WRITING SOLID CODE

STEVE MAGUIRE

Writing Solid Code Steve Maguire

Andrew Johnston

Writing Solid Code Steve Maguire:

Writing Solid Code Steve Maguire,1993 For professional intermediates to advanced C programmers who develop software here is a focused and practical book based on writing bug free programs in C Includes practical solutions to detect mistakes before they become a costly problem *The Art of Readable Code* Dustin Boswell,Trevor Foucher,2011-11-10 As programmers we ve all seen source code that s so ugly and buggy it makes our brain ache And let s be honest we ve all written code like that With this book you ll learn to write code that s easy to read and understand You ll have more fun and your coworkers will love you The Art of Readable Code focuses on the nuts and bolts of programming with simple and practical techniques you can use every time you sit down to write code You ll find tips throughout the book with easy to digest code examples helpful illustrations and cartoons for fun Learn to pick variable names that are dense with information Organize your loops and conditionals so they re easy to understand Make your comments short and sweet Recognize when your code is doing too many things at once Write tests that are concise but thorough Master the art of breaking hard problems into many smaller ones **Writing Secure Code** David LeBlanc,Michael Howard,2002-12-04 Keep black hat hackers at bay with the tips and techniques in this entertaining eye opening book Developers will learn how to padlock their applications throughout the entire development process from designing secure applications to writing robust code that can withstand repeated attacks to testing applications for security flaws Easily digested chapters reveal proven principles strategies and coding techniques The authors two battle scarred veterans who have solved some of the industry s toughest security problems provide sample code in several languages This edition includes updated information about threat modeling designing a security process international issues file system issues adding privacy to applications and performing security code reviews It also includes enhanced coverage of buffer overruns Microsoft NET security and Microsoft ActiveX development plus practical checklists for developers testers and program managers **Die Kunst des Computer Game Design** Björn Blankenheim,2023-06-02 Was ist die Kunst des Game Design Wie unterscheidet sie sich von Schriftstellerei oder vom Filmemachen Welche Aufgaben hat man als Game Designer_in Und was macht ein gutes Spiel aus Diesen grundlegenden Fragen widmen sich vor allem Game Designer_innen selbst auf Konferenzen in Zeitschriften und B chern Bj rn Blankenheims Studie zeichnet erstmals nach wie im Zeitraum zwischen 1982 und 1996 Bem hungen einsetzten den Ort der eigenen Disziplin das Wesen des eigenen Mediums und die eigene Rolle im Produktionsprozess zu bestimmen Damit r ckt der Anspruch dieser Gr ndungsepoche in den Mittelpunkt Game Design als Kunstform etablieren und etwas Neues erschaffen Real Art through Computer Games *Good Habits for Great Coding* Michael Stueben,2018-03-12 Improve your coding skills and learn how to write readable code Rather than teach basic programming this book presumes that readers understand the fundamentals and offers time honed best practices for style design documenting testing refactoring and more Taking an informal conversational tone author Michael Stueben offers programming stories anecdotes observations advice tricks

examples and challenges based on his 38 years experience writing code and teaching programming classes Trying to teach style to beginners is notoriously difficult and can easily appear pedantic Instead this book offers solutions and many examples to back up his ideas Good Habits for Great Coding distills Stueben s three decades of analyzing his own mistakes analyzing student mistakes searching for problems that teach lessons and searching for simple examples to illustrate complex ideas Having found that most learn by trying out challenging problems and reflecting on them each chapter includes quizzes and problems The final chapter introduces dynamic programming to reduce complex problems to subcases and illustrates many concepts discussed in the book Code samples are provided in Python and designed to be understandable by readers familiar with any modern programming language At the end of this book you will have acquired a lifetime of good coding advice the lessons the author wishes he had learned when he was a novice What You ll Learn Create readable code through examples of good and bad style Write difficult algorithms by comparing your code to the author s code Derive and code difficult algorithms using dynamic programming Understand the psychology of the coding process Who This Book Is For Students or novice programmers who have taken a beginning programming course and understand coding basics Teachers will appreciate the author s road tested ideas that they may apply to their own teaching **Windows Developer Power Tools** James Avery,Jim Holmes,2007 A wealth of open and free software is available today for Windows developers who want to extend the development environment reduce development effort and increase productivity This encyclopedic guide explores more than 100 free and open source tools available to programmers who build applications for Windows desktops and servers **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 **Game Engine Architecture** Jason Gregory,2018-07-20 In this new and improved third edition of the highly popular Game Engine Architecture Jason Gregory draws on his nearly two decades of experience at Midway Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development In this book the broad range

of technologies and techniques used by AAA game studios are each explained in detail and their roles within a real industrial strength game engine are illustrated New to the Third Edition This third edition offers the same comprehensive coverage of game engine architecture provided by previous editions along with updated coverage of computer and CPU hardware and memory caches compiler optimizations C language standardization the IEEE 754 floating point representation 2D user interfaces plus an entirely new chapter on hardware parallelism and concurrent programming This book is intended to serve as an introductory text but it also offers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience As always copious references and citations are provided in this edition making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of the game development process Key Features Covers both the theory and practice of game engine software development Examples are grounded in specific technologies but discussion extends beyond any particular engine or API Includes all mathematical background needed Comprehensive text for beginners and also has content for senior engineers Secure Coding Mark Graff,Kenneth R. Van Wyk,2003 The authors look at the problem of bad code in a new way Packed with advice based on the authors decades of experience in the computer security field this concise and highly readable book explains why so much code today is filled with vulnerabilities and tells readers what they must do to avoid writing code that can be exploited by attackers Writing secure code isn t easy and there are no quick fixes to bad code To build code that repels attack readers need to be vigilant through each stage of the entire code lifecycle Architecture Design Implementation Testing and Operations Beyond the technical Secure Coding sheds new light on the economic psychological and sheer practical reasons why security vulnerabilities are so ubiquitous today It presents a new way of thinking about these vulnerabilities and ways that developers can compensate for the factors that have produced such unsecured software in the past InfoWorld ,1996-09-23 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects *Hacker's Guide to Project Management* Andrew Johnston,2004-02-18 Managing a software development project is a complex process There are lots of deliverables to produce standards and procedures to observe plans and budgets to meet and different people to manage Project management doesn t just start and end with designing and building the system Once you ve specified designed and built or bought the system it still needs to be properly tested documented and settled into the live environment This can seem like a maze to the inexperienced project manager or even to the experienced project manager unused to a particular environment A Hacker s Guide to Project Management acts as a guide through this maze It s aimed specifically at those managing a project or leading a team for the first time but it will also help more experienced managers who are either new to software development or dealing with a new part of the software life cycle This book describes the process of software development how projects can fail and how to avoid those failures outlines the key skills of a good project manager and provides practical

advice on how to gain and deploy those skills takes the reader step by step through the main stages of the project explaining what must be done and what must be avoided at each stage suggests what to do if things start to go wrong The book will also be useful to designers and architects describing important design techniques and discussing the important discipline of Software Architecture This new edition has been fully revised and updated to reflect current best practices in software development includes a range of different life cycle models and new design techniques now uses the Unified Modelling Language throughout *Computational Multiscale Modeling of Fluids and Solids* Martin Oliver Steinhauser,2008 The idea of the book is to provide a comprehensive overview of computational physics methods and techniques that are used for materials modeling on different length and time scales Each chapter first provides an overview of the physical basic principles which are the basis for the numerical and mathematical modeling on the respective length scale The book includes the micro scale the meso scale and the macro scale The chapters follow this classification The book will explain in detail many tricks of the trade of some of the most important methods and techniques that are used to simulate materials on the perspective levels of spatial and temporal resolution Case studies are occasionally included to further illustrate some methods or theoretical considerations Example applications for all techniques are provided some of which are from the author s own contributions to some of the research areas Methods are explained if possible on the basis of the original publications but also references to standard text books established in the various fields are mentioned *Rapid Development* Steve McConnell,1996-07-02 Corporate and commercial software development teams all want solutions for one important problem how to get their high pressure development schedules under control In RAPID DEVELOPMENT author Steve McConnell addresses that concern head on with overall strategies specific best practices and valuable tips that help shrink and control development schedules and keep projects moving Inside you ll find A rapid development strategy that can be applied to any project and the best practices to make that strategy work Candid discussions of great and not so great rapid development practices estimation prototyping forced overtime motivation teamwork rapid development languages risk management and many others A list of classic mistakes to avoid for rapid development projects including creeping requirements shortchanged quality and silver bullet syndrome Case studies that vividly illustrate what can go wrong what can go right and how to tell which direction your project is going RAPID DEVELOPMENT is the real world guide to more efficient applications development **Practical UML Statecharts in C/C++** Miro Samek,2008-10-03 Practical UML Statecharts in C C Second Edition bridges the gap between high level abstract concepts of the Unified Modeling Language UML and the actual programming aspects of modern hierarchical state machines UML statecharts The book describes a lightweight open source event driven infrastructure called QP that enables direct manual cod **Software Project Survival Guide** Steve McConnell,1997-10-15 Equip yourself with SOFTWARE PROJECT SURVIVAL GUIDE It s for everyone with a stake in the outcome of a development project and especially for those without formal software project management training

That includes top managers executives clients investors end user representatives project managers and technical leads Here you ll find guidance from the acclaimed author of the classics CODE COMPLETE and RAPID DEVELOPMENT Steve McConnell draws on solid research and a career s worth of hard won experience to map the surest path to your goal what he calls one specific approach to software development that works pretty well most of the time for most projects Nineteen chapters in four sections cover the concepts and strategies you need for mastering the development process including planning design management quality assurance testing and archiving For newcomers and seasoned project managers alike SOFTWARE PROJECT SURVIVAL GUIDE draws on a vast store of techniques to create an elegantly simplified and reliable framework for project management success So don t worry about wandering among complex sets of project management techniques that require years to sort out and master SOFTWARE PROJECT SURVIVAL GUIDE goes straight to the heart of the matter to help your projects succeed And that makes it a required addition to every professional s bookshelf **Herding Cats** Hank Rainwater,2008-01-01 Herding Cats A Primer for Programmers Who Lead Programmers is a comprehensive guide think of it as a field manual to the management challenges of supervising and leading programmers J Hank Rainwater introduces new and not so new managers to concepts that will encourage them and help them become a strong leaders for their teams You ll learn about the varieties of programmer personality traits and be able match personnel to projects for maximum productivity You ll also learn how to manage your strengths and weaknesses as you improve your leadership skills which will result in dramatic improvements to your teams success In this how to manual that s both practical and thought provoking you ll find several chapters devoted to administrative aspects of your job such as managing meetings hiring and firing and principles of organizing your job for success Rainwater also describes task management software he built that you can use to organize project assignments The source code for this software is available for download once you own the book The chapter on technical leadership which highlights the importance of architecture design and code reviews also illustrates practical applications of leadership and concrete methods useful to any workplace Rainwater shows why things can go wrong for a leader and how to correct career derailing problems as they arise One chapter is devoted to the working relationship that you as a manager have with your boss and it guides you into the best way to respond to the pressures of software project deadlines Numerous other topics are discussed that are a necessity for anyone seeking to manage the peopleware aspects of software development Herding Cats A Primer for Programmers Who Lead Programmers is the definitive guide to the challenges and obstacles facing anyone who manages programmers Dynamics of Software Development Jim McCarthy,1995 Opening moves The organization The competition The customer The design Development The middle game Ship mode The launch Appendix Index *Practical Statecharts in C/C++* Miro Samek,2002-01-07 Downright revolutionary the title is a major understatement Quantum Programming may ultimately change the way embedded software is designed Michael Barr Editor in Chief Embedded Systems Programming magazine Click here **Game Engine Architecture,**

Second Edition Jason Gregory,2014-08-15 Hailed as a must have textbook CHOICE January 2010 the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development Updating the content to match today s landscape of game engine architecture this second edition continues to thoroughly cover the major components that make up a typical commercial game engine New to the Second Edition Information on new topics including the latest variant of the C programming language C 11 and the architecture of the eighth generation of gaming consoles the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics mathematics and technology that go into creating an AAA game audio engine Updated sections on multicore programming pipelined CPU architecture and optimization localization pseudovectors and Grassman algebra dual quaternions SIMD vector math memory alignment and anti aliasing Insight into the making of Naughty Dog s latest hit The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures algorithms and software interfaces that are typically used to implement them It primarily focuses on the engine itself including a host of low level foundation systems the rendering engine the collision system the physics simulation character animation and audio An in depth discussion on the gameplay foundation layer delves into the game s object model world editor event system and scripting system The text also touches on some aspects of gameplay programming including player mechanics cameras and AI An awareness building tool and a jumping off point for further learning Game Engine Architecture Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered The book will help readers on their journey through this fascinating and multifaceted field

Web Commerce Security Hadi Nahari,Ronald L. Krutz,2011-04-26 Provides information on designing effective security mechanisms for e commerce sites covering such topics as cryptography authentication information classification threats and attacks and certification

Writing Solid Code Steve Maguire Book Review: Unveiling the Magic of Language

In an electronic era where connections and knowledge reign supreme, the enchanting power of language has be much more apparent than ever. Its ability to stir emotions, provoke thought, and instigate transformation is truly remarkable. This extraordinary book, aptly titled "**Writing Solid Code Steve Maguire**," compiled by a highly acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound effect on our existence. Throughout this critique, we will delve to the book is central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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