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There has been a lot of excitement lately about learning to code. As a part of "Hour of Code", Khan academy, code.org, and codecademy all have tutorials that help you code up some sort of app within an hour. I love the excitement and the push to make programming more accessible to more people, because it certainly didn't feel accessible to me when I was teaching myself to program.

Learning to Program - Steven Foote

Author Steven Foote taught himself to program, figuring out the best ways to overcome every obstacle. Now a professional web developer, he'll help you follow in his footsteps. He teaches concepts you can use with any modern programming language, whether you want to program computers, smartphones, tablets, or even robots.

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Steven Foote is a web developer at LinkedIn. A self-taught programmer who loves technology, especially the Web, he has a Bachelor's degree and Master's degree in Accountancy from Brigham Young University.

Helps readers develop a solid foundation in programming, teaching concepts that can be used with any modern programming language, covering such topics as text editors, build tools, programming standards, regular expressions, and debugging.

The practical implications of technical debt for the entire software lifecycle: with examples and case studies. Technical debt in software is incurred when developers take shortcuts and make ill-advised technical decisions in the initial phases of a project, only to be confronted with the need for costly and labor-intensive workarounds later. This book offers advice on how to avoid technical debt, how to locate its sources, and how to remove it. It focuses on the practical implications of technical debt for the entire software life cycle, with examples and case studies from companies that range from Boeing to Twitter. Technical debt is normal: it is part of most iterative development processes. But if debt is ignored, over time it may become unmanageably complex, requiring developers to spend all of their effort fixing bugs, with no time to add new features--and after all, new features are what customers really value. The authors explain how to monitor technical debt, how to measure it, and how and when to pay it down. Broadening the conventional definition of technical debt, they cover requirements debt, implementation debt, testing debt, architecture debt, documentation debt, deployment debt, and social debt. They intersperse technical discussions with "Voice of the Practitioner" sidebars that detail real-world experiences with a variety of technical debt issues.

Before and After magazine's focus on clarity and simplicity and its insistence on approaching design not as mere decoration but as an essential form of communication have won it legions of fans. If you're among them, you'll welcome the first book from B and A's founder and publisher. John McWade walks his own talk, bringing you a beautifully clear, cohesive, and elegant primer on page design. You'll learn by example how to design single-page and multi-page publications, brochures, and advertisements, applying the principles design professionals live by. You'll also learn how to choose the right font for your project, why one typeface works better than another, and lots more. Best of all, you'll discover how to think visually--transforming the images in your head into documents that communicate effectively on the page.

Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

The greatest of all Civil War campaigns, Gettysburg was the turning point of the turning point in our nation's history. Volumes have been written about this momentous three-day battle, but recent histories have tended to focus on the particulars rather than the big picture: on the generals or on single days of battle--even on single charges--or on the daily lives of the soldiers. In Gettysburg Sears tells the whole story in a single volume. From the first gleam in Lee's eye to the last Rebel hightailing it back across the Potomac, every moment of the battle is brought to life with the vivid narrative skill and impeccable scholarship that has made Stephen Sears's other histories so successful. Based on years of research, this is the first book in a generation that brings everything together, sorts it all out, makes informed judgments, and takes stands. Even the most knowledgeable of Civil War buffs will find fascinating new material and new interpretations, and Sears's famously accessible style will make the book just as appealing to the general reader. In short, this is the one book on Gettysburg that anyone interested in the Civil War should own.

Explains in a clear and concise manner the factors involved in the description and classification of fossils and the practical applications of paleontologic data

Teaches Android programming through structured exercises that cover the entire development process, guiding readers through building a mobile biking app that can track mileage and routes.

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

This fictional re-creation of the battle of Shiloh in April 1862 is a stunning work of imaginative history, from Shelby Foote, beloved historian of the Civil War. Shiloh conveys not only the bloody choreography of Union and Confederate troops through the woods near Pittsburg Landing, Tennessee, but the inner movements of the combatants' hearts and minds. Through the eyes of officers and illiterate foot soldiers, heroes and cowards, Shiloh creates a dramatic mosaic of a critical moment in the making of America, complete to the haze of gunsmoke and the stunned expression in the eyes of dying men. Shiloh, which was hailed by The New York Times as "imaginative, powerful, filled with precise visual details...a brilliant book" fulfills the standard set by Shelby Foote's monumental three-part chronical of the Civil War.

This book takes a humorous slant on the programming practice manual by reversing the usual approach: under the pretence of teaching you how to become the world's worst programmer who generally causes chaos, the book teaches you how to avoid the kind of bad habits that introduce bugs or cause code contributions to be rejected. Why be a code monkey when you can be a chaos monkey? OK, so you want to become a terrible programmer. You want to write code that gets vigorously rejected in review. You look forward to reading feedback plastered in comments like "WTF???". Even better, you fantasize about your bug-ridden changes sneaking through and causing untold chaos in the codebase. You want to build a reputation as someone who writes creaky, messy, error-prone garbage that frustrates your colleagues. Bad Programming Practices 101 will help you achieve that goal a whole lot quicker by teaching you an array of bad habits that will allow you to cause maximum chaos. Alternatively, you could use this book to identify those bad habits and learn to avoid them. The bad practices are organized into topics that form the basis of programming (layout, variables, loops, modules, and so on). It's been remarked that to become a good programmer, you must first write 10,000 lines of bad code to get it all out of your system. This book is aimed at programmers who have so far written only a small portion of that. By learning about poor programming habits, you will learn good practices. In addition, you will find out the motivation behind each practice, so you can learn why it is considered good and not simply get a list of rules. What You'll Learn Become a better coder by learning how (not) to program Choose your tools wisely Think of programming as problem solving Discover the consequences of a program's appearance and overall structure Explain poor use of variables in programs Avoid bad habits and common mistakes when using conditionals and loops See how poor error-handling makes for unstable programs Sidestep bad practices related specifically to object-oriented programming Mitigate the effects of ineffectual and inadequate bug location and testing Who This Book Is For Those who have some practical programming knowledge (can program in at least one programming language), but little or no professional experience, which they would like to quickly build up. They are either still undergoing training in software development, or are at the beginning of their programming career. They have at most 1-2 years of professional experience.