

The Complete Software Developers Career How To Learn Your Next Programming Language Ace Your Programming Interview And Land The Coding Job Of Your Dreams

This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups—whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers—this book is for you.

Discover various techniques to develop maintainable code and keep it in shape. Key Features Learn all about refactoring - why it is important and how to do it Discover easy ways to refactor code with examples Explore techniques that can be applied to most other programming languages **Book Description** Refactoring improves your code without changing its behavior. With refactoring, the best approach is to apply small targeted changes to a codebase. Instead of doing a huge sweeping change to your code, refactoring is better as a long-term and continuous enterprise. Refactoring TypeScript explains how to spot bugs and remove them from your code. You'll start by seeing how wordy conditionals, methods, and null checks make code unhealthy and unstable. Whether it is identifying messy nested conditionals or removing unnecessary methods, this book will show various techniques to avoid these pitfalls and write code that is easier to understand, maintain, and test. By the end of the book, you'll have learned some of the main causes of unhealthy code, tips to identify them and techniques to address them. What you will learn

Spot and fix common code smells to create code that is easier to read and understand Discover ways to identify long methods and refactor them Create objects that keep your code flexible, maintainable, and testable Apply the Single Responsibility Principle to develop less-coupled code Discover how to combine different refactoring techniques Learn ways to solve the issues caused by overusing primitives

Who this book is for This book is designed for programmers who are looking to explore various refactoring techniques to develop healthy and maintainable code. Some experience in JavaScript and TypeScript can help you easily grasp the concepts explained in this book.

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can

think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Interviewing can be challenging, time-consuming, stressful, frustrating, and full of disappointments. My goal is to help make things easier for you so you can get the engineering leadership job you want. The Software Engineering Manager Interview Guide is a comprehensive, no-nonsense book about landing an engineering leadership role at a top-tier tech company. You will learn how to master the different kinds of engineering management interview questions. If you only pick up one or two tips from this book, it could make the difference in getting the dream job you want. This guide contains a collection of 150+ real-life management and behavioral questions I was asked on phone screens and by panels during onsite interviews for engineering management positions at a variety of big-name and top-tier tech companies in the San Francisco Bay Area such as Google, Facebook, Amazon, Twitter, LinkedIn, Uber, Lyft, Airbnb, Pinterest, Salesforce, Intuit, Autodesk, et al. In this book, I discuss my experiences and reflections mainly from the candidate's perspective. Your experience will vary. The random variables include who will be on your panel, what exactly they will ask, the level of training and mood of the interviewers, their preferences, and biases. While you cannot control any of those variables, you can control how prepared you are, and hopefully, this book will help you in that process. I will share with you everything I've learned while keeping this book short enough to read on a plane ride. I will share tips I picked up along the way. If you are interviewing this guide will serve you as a playbook to prepare, or if you are hiring give you ideas as to what you might ask an engineering management candidate yourself. CONTENTS: Introduction Chapter 1: Answering Behavioral Interview Questions Chapter 2: The Job Interviews Phone Screens Prep Call with the Recruiter Onsite Company Values Coding, Algorithms and Data structures System Design and Architecture Interviews Generic Design Of A Popular System A Design Specific To A Domain Design Of A System Your Team Worked On Lunch Interview Managerial and Leadership Bar Raiser Unique One-Off Interviews Chapter 3: Tips To Succeed How To Get The Interviews Scheduling and Timelines Interview Feedback Mock Interviews Panelists First Impressions Thank You Notes Ageism Chapter 4: Example Behavioral and Competency Questions General Questions Feedback and Performance Management

Prioritization and Execution Strategy and Vision Hiring Talent and Building a Team Working With Tech Leads, Team Leads and Technology Dealing With Conflicts Diversity and Inclusion

A Programmer's Guide to Building Products, Technologies, and Teams Ask a Manager

The Spirit of the Game

Android Programming

Working Effectively with Legacy Code

Creating a Remarkable Career in Software Development

Exploring Data in Python 3

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

"This remarkable book combines practical advice, ready-to-use techniques, and a deep understanding of why this is the right way to develop software. I have seen software teams

transformed by the ideas in this book." --Mike Cohn, author of *Agile Estimating and Planning*

"As a lean practitioner myself, I have loved and used their first book for years. When this second book came out, I was delighted that it was even better. If you are interested in how lean principles

can be useful for software development organizations, this is the book you are looking for. The Poppendiecks offer a beautiful blend of history, theory, and practice." --Alan Shalloway, coauthor

of *Design Patterns Explained* "I've enjoyed reading the book very much. I feel it might even be better than the first lean book by Tom and Mary, while that one was already exceptionally good!

Mary especially has a lot of knowledge related to lean techniques in product development and manufacturing. It's rare that these techniques are actually translated to software. This is

something no other book does well (except their first book)." --Bas Vodde "The new book by Mary and Tom Poppendieck provides a well-written and comprehensive introduction to lean principles

and selected practices for software managers and engineers. It illustrates the application of the values and practices with well-suited success stories. I enjoyed reading it." --Roman Pichler "In

Implementing Lean Software Development, the Poppendiecks explore more deeply the themes they introduced in *Lean Software Development*. They begin with a compelling history of lean thinking,

then move to key areas such as value, waste, and people. Each chapter includes exercises to help you apply key points. If you want a better understanding of how lean ideas can work with software,

this book is for you." --Bill Wake, independent consultant In 2003, Mary and Tom Poppendieck's *Lean Software Development* introduced breakthrough development techniques that leverage Lean

principles to deliver unprecedented agility and value. Now their widely anticipated sequel and companion guide shows exactly how to implement Lean software development, hands-on. This

new book draws on the Poppendiecks' unparalleled experience helping development organizations optimize the entire software value stream. You'll discover the right questions to ask, the key issues

to focus on, and techniques proven to work. The authors present case studies from leading-edge software organizations, and offer practical exercises for jumpstarting your own Lean initiatives. Managing to extend, nourish, and leverage agile practices Building true development teams, not just groups Driving quality through rapid feedback and detailed discipline Making decisions Just-in-Time, but no later Delivering fast: How PatientKeeper delivers 45 rock-solid releases per year Making tradeoffs that really satisfy customers Implementing Lean Software Development is indispensable to anyone who wants more effective development processes--managers, project leaders, senior developers, and architects in enterprise IT and software companies alike.

While there is a lot of appreciation for backend and distributed systems challenges, there tends to be less empathy for why mobile development is hard when done at scale. This book collects challenges engineers face when building iOS and Android apps at scale, and common ways to tackle these. By scale, we mean having numbers of users in the millions and being built by large engineering teams. For mobile engineers, this book is a blueprint for modern app engineering approaches. For non-mobile engineers and managers, it is a resource with which to build empathy and appreciation for the complexity of world-class mobile engineering. The book covers iOS and Android mobile app challenges on these dimensions: Challenges due to the unique nature of mobile applications compared to the web, and to the backend. App complexity challenges. How do you deal with increasingly complicated navigation patterns? What about non-deterministic event combinations? How do you localize across several languages, and how do you scale your automated and manual tests? Challenges due to large engineering teams. The larger the mobile team, the more challenging it becomes to ensure a consistent architecture. If your company builds multiple apps, how do you balance not rewriting everything from scratch while moving at a fast pace, over waiting on "centralized" teams? Cross-platform approaches. The tooling to build mobile apps keeps changing. New languages, frameworks, and approaches that all promise to address the pain points of mobile engineering keep appearing. But which approach should you choose? Flutter, React Native, Cordova? Native apps? Reuse business logic written in Kotlin, C#, C++ or other languages? What engineering approaches do "world-class" mobile engineering teams choose in non-functional aspects like code quality, compliance, privacy, compliance, or with experimentation, performance, or app size?

PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, **The Standard for Project Management** enumerates 12 principles of project management and the **PMBOK® Guide – Seventh Edition** is structured around eight project performance domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the **PMBOK® Guide**:

- Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.);
- Provides an entire section devoted to tailoring the development approach and processes;
- Includes an expanded list of models, methods, and artifacts;
- Focuses on not just delivering project outputs but also enabling outcomes; and
- Integrates with **PMI Standards+™** for information and standards application content based on project type, development approach, and industry sector.

A Developer's Guide to Using Soft Skills to Get Hired

WORK EFFECT LEG CODE _p1

Shorter Schedules, Higher Quality Products, More Successful Projects, Enhanced Careers

The Passionate Programmer

Stop Being Lazy

Code Complete

The Complete Software Developer's Career Guide

Now in the 5th edition, Cracking the Coding Interview gives you the interview preparation you need to get the top software developer jobs. This book provides:

150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

Spot errors in your Go code you didn't even know you were making and boost your productivity by avoiding common mistakes and pitfalls. 100 Go Mistakes: How to Avoid Them introduces dozens of techniques for writing idiomatic, expressive, and efficient Go code that avoids common pitfalls. By reviewing dozens of interesting, readable examples and real-world case studies, you'll explore mistakes that even experienced Go programmers make. This book is focused on pure Go code, with standards you can apply to any kind of project. As you go, you'll navigate the tricky bits of handling JSON data and HTTP services, discover best practices for Go code organization, and learn how to use slices efficiently. Your code speed and quality will enjoy a huge boost when you improve your concurrency skills, deal with error management idiomatically, and increase the quality of your tests. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

A revolutionary approach to enhancing productivity, creating flow, and vastly increasing your ability to capture, remember, and benefit from the unprecedented amount of information all around us. For the first time in history, we have instantaneous access to the world's knowledge. There has never been a better time to learn, to contribute, and to improve ourselves. Yet, rather than feeling empowered, we are often left feeling overwhelmed by this constant influx of information. The very knowledge that was supposed to set us free has instead led to the paralyzing stress of believing we'll never know or remember enough. Now, this eye-opening and accessible guide shows how you can easily create your own personal system for knowledge management, otherwise known as a Second Brain. As a trusted and organized digital repository of your most valued ideas, notes, and creative work synced across all your devices and platforms, a Second Brain gives you the confidence to tackle your most important projects and ambitious goals. Discover the full potential of your ideas and translate what you know into more powerful, more meaningful improvements in your work and life by Building a Second Brain.

Become a Software Engineer in 6 Months

Soft Skills to Advance Your Developer Career

Professional Software Development

How to Navigate Clueless Colleagues, Lunch-Stealing Bosses, and the Rest of Your Life at Work

Understanding Software

21 Career Hacks for Developers

Implementing Lean Software Development

For most software developers, coding is the fun part. The hard bits are dealing with clients, peers, and managers and staying productive, achieving financial security, keeping yourself in shape, and finding true love. This book is here to help. *Soft Skills: The Software Developer's Life Manual* is a guide to a well-rounded, satisfying life as a technology professional. In it, developer and life coach John Sonmez offers advice to developers on important subjects like career and productivity, personal finance and investing, and even fitness and relationships. Arranged as a collection of 71 short chapters, this fun listen invites you to dip in wherever you like. A "Taking Action" section at the end of each chapter tells you how to get quick results. *Soft Skills* will help make you a better programmer, a more valuable employee, and a happier, healthier person.

As a software developer, your technical skill set is in high demand. Devices and technology have become an integral part of our everyday lives and no digital organization can thrive without technical professionals on the payroll. However, career plateaus are inevitable in even the most high-demand field. Companies do not only need software developers; they need software developers with soft skills. In *Soft Skills to Advance Your Developer Career*, author Zsolt Nagy explores how emotional intelligence can give your software development career an edge. These subjects are not taught in school, and unfortunately the career advancement of many excellent developers can be blocked by their inability to effectively communicate their needs, assert themselves, and negotiate confidently. Throughout this book, Nagy shows you how to actively improve and prioritize your soft skills so that you can better represent the holistic interests of your team, obtain better working conditions, negotiate raises, and increase your variety of employment options by elevating your interviewing skills. Discover the obstacles standing between you and a fulfilling career by finding and improving strengths you may not have even known you had. Jump out of your box with *Soft Skills to Advance Your Developer Career* and leverage your expertise with effortless confidence at all stages of your professional journey. **What You Will Learn** Examine why software developer careers cannot be treated similarly as any other career path Understand the four soft-skills you need to advance your career Develop a strategy for your personal brand and align it with your career plan Realize the role of assertive communication, and the importance of giving and receiving feedback Create a plan for setting yourself up for a raise or promotion Discover techniques for acing the behavioral and coding interview **Who This Book Is For** Software developers who have the technical skills required for career advancement, but want a guide on how to manage their careers

Deep down, you know that you are meant to live a life better than the one you're living right now. You know that you are capable of doing, having, and being so much more-but you're too damn lazy to experience who you truly are at your core and having what you're really worth. I know how you feel because 8 years ago, I was in your shoes. I was lazy, overweight, filled with fear, and living WAY below my potential. This book takes you into my personal journey out of laziness and into a life of empowerment and self-discipline. In this book, I will share with you: * The mindset that had me trapped in laziness, fear, and procrastination and how I broke free * How I created a new mindset of a tenacious, unstoppable bulldog * What the bulldog mindset is all about and why you must have it * Why I do hard shit * Why I became a finisher, and more if you're really ready to give up laziness, I'll show you how I did it and how you can too.

Download Free The Complete Software Developers Career How To Learn Your Next Programming Language Ace Your Programming Interview And Land The Coding Job Of Your Dreams

From the creator of the popular website Ask a Manager and New York's work-advice columnist comes a witty, practical guide to 200 difficult professional conversations—featuring all-new advice! There's a reason Alison Green has been called "the Dear Abby of the work world." Ten years as a workplace-advice columnist have taught her that people avoid awkward conversations in the office because they simply don't know what to say. Thankfully, Green does—and in this incredibly helpful book, she tackles the tough discussions you may need to have during your career. You'll learn what to say when • coworkers push their work on you—then take credit for it • you accidentally trash-talk someone in an email then hit "reply all" • you're being micromanaged—or not being managed at all • you catch a colleague in a lie • your boss seems unhappy with your work • your cubemate's loud speakerphone is making you homicidal • you got drunk at the holiday party Praise for Ask a Manager "A must-read for anyone who works . . . [Alison Green's] advice boils down to the idea that you should be professional (even when others are not) and that communicating in a straightforward manner with candor and kindness will get you far, no matter where you work."—Booklist (starred review) "The author's friendly, warm, no-nonsense writing is a pleasure to read, and her advice can be widely applied to relationships in all areas of readers' lives. Ideal for anyone new to the job market or new to management, or anyone hoping to improve their work experience."—Library Journal (starred review) "I am a huge fan of Alison Green's Ask a Manager column. This book is even better. It teaches us how to deal with many of the most vexing big and little problems in our workplaces—and to do so with grace, confidence, and a sense of humor."—Robert Sutton, Stanford professor and author of The No Asshole Rule and The Asshole Survival Guide "Ask a Manager is the ultimate playbook for navigating the traditional workforce in a diplomatic but firm way."—Erin Lowry, author of Broke Millennial: Stop Scraping By and Get Your Financial Life Together

A Career Guide for Experienced Software Engineers

150 Programming Interview Questions and Solutions

Software Developer Life: Career, Learning, Coding, Daily Life, Stories

Effective JavaScript

Hello, Startup

Letters to a New Developer

The Clean Coder

"It's uncommon to have a programming language wonk who can speak in such comfortable and friendly language as David does. His walk through the syntax and semantics of JavaScript is both charming and hugely insightful; reminders of gotchas complement realistic use cases, paced at a comfortable curve. You'll find when you finish the book that you've gained a strong and comprehensive sense of mastery." —Paul Irish, developer advocate, Google Chrome "This is not a book for those looking for shortcuts; rather it is hard-won experience distilled into a guided tour. It's one of the few books on JS that I'll recommend without hesitation." —Alex Russell, TC39 member, software engineer, Google In order to truly master JavaScript, you need to learn how to work effectively with the language's flexible, expressive features and how to avoid its pitfalls. No matter how long you've been writing JavaScript code, Effective JavaScript will help deepen your understanding of this powerful language, so you can build more predictable, reliable, and maintainable programs. Author David Herman, with his years of experience on Ecma's JavaScript standardization committee, illuminates the language's inner workings as never before—helping you take full advantage of JavaScript's expressiveness.

Download Free The Complete Software Developers Career How To Learn Your Next Programming Language Ace Your Programming Interview And Land The Coding Job Of Your Dreams

Reflecting the latest versions of the JavaScript standard, the book offers well-proven techniques and best practices you'll rely on for years to come. Effective JavaScript is organized around 68 proven approaches for writing better JavaScript, backed by concrete examples. You'll learn how to choose the right programming style for each project, manage unanticipated problems, and work more successfully with every facet of JavaScript programming from data structures to concurrency. Key features include Better ways to use prototype-based object-oriented programming Subtleties and solutions for working with arrays and dictionary objects Precise and practical explanations of JavaScript's functions and variable scoping semantics Useful JavaScript programming patterns and idioms, such as options objects and method chaining In-depth guidance on using JavaScript's unique "run-to-completion" approach to concurrency

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

As a software engineer, you recognize at some point that 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 Silicon Valley giants such as Apple, Netscape, and Symantec in Being Geek -- an insightful and entertaining book that will help you make better career decisions. With more than 40 standalone stories, Lopp 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 manage a project successfully, but only this book helps you handle the baffling circumstances you may encounter throughout your career. Decide what you're worth with the chapter on "The Business" Determine the nature of the miracle your CEO wants with "The Impossible" Give effective presentations with "How Not to Throw Up" Handle liars and people with

devious agendas with "Managing Werewolves" Realize when you should be looking for a new gig with "The Itch"

Learn what you need to succeed as a developer beyond the code. The lessons in this book will supercharge your career by sharing lessons and mistakes from real developers. Wouldn't it be nice to learn from others' career mistakes? "Soft" skills are crucial to success, but are haphazardly picked up on the job or, worse, never learned.

Understanding these competencies and how to improve them will make you a more effective team member and a more attractive hire. This book will teach you the key skills you need, including how to ask questions, how and when to use common tools, and how to interact with other team members. Each will be presented in context and from multiple perspectives so you'll be able to integrate them and apply them to your own career quickly. What You'll Learn Know when the best code is no code Understand what to do in the first month of your job See the surprising number of developers who can't program Avoid the pitfalls of working alone Who This Book Is For Anyone who is curious about software development as a career choice. You have zero to five years of software development experience and want to learn non-technical skills that can help your career. It is also suitable for teachers and mentors who want to provide guidance to their students and/or mentees.

Collective Wisdom from the Experts

My Guide to Transitioning Into a Software Engineer in Under 6 Months

97 Things Every Programmer Should Know

39 Engineering Challenges

Programming Interviews For Dummies

100 Go Mistakes: How to Avoid Them

Building a successful product usually involves teams of people, and many choose the Scrum approach to aid in creating products that deliver the highest possible value. Implementing Scrum gives teams a collection of powerful ideas they can assemble to fit their needs and meet their goals. The ninety-four patterns contained within are elaborated nuggets of insight into Scrum's building blocks, how they work, and how to use them. They offer novices a roadmap for starting from scratch, yet they help intermediate practitioners fine-tune or fortify their Scrum implementations. Experienced practitioners can use the patterns and supporting explanations to get a better understanding of how the parts of Scrum complement each other to solve common problems in product development. The patterns are written in the well-known Alexandrian form, whose roots in architecture and design have enjoyed broad application in the software world. The form organizes each pattern so you can navigate directly to organizational

design tradeoffs or jump to the solution or rationale that makes the solution work. The patterns flow together naturally through the context sections at their beginning and end. Learn everything you need to know to master and implement Scrum one step at a time—the agile way.

More C++ Gems picks up where the first book left off, presenting tips, tricks, proven strategies, easy-to-follow techniques, and usable source code.

Get ready for interview success Programming jobs are on the rise, and the field is predicted to keep growing, fast.

Landing one of these lucrative and rewarding jobs requires more than just being a good programmer. Programming

Interviews For Dummies explains the skills and knowledge you need to ace the programming interview. Interviews for

software development jobs and other programming positions are unique. Not only must candidates demonstrate technical

savvy, they must also show that they're equipped to be a productive member of programming teams and ready to start

solving problems from day one. This book demystifies both sides of the process, offering tips and techniques to help

candidates and interviewers alike. Prepare for the most common interview questions Understand what employers are

looking for Develop the skills to impress non-technical interviewers Learn how to assess candidates for programming

roles Prove that you (or your new hires) can be productive from day one Programming Interviews For Dummies gives

readers a clear view of both sides of the process, so prospective coders and interviewers alike will learn to ace

the interview.

"Early in his software developer career, John Sonmez

discovered that technical knowledge alone isn't enough to break through to the next income level - 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 and coworkers in working toward a common goal.

Today John helps more than 1.4 million programmers every year to increase their income by developing this unique

blend of skills. Who Should Read This Book? Entry-Level Developers - This book will 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 experience" trap. Mid-Career Developers

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

Refactoring TypeScript

Cracking the Coding Interview

Building Mobile Apps at Scale

The Software Developer's Career Handbook

What I Wish I Had Known When Starting My Development Career

Surviving the Whiteboard Interview

14 Habits of Highly Productive Developers

"One of the most significant books in my life." –Obie Fernandez, Author, *The Rails Way*

"Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for yours." –Mike Cohn, Author of *Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied* ". . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come."

–Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks ". . . lightning does strike twice, and this book is proof."

–VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks *The Pragmatic Programmer is one of those rare tech books you'll read, re-read, and read again over the years. Whether you're new to the field or an experienced practitioner, you'll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range 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 Learn continuously Avoid the trap of duplicating knowledge Write flexible, dynamic, and adaptable code Harness the power of basic tools Avoid programming by coincidence Learn real requirements Solve the underlying problems of concurrent code Guard against security vulnerabilities Build teams of Pragmatic*

Programmers Take responsibility for your work and career Test ruthlessly and effectively, including property-based testing Implement the Pragmatic Starter Kit Delight your users Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best approaches 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. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Software Developer Life - Career, Learning, Coding, Daily Life, Stories We've made a dent into the 21st century and software has been eating the world. Suspenseful tech dramas play out in the news, boot camps churn out entry-level developers in a matter of months, and there's even an HBO show dedicated to Silicon Valley. In the midst of these trends lies a severe lack of attention to the daily life of the developer-the day-to-day reality that surrounds each line of code. There are plenty of resources available to help the budding developer learn how to code, but what about everything else? Who Should Read This Book? This book is for anyone interested in getting a sneak peek inside the world of software The new graduates about to jump into their first jobs The veterans who want a dose of nostalgia and a good chuckle The product managers looking to empathize more with their coding counterparts The disgruntled developers contemplating the meaning of life The high school students thinking about jumping on the computer science bandwagon The budding programmers looking to become more effective and gain more leverage at work What's Inside The Book? This book is a highlight reel of content revolving around Software Developer Life. Inside you will find 40 concise chapters covering 5 broad topics: Career Learning Coding Daily Life Stories Everyone has something unique to share. This book gathers together various perspectives and unique stories to give a well-rounded view of modern software development. This is not a technical book. This is everything else.

bull; Renowned software expert Steve McConnell presents his latest thoughts on the condition of the software engineering profession bull; Helps software developers regain the sight of the big-picture reasons why their jobs matter bull; A thinking man's guide to the current state of software

This unique book provides you with a wealth of tips, tricks, best practices, and answers to the day-to-day questions that programmers face in their careers. It is split into three parts: Coder Skills, Freelancer Skills, and Career Skills, providing the knowledge you need to get ahead in programming. About This Book Over 50 essays with practical advice on improving your programming career Practical focus gives solutions to common problems, and methods to become a better coder Includes advice for existing programmers and those wanting to begin a career in programming Who This Book Is For This book is useful for programmers of any ability or discipline. It has advice for those thinking about beginning a career in programming, those already working as a fully employed programmer, and for those working as freelance developers. What You Will Learn Improve your soft skills to become a better and happier coder Learn to be a better developer Grow your freelance development business Improve your development career Learn the best approaches to breaking down complex topics Have the confidence to charge what you're worth as a freelancer Succeed in developer job

interviews In Detail This is an all-purpose toolkit for your programming career. It has been built by Jordan Hudgens over a lifetime of coding and teaching coding. It helps you identify the key questions and stumbling blocks that programmers encounter, and gives you the answers to them! It is a comprehensive guide containing more than 50 insights that you can use to improve your work, and to give advice in your career. The book is split up into three topic areas: Coder Skills, Freelancer Skills, and Career Skills, each containing a wealth of practical advice. Coder Skills contains advice for people starting out, or those who are already working in a programming role but want to improve their skills. It includes such subjects as: how to study and understand complex topics, and getting past skill plateaus when learning new languages. Freelancer Skills contains advice for developers working as freelancers or with freelancers. It includes such subjects as: knowing when to fire a client, and tips for taking over legacy applications. Career Skills contains advice for building a successful career as a developer. It includes such subjects as: how to improve your programming techniques, and interview guides and developer salary negotiation strategies. Style and approach This unique book provides over 50 insightful essays full of practical advice for improving your programming career. The book is split into three broad sections covering different aspects of a developer's career. Each essay is self-contained and can be read individually, or in chunks. How to Overcome Laziness, Defeat Procrastination, Increase Productivity, and Break Through Barriers Like an Unstoppable Bulldog

Python for Everybody

More C++ Gems

Building a Second Brain

"Dear Evil Tester"

A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Seventh Edition and The Standard for Project Management (RUSSIAN)

The Pragmatic Programmer

The Complete Software Developer's Career GuideSimple Programmer, LLC

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.

The industry standard whiteboard interview can be daunting for developers. Let's face it: it combines the worst aspects of a typical interview, on-the-spot public speaking, a quiz show, and a dinner party full of strangers judging you—all at once. Brilliant developers can let their nerves get the best of them and completely bomb a whiteboard interview, while inexperienced developers who excel in soft skills can breeze through them. In *Surviving the Whiteboard Interview*, author William Gant uses his real-world knowledge and expertise to guide you through the psychological roadblocks of a coding test while also providing you with a sample coding challenge. With enough preparation, information, and assured confidence, you can survive a whiteboard interview at any organization. In addition to the benefits listed above, Gant helps you explore how you can create a good soft skills impression that will last beyond the whiteboard test by showing your work ethic, positive attitude, and ability to take and implement criticism effectively. These assets will unequivocally serve other parts of your life outside of an interview context, as well. While Gant does not promise that you will ever truly enjoy interviewing, he does promise to arm you with the proper preparation techniques and knowledge needed to tame the common fears and dread that come along with it. Maximize your career potential and get inspired with *Surviving the Whiteboard Interview*. The steps to your dream role just might be closer than you think. What You Will Learn Practice both hard and soft skills required to succeed at a whiteboard interview, covering coding tests as well as psychological preparation Learn how to make other aspects of your interview stronger, so you can create a great impression Master solving common whiteboard problems in different programming languages Who This Book is For This book is primarily for aspiring software developers who are looking for a job in the field. However, it will also be helpful for more seasoned developers who find interviewing painful and want to improve their skills.

A short handbook of ideas with action plans and examples to grow your career in short term and long term. Ideas are categorized with the level of efforts required and the expected impact. To make his research

complete and practical, the author talked to 1000s of programmers in Invidious developer community who come from various backgrounds. The author crowdsourced diverse ideas & opportunities from technology leaders in different stages of their careers to build this map for developer careers. The author believes this is the most accurate and modern career map on the internet for developers. Some of the career paths suggested here are unconventional and you may already know about many others but might not have had an opportunity to explore. This book aims to inspire and enable experienced software engineers to take one meaningful action towards their career growth and hence towards a more fulfilling life. The author will keep updating this handbook every year with your feedback. A significant part of the money made from this book(if any), will be donated towards community efforts to help developers grow via Invidious and Git Commit Show.

The Software Developer's Life Manual

A Scrum Book

The Software Engineering Manager Interview Guide

Actionable Steps to Help Maximize Your Potential

From Concept to Cash

Keeping your code healthy

Occupational Outlook Handbook

Want to venture into software engineering, but don't know where to begin? Now that technology has made its way to all industries, knowing how to wield its power has become a must-have skill. Yet although tech based competencies are a necessity, most people still hesitate to develop their skills, intimidated by the amount of material available. Software engineering is no exception. Many people think having a degree is an absolute must before you can become a software engineer. But that's simply not true. Kickstart your software engineering journey with *How to Transition Into Software Engineering in 120 Days!* Use this book as a guide for navigating the technicalities of software engineering. Tackle basic and advanced competencies in computer science and development. Unlike overly complicated books, ours aim to help beginners new to the field and concepts of software engineering, while also supplementing the knowledge base of experts and professionals. With our help, you can build your arsenal and equip yourself with tools you'll need for a career in software engineering--all in 120 days. Combine theoretical concepts and hone your craft with the help of our book's no-fuss and easy-to-understand approach. Learn how to solve problems, innovate solutions, and bring your skills up to industry standards. In this book, you'll encounter: ? Practical guides on how to manage clients, projects, and build your profile ? Methods to effectively showcase your skills and potential to future employers ? An in-depth guide on how to fast-track your future software engineering career--the right way ? Up-to-date collection and suggestions of printed and online resources The future is for the technically savvy. Add *How to*

Transition Into Software Engineering in 120 Days to your cart TODAY!

Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

Are you in charge of your own testing? Do you have the advice you need to advance your test approach? "Dear Evil Tester" contains advice about testing that you won't hear anywhere else. "Dear Evil Tester" is a three pronged publication designed to: -provoke not placate, -make you react rather than relax, -help you laugh not languish. Starting gently with the laugh out loud Agony Uncle answers originally published in 'The Testing Planet'. "Dear Evil Tester" then provides new answers, to never before published questions, that will hit your beliefs where they change. Before presenting you with essays that will help you unleash your own inner Evil Tester. With advice on automating, communication, talking at conferences, psychotherapy for testers, exploratory testing, tools, technical testing, and more. Dear Evil Tester randomly samples the Software Testing stomping ground before walking all over it. "Dear Evil Tester" is a revolutionary testing book for the mind which shows you an alternative approach

to testing built on responsibility, control and laughter. Read what our early reviewers had to say: "Wonderful stuff there. Real deep." Rob Sabourin, @RobertASabourin Author of "I Am a Bug" "The more you know about software testing, the more you will find to amuse you." Dot Graham, @dorothygraham Author of "Experiences of Test Automation" "laugh-out-loud episodes" Paul Gerrard, @paul_gerrard Author of "The Tester's Pocketbook" "A great read for every Tester." Andy Glover, @cartoontester Author of "Cartoon Tester"

Soft Skills

68 Specific Ways to Harness the Power of JavaScript

Being Geek

Skill Up: A Software Developer's Guide to Life and Career

your journey to mastery, 20th Anniversary Edition

Max Kanat-Alexander on simplicity, coding, and how to suck less as a programmer

A Proven Method to Organize Your Digital Life and Unlock Your Creative Potential

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!

Why This Book? You can learn the most popular frameworks, use the best programming languages, and work at the biggest tech companies, but if you cultivate bad habits, it will be hard for you to become a top developer. This book doesn't offer a straight path or pre-defined formula of success. This book is a result of a quest. A quest to uncover what habits can be cultivated to become a better software engineer. "I wish I had access to this book while I was starting in the software industry. The information presented is not only logical, not only personal, but very well backed up by many expert opinions throughout the book. A must-read, for both beginners and experts alike." - Zachary Sohovich, Software Engineer at Nike

What Will You Read? How to keep up with all the new technologies What should you focus? Being a specialist or generalist? How to stay productive and not feel overwhelmed The importance of estimating tasks correctly How to approach new side project ideas And much more

Who Should Read This Book? It doesn't matter if you're a Junior or Senior developer. It doesn't matter how experienced you are. This book can help you cultivate new habits or rethink existing behaviors. What's Inside? This is not a traditional book. You won't find the same format or structure that a regular book has. In fact, this book was designed to be as simple and objective as possible. You can follow the order of chapters, or you can read them individually. Everything is standalone and doesn't depend on previous knowledge. At the end of each chapter, you'll find a section marked as "Questions & Answers", where I interview senior developers and tech leads from various companies to understand how they got there. I went after tech giants such as Google, Amazon, Microsoft, and Adobe. Powerful startups such as GitHub, Spotify, Elastic, Segment, GoDaddy, and Shopify. All the way to established organizations such as Citibank, BlackBerry, and The New York Times. These people come from all over the world and have a pretty diverse background. From San Francisco to New York. From São Paulo to Montreal. From London to Stockholm. The idea is to present you not a one man's point of view, but a collection of insights on how to navigate your career.

Who's The Author? Zeno Rocha is a Brazilian creator and programmer. He currently lives in Los Angeles, California, where he's the Chief Product Officer at Liferay Cloud. His lifelong appreciation for building software and sharing knowledge led him to speak in over 110 conferences worldwide. His passion for open source put him on the top 20 most active users on GitHub at age 22. Before moving to the US, Zeno developed multiple applications, mentored startups, and worked at major companies in Latin America, such as Globo and Petrobras.

The Definitive Guide to Programming Professionally

The Big Nerd Ranch Guide

The Self-Taught Programmer

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