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Code Complete: A Practical Handbook of Software ...

“The ultimate encyclopedia for the software developer is Code Complete by Steve McConnell. Subtitled ‘A Practical Handbook of Software Construction,’ this 850-page book is exactly that. Its stated goal is to narrow the gap between the knowledge of ‘industry gurus and pro-

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Computer Science. "Code complete" is the phrase used by programmers to announce the completion of a software program. Drawing its examples from a variety of computer languages, this book focuses on programming technique rather than the requirements of a specific programming language or environment. Steve McConnell developed True Type and Windows for the Microsoft Corporation.

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Code Complete 2. (Now also an online course) A practical handbook of software-construction practices. Updated for web development, object-oriented development, agile practices, and other modern construction issues. Software Estimation: Demystifying the Black Art. A comprehensive set of tips and heuristics that software developers, technical leads, and project managers can apply to create more accurate estimates

Books | Steve McConnell

Code Complete 2 is divided seven main parts: Laying the Foundation, Creating High-Quality Code, Variables, Statements, Code improvements, System Considerations, and Software Craftsmanship. All these are covered in 35 chapters in over 900 pages of the book, which is quite long but shouldn't hamper your reading experience.

Code Complete pdf - Steve McConnell | Code with C

Code Complete is thick - 862 pages (not counting the bibliography and index). If that feels like a lot to read, then I suggest you start by just reading one or two chapters, for example "Using Conditionals" or "Layout and Style".

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"Code Complete: A Practical Handbook of Software Construction, Second Edition" by Steve McConnell Junior developers will find this classic helpful in learning to build their understanding of ...

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Code Craft: The Practice of Writing Excellent Code ...

Code Complete is a software development book, written by Steve McConnell and published in 1993 by Microsoft Press, encouraging developers to continue past code-and-fix programming and the big design up front and waterfall models. It is also a compendium of software construction techniques, which include techniques from naming variables to deciding when to write a subroutine.

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