

Get Free Team
Geek A Software
Developers Guide
To Working Well
With Others
W Fitzpatrick

**Team Geek
A Software
Developers
Guide To
Working
Well With
Others
Brian W**

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Geek A Software

Fitzpatrick

***Winner of the 2011
Jolt Excellence***

***Award! Getting
software released
to users is often a
painful, risky, and
time-consuming
process. This
groundbreaking
new book sets out
the principles and***

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With Quality Brian
W. Patrick

**technical practices
that enable rapid,
incremental
delivery of high
quality, valuable
new functionality
to users. Through
automation of the
build, deployment,
and testing
process, and
improved
collaboration
between**

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Willpatrick

***developers,
testers, and
operations,
delivery teams can
get changes
released in a
matter of hours—
sometimes even
minutes-no matter
what the size of a
project or the
complexity of its
code base. Jez
Humble and David***

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Farley begin by presenting the foundations of a rapid, reliable, low-risk delivery process. Next, they introduce the “deployment pipeline,” an automated process for managing all changes, from check-in to release. Finally,

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Principals
W Patrick

***they discuss the
“ecosystem”
needed to support
continuous
delivery, from
infrastructure,
data and
configuration
management to
governance. The
authors introduce
state-of-the-art
techniques,
including***

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**automated
infrastructure
management and
data migration,
and the use of
virtualization. For
each, they review
key issues, identify
best practices, and
demonstrate how
to mitigate risks.
Coverage includes**

- Automating all
facets of building,**

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*integrating,
testing, and
deploying software*
• *Implementing
deployment
pipelines at team
and organizational
levels* • *Improving
collaboration
between
developers,
testers, and
operations* •
Developing

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features

incrementally on

large and

distributed teams

**• Implementing an
effective**

configuration

management

strategy •

Automating

acceptance

testing, from

analysis to

implementation •

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**Testing capacity
and other non-
functional
requirements •
Implementing
continuous
deployment and
zero-downtime
releases •
Managing
infrastructure,
data, components
and dependencies
• Navigating risk**

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**management,
compliance, and
auditing Whether
you're a developer,
systems
administrator,
tester, or
manager, this book
will help your
organization move
from idea to
release faster than
ever—so you can
deliver value to**

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**your business
rapidly and
reliably.**
Others Brian
Jeff Lawson,
developer turned
**CEO of Twilio (one
of Bloomberg
Businessweek's
Top 50 Companies
to Watch in 2021),
creates a new
playbook for
unleashing the full
potential of**

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**software
developers in any
organization, Brian
showing how to
help management
utilize this coveted
and valuable
workforce to
enable growth,
solve a wide range
of business
problems, and
drive digital
transformation.**

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From banking and retail to insurance and finance, every industry is turning digital, and every company needs the best software to win the hearts and minds of customers. The landscape has shifted from the classic build vs. buy question, to

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Workpattern

***one of build vs.
die. Companies
have to get this
right to survive.
But how do they
make this
transition?
Software
developers are
sought after,
highly paid, and
desperately
needed to compete
in the modern,***

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***digital economy.
Yet most
companies treat
them like digital
factory workers
without really
understanding how
to unleash their
full potential.
Lawson argues
that developers
are the creative
workforce who can
solve major***

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**business problems
and create hit
products for
customers—not
just grind through
rote tasks. From
Google and
Amazon, to one-
person online
software companie
s—companies that
bring software
developers in as
partners are**

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winning. Lawson
To Working Well
With Open Data
WTFPPTORR

**shows how leaders
who build industry
changing software
products
consistently do
three things well.
First, they
understand why
software
developers matter
more than ever.
Second, they
understand**

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**developers and
know how to
motivate them.
And third, they
invest in their
developers'
success. As a
software developer
and public
company CEO,
Lawson uses his
unique position to
bridge the
language and tools**

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**executives use
with the unique
culture of high
performing,
creative software
developers. Ask
Your Developer is a
toolkit to help
business leaders,
product managers,
technical leaders,
software
developers, and
executives achieve**

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***their common
goal—building
great digital
products and
experiences. How
to compete in the
digital economy? In
short: Ask Your
Developer.***

***In a perfect world,
software engineers
who produce the
best code are the
most successful.***

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Fitzpatrick
***But in our perfectly
messy world,
success also
depends on how
you work with
people to get your
job done. In this
highly entertaining
book, Brian
Fitzpatrick and Ben
Collins-Sussman
cover basic
patterns and anti-
patterns for***

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working with other
To Working Well
people, teams, and
With Chris Brinn
users while trying
Work Patrick
to develop
software. This is
valuable
information from
two respected
software engineers
whose popular
series of
talks—including
"Working with
Poisonous

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With Our Dian
With Patrick

People"—has attracted hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of

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***programming, this
book teaches you
about the often-
overlooked human
component. By
learning to
collaborate and
investing in the
"soft skills" of
software
engineering, you
can have a much
greater impact for
the same amount***

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With a Path to
Success

**of effort. Team
Geek was named
as a Finalist in the
2013 Jolt Awards
from Dr. Dobb's
Journal. The
publication's panel
of judges chose
five notable books,
published during a
12-month period
ending June 30,
that every serious
programmer**

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should read.

*Describes
influential
business
philosophies and
marketing ideas
from the past
twenty years and
examines why they
did not work.*

*Managing the
Unmanageable
Rules, Tools, and
Insights for*

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People and Teams
The Complete
Software
Developer's Career
Guide**
**A Deep Dive into
all the Roles
Involved in the
Creation of
Software
What Every
Manager,
Programmer, and**

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**Entrepreneur Must
Know to Thrive and
Survive in Good
Times and Bad
In Search of
Stupidity**

**Collective Wisdom
from the Experts**

*Project managers,
technical leads, and
Windows
programmers
throughout the
industry share an*

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important concern--how to get their development schedules under control. Rapid Development addresses that concern head-on with philosophy, techniques, and tools that help shrink and control development schedules and keep projects moving. The

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Managing Humans is a selection of the best essays from Michael Lopp's popular website Rands in Repose(www.randsinrepose.com). Lopp is one of the most sought-after IT managers in Silicon

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Valley, and draws on his experiences at Apple, Netscape, Symantec, and Borland. This book reveals a variety of different approaches for creating innovative, happy development teams. It covers handling conflict, managing wildly differing personality types,

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*infusing innovation
into insane product
schedules, and
figuring out how to
build lasting and
useful engineering
culture. The essays
are biting, hilarious,
and always
informative.*

*Provides a
framework for
thinking about how
software developers*

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and development
teams create
software, as well as
presenting strategies
and techniques for
improving individual
and team
performance

Managing people is
difficult wherever
you work. But in the
tech industry, where
management is also a
technical discipline,

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*the learning curve
can be
brutal—especially
when there are few
tools, texts, and
frameworks to help
you. In this practical
guide, author Camille
Fournier (tech lead
turned CTO) takes
you through each
stage in the journey
from engineer to
technical manager.*

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*From mentoring
interns to working
with senior staff,
you'll get actionable
advice for
approaching various
obstacles in your
path. This book is
ideal whether you're
a new manager, a
mentor, or a more
experienced leader
looking for fresh
advice. Pick up this*

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*book and learn how
to become a better
manager and leader
in your organization.*

*Begin by exploring
what you expect from
a manager*

*Understand what it
takes to be a good
mentor, and a good
tech lead Learn how
to manage individual
members while
remaining focused on*

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the entire team

*Understand how to
manage yourself and*

avoid common

pitfalls that

challenge many

leaders Manage

multiple teams and

learn how to manage

managers Learn how

to build and

bootstrap a unifying

culture in teams

The Art and Wisdom

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of Changing Teams
The Self-Taught
Programmer Brian
With Patrick
Strategies for
Building Successful
Teams and
Organizations
Lessons Learned
from Programming
Over Time
Scaling Teams
A Sociology of
Software
Development

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*The Bulgarian C#
Book*

In the course of their 20+-year engineering careers, authors Brian Fitzpatrick and Ben Collins-Sussman have picked up a treasure trove of wisdom and anecdotes about how successful teams work together. Their conclusion? Even among people who have

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spent decades learning the technical side of their jobs, most haven't really focused on the human component.

Learning to collaborate is just as important to success. If you invest in the "soft skills" of your job, you can have a much greater impact for the same amount of effort. The authors share their insights on

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how to lead a team effectively, navigate an organization, and build a healthy relationship with the users of your software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of

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thousands of followers.

Leading a fast-growing team is a uniquely challenging experience.

Startups with a hot product often double or triple in size quickly—a recipe for chaos if company leaders aren't prepared for the pitfalls of hyper-growth. If you're leading a startup or a new team between 10 and 150

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people, this guide provides a practical approach to managing your way through these challenges. Each section covers essential strategies and tactics for managing growth, starting with a single team and exploring typical scaling points as the team grows in size and complexity. The book also provides

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many examples and lessons learned, based on the authors'

experience and

interviews with industry leaders. Learn how to make the most of:

Hiring: Learn a scalable hiring process for growing your team

People management:

Use 1-on-1 mentorship, dispute resolution, and other techniques to

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ensure your team is
happy and productive
Organization: Motivate

employees by applying
five organizational
design principles

Culture: Build a
culture that can evolve
as you grow, while
remaining connected to
the team's core values

Communication:
Ensure that important
information—and only

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the important stuff—gets through

Understand the big picture of the software development process.

We use software every day – operating systems, applications, document editing programs, home banking – but have you ever wondered who creates software and how it's created? This

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book guides you through the entire process, from conception to the finished product with the aid of user-centric design theory and tools. Software Development: From A to Z provides an overview of backend development - from databases to communication protocols including

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practical programming skills in Java and of frontend development - from HTML and CSS to npm registry and Vue.js framework.

You'll review quality assurance engineering, including the theory about different kind of tests and practicing end-to-end testing using Selenium. Dive into the devops world where

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authors discuss continuous integration and continuous delivery processes along with each topic's associated technologies. You'll then explore insightful product and project management coverage where authors talk about agile, scrum and other processes from their own experience. The topics that are

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covered do not require a deep knowledge of technology in general; anyone possessing basic computer and programming knowledge will be able to complete all the tasks and fully understand the concepts this book aims at delivering. You'll wear the hat of a project manager, product owner,

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designer, backend,
frontend, QA and
devops engineer, and
find your favorite role.

What You'll Learn

Understand the
processes and roles
involved in the creation
of software Organize
your ideas when
building the concept of
a new product
Experience the work
performed by

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stakeholders and other
departments of
expertise, their

individual challenges,
and how to overcome
possible threats

Improve the ways
stakeholders and
departments can work
with each other

Gain
ideas on how to
improve
communication and
processes Who This

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Book Is For Anyone
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W Fitzpatrick

who is on a team that
creates software and is
curious to learn more
about other
stakeholders or
departments involved.
Those interested in a
career change and want
to learn about how
software gets created.
Those who want to
build technical startups
and wonder what roles

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might be involved in the process.

Discover or Revisit One
of the Most Popular
Books in Computing

This landmark 1971 classic is reprinted with a new preface, chapter-by-chapter commentary, and straight-from-the-heart observations on topics that affect the professional life of

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programmers. Long
regarded as one of the
first books to pioneer a
people-oriented

approach to computing,
The Psychology of
Computer

Programming endures
as a penetrating
analysis of the
intelligence, skill,
teamwork, and problem-
solving power of the
computer programmer.

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Finding the chapters strikingly relevant to today's issues in programming, Gerald M. Weinberg adds new insights and highlights the similarities and differences between now and then. Using a conversational style that invites the reader to join him, Weinberg reunites with some of his most insightful

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writings on the human
side of software
engineering. Topics

include egoless

programming,

intelligence,

psychological

measurement,

personality factors,

motivation, training,

social problems on

large projects, problem-

solving ability,

programming language

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design, team formation,
the programming
environment, and much

more. Dorset House
Publishing is proud to
make this important
text available to new
generations of
programmers--and to
encourage readers of
the first edition to
return to its valuable
lessons.

Fundamentals of

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Smart and Gets Things
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Software Development
From A to Z
The Software

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To Working Well
Handbook

"Early in his
software
developer
career, John
Sonmez
discovered that
technical
knowledge alone
isn't enough to
break through to
the next income
level -

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developers need
"soft skills"
like the ability
to learn new
technologies
just in time,
communicate
clearly with
management and
consulting
clients,
negotiate a fair
hourly rate, and
unite teammates

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and coworkers in
To Working Well
working toward a
With Others Brian
common goal. Brian
Today John helps
With Patrick
more than 1.4
million
programmers
every year to
increase their
income by
developing this
unique blend of
skills. Who
Should Read This

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To Working Well
Level Developers
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W Fitzpatrick
show you how to
ensure you have
the technical
skills your
future boss is
looking for,
create a resume
that leaps off a
hiring manager's
desk, and escape
the "no work

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experience"
To Working Well
trap. Mid-Career
With Others Brian
Developers -
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You'll see how
to find and fill
in gaps in your
technical
knowledge,
position
yourself as the
one team member
your boss can't
live without,
and turn those

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WFitzpatrick

dreaded annual
reviews into
chance to make
an iron-clad
case for your
salary bump.
Senior
Developers -
This book will
show you how to
become a
specialist who
can command
above-market

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wages, how
building a name
for yourself can
make

opportunities
come to you, and
how to decide
whether

consulting or
entrepreneurship
are paths you
should pursue.

Brand New

Developers - In

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W Fitzpatrick
this book you'll
discover what
it's like to be
a professional
software
developer, how
to go from "I
know some code"
to possessing
the skills to
work on a
development
team, how to
speed along your

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learning by
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and how to
decide whether
you should
invest in a
programming
degree or
'bootcamp.' "--

As a software
engineer, you
recognize at
some point that

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there's much
more to your
career than
dealing with
code. Is it time
to become a
manager? Tell
your boss he's a
jerk? Join that
startup? Author
Michael Lopp
recalls his own
make-or-break
moments with

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insightful and
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decisions. With
more than 40
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stories, Lopp

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walks through a
complete job
life cycle,
starting with
the job
interview and
ending with the
realization that
it might be time
to find another
gig. Many books
teach you how to
interview for a
job or how to

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manage a project
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successfully,
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but only this
W Fitzpatrick you
book helps you
handle the
baffling
circumstances
you may
encounter
throughout your
career. Decide
what you're
worth with the
chapter on "The

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great for
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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

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Explained:

Embrace Change

“I found this Brian

W Fitzpatrick

to be a

great mix of

solid advice and

wonderful

analogies!”

–Martin Fowler,

author of

Refactoring and

UML Distilled “I

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copy, read it

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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

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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

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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

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of useful
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information for
W/ Fitzpatrick
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programmers and
expert mentors
alike.” –John
Lakos, author of
Large-Scale C++
Software Design
“This is the
sort of book I
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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,

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W Fitzpatrick where
in reality the
greatest
leverage
possible for any
software team is
in having
talented
developers who
really know
their craft

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well. An
excellent book.”

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Independent
Consultant

“Since reading
this book, I
have implemented
many of the
practical
suggestions and
tips it
contains. Across
the board, they

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have saved my
company time and
money while Brian
helping me get
my job done
quicker! This
should be a
desktop
reference for
everyone who
works with code
for a living."

—Jared

Richardson,

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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

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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

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Programmer cuts
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specialization
and
technicalities
of modern
software
development to
examine the core
process--taking
a requirement
and producing
working,

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architectural
techniques for
keeping your
code flexible
and easy to

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and you'll learn
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software rot;

Avoid the trap
of duplicating
knowledge; Write
flexible,

dynamic, and
adaptable code;

Avoid
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coincidence;

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Capture real
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Test ruthlessly
and effectively;
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users; Build
teams of
pragmatic
programmers; and

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