

Programming Google Glass Pragmatic Bookshelf

Journalism, Gender and Power Cynthia Carter, Linda Steiner, Stuart Allan. 2019-02-12 Journalism, Gender and Power revisits the key themes explored in the 1998 edited collection *News, Gender and Power*. It takes stock of progress made to date, and also breaks ground in advancing critical understandings of how and why gender matters for journalism and current democratic cultures. This new volume develops research insights into issues such as the influence of media ownership and control on sexism, women's employment, and macho news cultures, the gendering of objectivity and impartiality, tensions around the professional identities of journalists, news coverage of violence against women, the sexualization of women in the news, the everyday experience of normative hierarchies and biases in newswork, and the gendering of news audience expectations, amongst other issues. These issues prompt vital questions for feminist and gender-centred explorations concerned with reimagining journalism in the public interest. Contributors to this volume challenge familiar perspectives, and in so doing, extend current parameters of dialogue and debate in fresh directions relevant to the increasingly digitalized, interactive intersections of journalism with gender and power around the globe. *Journalism, Gender and Power* will inspire readers to rethink conventional assumptions around gender in news reporting—conceptual, professional, and strategic—with an eye to forging alternative, progressive ways forward.

Real-Time Systems Design and Analysis Phillip A. Laplante, Seppo J. Ovaska. 2011-11-22 The leading text in the field explains step by step how to write software that responds in real time. From power plants to medicine to avionics, the world increasingly depends on computer systems that can compute and respond to various excitations in real time. The Fourth Edition of *Real-Time Systems Design and Analysis* gives software designers the knowledge and the tools needed to create real-time software using a holistic, systems-based approach. The text covers computer architecture and organization, operating systems, software engineering, programming languages, and compiler theory, all from the perspective of real-time systems design. The Fourth Edition of this renowned text brings it thoroughly up to date with the latest technological advances and applications. This fully updated edition includes coverage of the following concepts: Multidisciplinary design challenges Time-triggered architectures Architectural advancements Automatic code generation Peripheral interfacing Life-cycle processes The final chapter of the text offers an expert perspective on the future of real-time systems and their applications. The text is self-contained, enabling instructors and readers to focus on the material that is most important to their needs and interests. Suggestions for additional readings guide readers to more in-depth discussions on each individual topic. In addition, each chapter features exercises ranging from simple to challenging to help readers progressively build and fine-tune their ability to design their own real-time software programs. Now fully up to date with the latest technological advances and applications in the field, *Real-Time Systems Design and Analysis* remains the top choice for students and software engineers who want to design better and faster real-time systems at minimum cost.

The Ultimate Guide to Ruby Programming .

Synergist .1980

Managing Information Resources in the 1990s Information Resources Management Association. International Conference. 1990-01-01 This collection highlights why IRM is an approach to the overall utilization and management of information resources as a mainstream organizational resource. This book helps you stay up-to-date on the changes within information technology management. Practitioners and academicians at the forefront of this fast-paced field address timely and important issues in information resources technology management. The authors focus on the increasingly important role of IT in providing a competitive advantage in today's changing environment.

Agile Software Development Alistair Cockburn. 2002 Alastair Cockburn offers advice on bringing difficult software development projects to a successful conclusion with a minimum of stress. The volume is based on over 10 years of interviewing software project teams.

The Passionate Programmer Chad Fowler. 2009-05-28 Success in today's IT environment requires you to view your career as a business endeavor. In this book, you'll learn how to become an entrepreneur, driving your career in the direction of your choosing. You'll learn how to build your software development career step by step, following the same path that you would follow if you were building, marketing, and selling a product. After all, your skills themselves are a product. The choices you make about which technologies to focus on and which business domains to master have at least as much impact on your success as your technical knowledge itself—don't let those choices be accidental. We'll walk through all aspects of the decision-making process, so you can ensure that you're investing your time and energy in the right areas. You'll develop a structured plan for keeping your mind engaged and your skills fresh. You'll learn how to assess your skills in terms of where they fit on the value chain, driving you away from commodity skills and toward those that are in high demand. Through a mix of high-level, thought-provoking essays and tactical Act on It sections, you will come away with concrete plans you can put into action immediately. You'll also get a chance to read the perspectives of several highly successful members of our industry from a variety of career paths. As with any product or service, if nobody knows what you're selling, nobody will buy. We'll walk through the often-neglected world of marketing, and you'll create a plan to market yourself both inside your company and to the industry in general. Above all, you'll see how you can set the direction of your career, leading to a more fulfilling and remarkable professional life.

Innovative Software Kenneth N. McKay. 2019-02-20 This is a text for those engaged in creating new, high-value software solutions for which an existing exemplar does not exist. Creating new software is not the same as replicating or doing something similar. It discusses creating software with high uncertainty about what is required, what the users will do, how the users will react, and what value will be delivered. The text addresses software similar to Class IV, V, and VI rapids, and considers how to understand the problem, determine requirements, design for uncertainty and the unknown, plan and execute a project involving innovative software, and how to form a suitable team for the activity. While these topics are sometimes touched upon in other texts, this book adopts a holistic view of the challenge and discusses how the pieces fit together and what must be done to deal with the inherent risks of innovative projects. Approximately one-half of the text is on how to understand the problem and figure out the requirements, with the other focusing on the design and implementation aspects for high-risk software.

Software Evangelism and the Rhetoric of Morality Jennifer Helene Maher. 2015-08-27 Examining the layers of meaning encoded in software and the rhetoric surrounding it, this book offers a much-needed perspective on the intersections between software, morality, and politics. In software development culture, evangelism typically denotes a rhetorical practice that aims to convert software developers, as well as non-technical lay users, from one platform to another (e.g., from the operating system Microsoft Windows to Linux). This book argues that software evangelism, like its religious counterpart, must also be understood as constructing moral and political values that extend well beyond the boundaries of the development culture. Unlike previous studies that locate such values in the effects of code in-use or in certain types of code like free and open source (FOSS) software, Maher argues that all code is meaningful beyond its technical, executable functions. To facilitate this analysis, this study builds a theory of evangelism and illustrates this theory at work in the proprietary software industry and FOSS communities. As an example of political liberalism at work at the level of code, these evangelical rhetorics of software construct competing conceptions of what is good that fall within a shared belief in what is just. Maher illustrates how these beliefs in goodness and justice do not always execute in replicable ways, as the different ways of decoding software evangelisms in the contexts of Brazil and China reveal. Demonstrating how software evangelisms exert a transformative force on the world, one comparable in significance to code itself, this book highlights the importance of rhetoric in even the most seemingly a-rhetorical of technical endeavors and foregrounds the crucial need for rhetorical literacy in the digital age.

Software Engineering Quality Practices Ronald Kirk Kandt. 2005-11-01 Learn how to attract and keep successful software professionals *Software Engineering Quality Practices* describes how software engineers and the managers that supervise them can develop quality software in an effective, efficient, and professional manner. This volume conveys practical advice quickly and clearly while avoiding the dogma that surrounds the software profession. It concentrates on what the real requirements of a system are, what constitutes an appropriate solution, and how you can ensure that the

realized solution fulfills the desired qualities of relevant stakeholders. The book also discusses how successful organizations attract and keep people who are capable of building high-quality systems. The author succinctly describes the nature and fundamental principles of design and incorporates them into an architectural framework, enabling you to apply the framework to the development of quality software for most applications. The text also analyzes engineering requirements, identifies poor requirements, and demonstrates how bad requirements can be transformed via several important quality practices.

Programming Ruby David Thomas.2007

Pragmatic Programming Connor Wallace.2020-02-17 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. Versatility 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 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.

The Pragmatic Programmer Andrew Hunt.1900 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.

Agile Processes, in Software Engineering, and Extreme Programming Helen Sharp, Tracy Hall.2016-05-14 This book contains the refereed proceedings of the 17th International Conference on Agile Software Development, XP 2016, held in Edinburgh, UK, in May 2016. While agile development has already become mainstream in industry, this field is still constantly evolving and continues to spur an enormous interest both in industry and academia. To this end, the XP conference attracts a large number of software practitioners and researchers, providing a rare opportunity for interaction between the two communities. The 14 full papers accepted for XP 2016 were selected from 42 submissions. Additionally, 11 experience reports (from 25 submissions) 5 empirical studies (out of 12 submitted) and 5 doctoral papers (from 6 papers submitted) were selected, and in each case the authors were shepherded by an experienced researcher. Generally, all of the submitted papers went through a rigorous peer-review process.

Facts and Fallacies of Software Engineering Robert L. Glass.2002-10-28 The practice of building software is a “new kid on the block” technology. Though it may not seem this way for those who have been in the field for most of their careers, in the overall scheme of professions, software builders are relative “newbies.” In the short history of the software field, a lot of facts have been identified, and a lot of fallacies promulgated. Those facts and fallacies are what this book is about. There’s a problem with those facts—and, as you might imagine, those fallacies. Many of these fundamentally important facts are learned by a software engineer, but over the short lifespan of the software field, all too many of them have been forgotten. While reading Facts and Fallacies of Software Engineering, you may experience moments of “Oh, yes, I had forgotten that,” alongside some “Is that really true?” thoughts. The author of this book doesn’t shy away from controversy. In fact, each of the facts and fallacies is accompanied by a discussion of whatever controversy envelops it. You may find yourself agreeing with a lot of the facts and fallacies, yet emotionally disturbed by a few of them! Whether you agree or disagree, you will learn why the author has been called “the premier curmudgeon of software practice.” These facts and fallacies are fundamental to the software building field—forget or neglect them at your peril!

Software Engineering: A Practitioner's Approach Roger S. Pressman.2010 For over 20 years, this has been the best-selling guide to software engineering for students and industry professionals alike. This seventh edition features a new part four on web engineering, which presents a complete engineering approach for the analysis, design and testing of web applications.

Professional C++ Marc Gregoire.2021-02-10 Improve your existing C++ competencies quickly and efficiently with this advanced volume Professional C++, 5th Edition raises the bar for advanced programming manuals. Complete with a comprehensive overview of the new capabilities of C++20, each feature of the newly updated programming language is explained in detail and with examples. Case studies that include extensive, working code round out the already impressive educational material found within. Without a doubt, the new 5th Edition of Professional C++ is the leading resource for dedicated and knowledgeable professionals who desire to advance their skills and improve their abilities. This book contains resources to help readers: Maximize the capabilities of C++ with effective design solutions Master little-known elements of the language and learn what to avoid Adopt new workarounds and testing/debugging best practices Utilize real-world program segments in your own applications Notoriously complex and unforgiving, C++ requires its practitioners to remain abreast of the latest developments and advancements. Professional C++, 5th Edition ensures that its readers will do just that.

Fire in the Valley Michael Swaine, Paul Freiberger.2014-10-20 In the 1970s, while their contemporaries were protesting the computer as a tool of dehumanization and oppression, a motley collection of college dropouts, hippies, and electronics fanatics were engaged in something much more subversive. Obsessed with the idea of getting computer power into their own hands, they launched from their garages a hobbyist movement that grew into an industry, and ultimately a social and technological revolution. What they did was invent the personal computer: not just a new device, but a watershed in the relationship between man and machine. This is their story. Fire in the Valley is the definitive history of the personal computer, drawn from interviews with the people who made it happen, written by two veteran computer writers who were there from the start. Working at InfoWorld in the early 1980s, Swaine and Freiberger daily rubbed elbows with people like Steve Jobs and Bill Gates when they were creating the personal computer revolution. A rich story of colorful individuals, Fire in the Valley profiles these unlikely revolutionaries and entrepreneurs, such as Ed Roberts of MITS, Lee Felsenstein at Processor Technology, and Jack Tramiel of Commodore, as well as Jobs and Gates in all the innocence of their formative years. This completely revised and expanded third edition brings the story to its completion, chronicling the end of the personal computer revolution and the beginning of the post-PC era. It covers the departure from the stage of major players with the deaths of Steve Jobs and Douglas Engelbart and the retirements of Bill Gates and Steve Ballmer; the shift away from the PC to the cloud and portable devices; and what the end of the PC era means for issues such as personal freedom and power, and open source vs. proprietary software.

Agile Processes in Software Engineering and Extreme Programming Claes Wohlin.2012-05-12 This book contains the refereed proceedings of the 13th International Conference on Agile Software Development, XP 2012, held in Malmö, Sweden, in May 2012. In the last decade, we have seen agile and lean software development strongly influence the way software is developed. Agile and lean software development has moved from being a way of working for a number of pioneers to becoming, more or less, the expected way of developing software in industry. The topics covered by the selected full papers include general aspects of agility, agile teams, studies related to the release and maintenance of software, and research on specific practices in agile and lean software development. They are complemented by four short papers capturing additional aspects of agile and lean

projects.

The Healthy Programmer Joe Kutner.2013-06-26 Printed in full color. To keep doing what you love, you need to maintain your own systems, not just the ones you write code for. Regular exercise and proper nutrition help you learn, remember, concentrate, and be creative--skills critical to doing your job well. Learn how to change your work habits, master exercises that make working at a computer more comfortable, and develop a plan to keep fit, healthy, and sharp for years to come. Small changes to your habits can improve your health--without getting in the way of your work. The Healthy Programmer gives you a daily plan of action that's incremental and iterative just like the software development processes you're used to. Every tip, trick, and best practice is backed up by the advice of doctors, scientists, therapists, nutritionists, and numerous fitness experts. We'll review the latest scientific research to understand how being healthy is good for your body and mind. You'll start by adding a small amount of simple activity to your day--no trips to the gym needed. You'll learn how to mitigate back pain, carpal tunnel syndrome, headaches, and many other common sources of pain. You'll also learn how to refactor your diet to properly fuel your body without gaining weight or feeling hungry. Then, you'll turn the exercises and activities into a pragmatic workout methodology that doesn't interfere with the demands of your job and may actually improve your cognitive skills. You'll also learn the secrets of prominent figures in the software community who turned their health around by making diet and exercise changes. Throughout, you'll track your progress with a companion iPhone app. Finally, you'll learn how to make your healthy lifestyle pragmatic, attainable, and fun. If you're going to live well, you should enjoy it. Disclaimer This book is intended only as an informative guide for those wishing to know more about health issues. In no way is this book intended to replace, countermand, or conflict with the advice given to you by your own healthcare provider including Physician, Nurse Practitioner, Physician Assistant, Registered Dietician, and other licensed professionals. Keep in mind that results vary from person to person. This book is not intended as a substitute for medical or nutritional advice from a healthcare provider or dietician. Some people have a medical history and/or condition and/or nutritional requirements that warrant individualized recommendations and, in some cases, medications and healthcare surveillance. Do not start, stop, or change medication and dietary recommendations without professional medical and/or Registered Dietician advice. A healthcare provider should be consulted if you are on medication or if there are any symptoms that may require diagnosis or medical attention. Do not change your diet if you are ill, or on medication except under the supervision of a healthcare provider. Neither this, nor any other book or discussion forum is intended to take the place of personalized medical care of treatment provided by your healthcare provider. This book was current as of January, 2013 and as new information becomes available through research, experience, or changes to product contents, some of the data in this book may become invalid. You should seek the most up to date information on your medical care and treatment from your health care professional. The ultimate decision concerning care should be made between you and your healthcare provider. Information in this book is general and is offered with no guarantees on the part of the author, editor or The Pragmatic Programmers, LLC. The author, editors and publisher disclaim all liability in connection with the use of this book.

The Pragmatic Programmer David Hurst Thomas,Andrew Hunt.2019-09-13 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.

Springer Handbook of Automation Shimon Y. Nof.2009-07-16 This handbook incorporates new developments in automation. It also presents a widespread and well-structured conglomeration of new emerging application areas, such as medical systems and health, transportation, security and maintenance, service, construction and retail as well as production or logistics. The handbook is not only an ideal resource for automation experts but also for people new to this expanding field.

Computerworld .1980-08-18 For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Practical Development Environments Matthew B. Doar.2005-09-23 This book doesn't tell you how to write faster code, or how to write code with fewer memory leaks, or even how to debug code at all. What it does tell you is how to build your product in better ways, how to keep track of the code that you write, and how to track the bugs in your code. Plus some more things you'll wish you had known before starting a project. Practical Development Environments is a guide, a collection of advice about real development environments for small to medium-sized projects and groups. Each of the chapters considers a different kind of tool - tools for tracking versions of files, build tools, testing tools, bug-tracking tools, tools for creating documentation, and tools for creating packaged releases. Each chapter discusses what you should look for in that kind of tool and what to avoid, and also describes some good ideas, bad ideas, and annoying experiences for each area. Specific instances of each type of tool are described in enough detail so that you can decide which ones you want to investigate further. Developers want to write code, not maintain makefiles. Writers want to write content instead of manage templates. IT provides machines, but doesn't have time to maintain all the different tools. Managers want the product to move smoothly from development to release, and are interested in tools to help this happen more often. Whether as a full-time position or just because they are helpful, all projects have toolsmiths: making choices about tools, installing them, and then maintaining the tools that everyone else depends upon. This book is especially for everyone who ends up being a toolsmith for his or her group.

Programming Google Glass Eric Redmond.2013 Google Glass is the new wearable computer everyone's talking about. It offers a head-mounted optical display and touch interface, and it's programmable. Kick-start your Glassware development by exploring how users can interface with Glass, developing a Glass application fast by using the Mirror API to manipulate Timeline cards and menus, tracking a Glass's geolocation, creating rich interactions by responding to user inputs, and capturing or serving user images and videos. This is the book to read for a shortcut to this brave new world. Google Glass is the next big thing in portable technology--a wearable computer with an optical head-mounted display. Programming Google Glass is your all-inclusive guidebook for crafting your own Glassware using the Mirror API. You'll start by setting up a production-ready service using Google App Engine, then provide Glass users an authorization to your Glassware. You'll learn how to handle the provided credentials, and from there you'll dive into the parts that make up the Glass interface, managing the timeline and creating cards and menu items. Next you'll create services where the user can interact with your server, such as geolocation tracking, change notifications, and custom menu options. You'll use this information to create a sophisticated application that suggests local restaurants. You'll see how to attach or detach assets, images, and video, and learn the basics of the emerging field of optical-display design. You'll see how to properly design new Glassware and update existing applications to become Glassware. Now is the best time to be an early adopter of a technology that will only become more advanced, nuanced, and ubiquitous. What You Need: You will need a Google Glass device and Java 1.6 or greater. An Android device, like a smart phone or tablet, is also helpful, but not necessary.

The Pragmatic Programmer Andrew Hunt,David Thomas.1999-10-20 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 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 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.

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

New Programmer's Survival Manual Joshua D. Carter.2011-11-15 It's your first day on the new job. You've got the programming chops, you're up on the latest tech, you're sitting at your workstation... now what? *New Programmer's Survival Manual* gives your career the jolt it needs to get going: essential industry skills to help you apply your raw programming talent and make a name for yourself. It's a no-holds-barred look at what really goes on in the office—and how to not only survive, but thrive in your first job and beyond. Programming at industry level requires new skills - you'll build programs that dwarf anything you've done on your own. This book introduces you to practices for working on large-scale, long-lived programs at a professional level of quality. You'll find out how to work efficiently with your current tools, and discover essential new tools. But the tools are only part of the story; you've got to get street-smart too. Succeeding in the corporate working environment requires its own savvy. You'll learn how to navigate the office, work with your teammates, and how to deal with other people outside of your department. You'll understand where you fit into the big picture and how you contribute to the company's success. You'll also get a candid look at the tougher aspects of the job: stress, conflict, and office politics. Finally, programming is a job you can do for the long haul. This book helps you look ahead to the years to come, and your future opportunities—either as a programmer or in another role you grow into. There's nothing quite like the satisfaction of shipping a product and knowing, I built that. Whether you work on embedded systems or web-based applications, in trendy technologies or legacy systems, this book helps you get from raw skill to an accomplished professional.

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 & organization, general principles, safety, security, and risk management principles); • Provides direct guidance on architecting and operating dependable cyber-physical systems for software managers and architects.

Imperfect C++ Matthew Wilson.2005 The historic journey of Barack and Michelle Obama to the White House is memorialized in this fun yet fashionable paper doll book featuring the Obamas. For the millions who can't get enough of this remarkable first family, here's a book containing perforated press-out dolls of Barack and Michelle and over 30 mix-and-match coordinated outfits and accessories featuring the Obamas: —on vacation in Hawaii —golfing at Camp David —on election night —at the extraordinary inauguration and Inaugural Ball —traveling the world on foreign affairs trip —rolling up their sleeves for a day of service plus much more! Highlighting Barack's uniquely professional, yet down-to-earth wardrobe that reflects his popular persona and Michelle's outstanding taste in fashion, this book is a must for anyone wanting that special yes we can kind of day, every day.

Software Engineering Best Practices Capers Jones.2009-11-05 Proven techniques for software engineering success This in-depth volume examines software engineering topics that are not covered elsewhere: the question of why software engineering has developed more than 2,500 programming languages; problems with traditional definitions of software quality; and problems with common metrics, lines of code, and cost per defect that violate standard economic assumptions. The book notes that a majority of new projects are actually replacements for legacy applications, illustrating that data mining for lost requirements should be a standard practice. Difficult social engineering issues are also covered, such as how to minimize harm from layoffs and downsizing. *Software Engineering Best Practices* explains how to effectively plan, size, schedule, and manage software projects of all types, using solid engineering procedures. It details proven methods, from initial requirements through 20 years of maintenance. Portions of the book have been extensively reviewed by key engineers from top companies, including IBM, Microsoft, Unisys, and Sony. Manage Agile, hierarchical, matrix, and virtual software development teams Optimize software quality using JAD, OFD, TSP, static analysis, inspections, and other methods with proven success records Use high-speed functional metrics to assess productivity and quality levels Plan optimal organization, from small teams through more than 1,000 personnel

The Pragmatic Programmer Andrew Hunt, David Thomas.2000

Herding Cats Hank Rainwater.2008-01-01 This self-help guide is for programmers who need to improve their management and leadership skills.

Rapid J2EE Development Alan Monnox.2005 The J2EE developer's practical introduction and cookbook to cost saving software engineering solutions.

Software Development and Professional Practice John Dooley.2011-10-13 *Software Development and Professional Practice* reveals how to design and code great software. What factors do you take into account? What makes a good design? What methods and processes are out there for designing software? Is designing small programs different than designing large ones? How can you tell a good design from a bad one? You'll learn the principles of good software design, and how to turn those principles back into great code. *Software Development and Professional Practice* is also about code construction—how to write great programs and make them work. What, you say? You've already written eight gazillion programs! Of course I know how to write code! Well, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java

language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. You'll also talk about reading code. How do you read code? What makes a program readable? Can good, readable code replace documentation? How much documentation do you really need? This book introduces you to software engineering—the application of engineering principles to the development of software. What are these engineering principles? First, all engineering efforts follow a defined process. So, you'll be spending a bit of time talking about how you run a software development project and the different phases of a project. Secondly, all engineering work has a basis in the application of science and mathematics to real-world problems. And so does software development! You'll therefore take the time to examine how to design and implement programs that solve specific problems. Finally, this book is also about human-computer interaction and user interface design issues. A poor user interface can ruin any desire to actually use a program; in this book, you'll figure out why and how to avoid those errors. Software Development and Professional Practice covers many of the topics described for the ACM Computing Curricula 2001 course C292c Software Development and Professional Practice. It is designed to be both a textbook and a manual for the working professional.

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Software Conflict 2.0 Robert L. Glass.2006 The nearly 60 essays in this book--always easily digestible, often profound, and never too serious--take up large themes and important questions, never shying away from controversy. (Computer Books)

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Table of Contents Programming Google Glass Pragmatic Bookshelf

1. Understanding the eBook Programming Google Glass Pragmatic Bookshelf
 - The Rise of Digital Reading Programming Google Glass Pragmatic Bookshelf
 - Advantages of eBooks Over Traditional Books
2. Identifying Programming Google Glass Pragmatic Bookshelf
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Programming Google Glass Pragmatic Bookshelf
 - User-Friendly Interface
4. Exploring eBook Recommendations from Programming Google Glass Pragmatic Bookshelf
 - Personalized Recommendations
 - Programming Google Glass Pragmatic Bookshelf User Reviews and Ratings
 - Programming Google Glass Pragmatic Bookshelf and Bestseller Lists
5. Accessing Programming Google Glass Pragmatic Bookshelf Free and Paid eBooks
 - Programming Google Glass Pragmatic Bookshelf Public Domain eBooks
 - Programming Google Glass Pragmatic Bookshelf eBook Subscription Services
 - Programming Google Glass Pragmatic Bookshelf Budget-Friendly Options
6. Navigating Programming Google Glass Pragmatic Bookshelf eBook Formats
 - ePub, PDF, MOBI, and More
 - Programming Google Glass Pragmatic Bookshelf Compatibility with Devices
 - Programming Google Glass Pragmatic Bookshelf Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Programming Google Glass Pragmatic Bookshelf
 - Highlighting and Note-Taking Programming Google Glass Pragmatic Bookshelf
 - Interactive Elements Programming Google Glass Pragmatic Bookshelf
8. Staying Engaged with Programming Google Glass Pragmatic Bookshelf
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Programming Google Glass Pragmatic Bookshelf
9. Balancing eBooks and Physical Books Programming Google Glass Pragmatic Bookshelf
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Programming Google Glass Pragmatic Bookshelf
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Programming Google Glass Pragmatic Bookshelf
 - Setting Reading Goals Programming Google Glass Pragmatic Bookshelf
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Programming Google Glass Pragmatic Bookshelf

- Fact-Checking eBook Content of Programming Google Glass Pragmatic Bookshelf
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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