The concepts introduced here will help readers write code that is easier to understand and more

likely to be correct with improved readability maintainability and overall quality After a brief review of VHDL the book presents fundamental design principles for writing code discussing such topics as design quality architecture modularity abstraction and hierarchy Building on these concepts the book then introduces and provides recommendations for each basic element of VHDL code including statements design units types data objects and subprograms The book covers naming data objects and functions commenting the source code and visually presenting the code on the screen All recommendations are supported by detailed rationales Finally the book explores two uses of VHDL synthesis and testbenches It examines the key characteristics of code intended for synthesis distinguishing it from code meant for simulation and then demonstrates the design and implementation of testbenches with a series of examples that verify different kinds of models including combinational sequential and FSM code Examples from the book are also available on a companion website enabling the reader to experiment with the complete source code

Safety and Security of Cyber-Physical Systems Frank J.

Furrer,2022-07-20 Cyber physical systems CPSs consist of software controlled computing devices communicating with each other and interacting with the physical world through sensors and actuators Because most of the functionality of a CPS is implemented in software the software is of crucial importance for the safety and security of the CPS This book presents principle based engineering for the development and operation of dependable software The knowledge in this book addresses organizations that want to strengthen their methodologies to build safe and secure software for mission critical cyber physical systems The book Presents a successful strategy for the management of vulnerabilities threats and failures in mission critical cyber physical systems Offers deep practical insight into principle based software development 62 principles are introduced and cataloged into five categories Business Provides direct guidance on architecting and operating dependable cyber physical systems for software managers and architects

Cloud Native Go Matthew A.

Titmus,2021-04-20 What do Docker Kubernetes and Prometheus have in common All of these cloud native technologies are written in the Go programming language This practical book shows you how to use Go s strengths to develop cloud native services that are scalable and resilient even in an unpredictable environment You ll explore the composition and construction of these applications from lower level features of Go to mid level design patterns to high level architectural considerations Each chapter builds on the lessons of the last walking intermediate to advanced developers through Go to construct a simple but fully featured distributed key value store You ll learn best practices for adopting Go as your development language for solving cloud native management and deployment issues Learn how cloud native applications differ from other software architectures Understand how Go can solve the challenges of designing scalable distributed services Leverage Go s lower level features such as channels and goroutines to implement a reliable cloud native service Explore what service reliability is and what it has to do with cloud native Apply a variety of patterns abstractions and tooling to build and manage complex distributed systems

The Wide World of Coding Jennifer Connor-Smith,2020-04-07 The best part about coding is that

anyone with a computer can learn how to do it From education to healthcare to entertainment software touches almost every aspect of twenty first century life Take a high level perspective on the types of people who create that software including many jobs that do not involve writing code at all Learn about the software development cycle and the huge variety of skills developers draw on including psychology mathematics and art to create amazing apps and programs Explore why diversity is needed to prevent bias in design Learn about the different coding languages and what they are used for how developers choose a language and tools that simplify coding Jennifer Connor Smith breaks down stereotypes about coding as a career that is open only to technology obsessed gamers revealing ways people use software to improve medical care nurture dementia patients promote social justice and more Hands on activities show you how easy it is to learn to think like a coder The next generation of coders will require diverse teams creativity and ethical codes of conduct to create the best and most successful software Will you be one of them

[Code Simplicity](#) Adrian Burke,2018-02-08 Whether you re a junior programmer senior software engineer or non technical manager you ll learn how to create a sound plan for your software project and make better decisions about the pattern and structure of your system This concise guide helps you understand the fundamentals of good software development through universal laws principles you can apply to any programming language or project from here to eternity

[Grokking Simplicity](#) Eric Normand,2021-05-18 For intermediate and advanced developers building complex software

[The Art of Clean Code](#) Christian Mayer,2022-08-02 Learn eight principles to simplify your code and become a more effective and successful programmer Most software developers waste thousands of hours working with overly complex code The eight core principles in The Art of Clean Coding will teach you how to write clear maintainable code without compromising functionality The book s guiding principle is simplicity reduce and simplify then reinvest energy in the important parts to save you countless hours and ease the often onerous task of code maintenance Bestselling author Christian Mayer leverages his experience helping thousands perfect their coding skills in this new book With expert advice and real world examples he ll show you how to Concentrate on the important stuff with the 80 20 principle focus on the 20% of your code that matters most Avoid coding in isolation create a minimum viable product to get early feedback Write code cleanly and simply to eliminate clutter Avoid premature optimization that risks over complicating code Balance your goals capacity and feedback to achieve the productive state of Flow Apply the Do One Thing Well philosophy to vastly improve functionality Design efficient user interfaces with the Less is More principle Tie your new skills together into one unifying principle Focus The Python based The Art of Clean Coding is suitable for programmers at any level with ideas presented in a language agnostic manner

[Code Complete](#) Steve McConnell,2004 This practical handbook of software construction is fully updated and revised with leading edge practices and hundreds of new code samples illustrating the art and science of constructing software

Clean Code Robert C. Martin,2025-10-17 Bestselling author Robert C Martin brings new life and updated code to his beloved Clean Code book With Clean Code Second Edition Robert C Martin

Uncle Bob reinigorates the classic guide to software craftsmanship with updated insights broader scope and enriched content This new edition a comprehensive rewrite of the original bestseller is poised to transform the way developers approach coding fostering a deeper commitment to the craft of writing clean flexible and maintainable code The book is divided into four parts basic coding practices design principles and heuristics high level architecture and the ethics of craftsmanship It challenges readers to critically evaluate code quality and reassess their professional values ultimately guiding them to produce better software This edition includes expanded coverage of testing disciplines design and architecture principles and multiple programming languages Design and architecture principles integrated with coding practices Coverage of more languages including Java JavaScript Go Python Clojure C and C Case studies for practical exercises in code transformation Techniques for writing good names functions objects and classes Strategies for formatting code for maximum readability Comprehensive error handling and testing practices Productive use of AI tools for coding Soft skills and the ethics of programming SOLID principles of software design Management of dependencies for flexible and reusable code Professional practices and trade offs in object oriented design Clean Code Second Edition underscores the importance of evolving software craftsmanship to meet contemporary challenges Offering a deeper exploration of testing design and architecture alongside universal coding principles applicable across various programming languages this edition is set to be an indispensable resource for developers engineers and project managers It not only aims to enhance technical skills but also to cultivate a professional ethos that values clean flexible and sustainable code Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details [Clean Code Mastery](#) Rafael Sanders, Miguel Farmer, 2025-04-12 Clean Code Mastery Writing Maintainable and Scalable Software is your essential guide to becoming a master of writing clean efficient and maintainable code Whether you re a novice developer or an experienced programmer this step by step guide will teach you the principles best practices and strategies to write code that is both scalable and easy to maintain In this book you ll explore key concepts of clean code including how to improve readability reduce complexity and ensure that your code remains flexible and adaptable to future changes You ll learn how to write code that is easy for both you and your team to understand test and modify leading to higher quality software that can scale with the growing demands of your projects What you ll learn in Clean Code Mastery Introduction to Clean Code Understand what clean code is why it s important and how it impacts your work as a developer Learn the fundamental principles behind clean code such as simplicity readability and maintainability Naming Conventions and Code Structure Discover the importance of choosing meaningful names for variables functions and classes Learn how to structure your code to maximize clarity and minimize confusion ensuring that your code speaks for itself Writing Readable Code Learn how to write code that is easy to read and understand Understand the importance of formatting comments and whitespace and how to organize your code to ensure it is intuitive for others to follow Functions and Methods Best Practices Master the

art of writing small focused functions and methods that do one thing and do it well Learn how to avoid long methods excessive parameters and code duplication to improve readability and maintainability Object Oriented Design and Principles Dive deep into object oriented design OOD principles such as encapsulation inheritance and polymorphism Learn how to design clean and flexible class hierarchies that are easy to extend and modify Avoiding Code Smells Learn to identify code smells indicators of problematic code that may not be immediately obvious Discover common anti patterns and how to refactor them into more clean and efficient solutions Testable Code Understand how writing clean code makes testing easier Learn how to write code that is testable including how to design classes and functions with testing in mind Explore unit testing test driven development TDD and how to ensure that your code is well covered by tests Refactoring Code for Maintainability Learn the techniques of refactoring improving the internal structure of your code without changing its external behavior Understand when and how to refactor to keep your codebase clean and scalable as your project grows Code Reviews and Collaboration Discover the best practices for conducting and participating in code reviews Learn how to collaborate effectively with your team to maintain a clean consistent codebase that adheres to shared standards Building Scalable Software Understand how to write code that not only works well but can also scale as your application grows Learn techniques for optimizing performance handling larger datasets and ensuring your code can handle increasing complexity By the end of Clean Code Mastery you ll have the tools and knowledge to write clean maintainable and scalable code that will stand the test of time Whether you re building small projects or large enterprise applications this book will provide you with the practices and techniques that help you write better software with less effort

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