Being Geek The Software Developers Career Handbook Michael Lopp

This book's author, Byron Love, admits proudly to being an IT geek. However, he had found that being an IT geek was limiting his career path and his effectiveness. During a career of more than 31 years, he has made the transition from geek to geek leader. He hopes this book helps other geeks do the same. This book addresses leadership issues in the IT industry to help IT practitioners lead from the lowest level. Unlike other leadership books that provide a one-size-fits-all approach to leadership, this book focuses on the unique challenges that IT practitioners face. IT project managers may manage processes and technologies, but people must be led. The IT industry attracts people who think in logical ways—analytical types who have a propensity to place more emphasis on tasks and technology than on people. This has led to leadership challenges such as poor communication, poor relationship management, and poor stakeholder engagement. Critical IT projects and programs have failed because IT leaders neglect the people component of "people, process, and technology." Communications skills are key to leadership. This book features an in-depth discussion of the communications cycle and emotional intelligence, providing geek leaders with tools to improve their understanding of others and to help others understand them. To transform a geek into a geek leader, this book also discusses: Self-leadership skills so geek leaders know how to lead others by leading themselves first Followership and how to cultivate it among team members How a geek leader's ability to navigate disparate social styles leads to greater credibility and influence Integrating leadership into project management processes The book concludes with a case study to show how to put leadership principles and practices into action and how an IT geek can transform into an effective IT geek leader.

Take your Python skills to the next level to develop scalable, real-world applications for local as well as cloud deployment Key FeaturesAll code examples have been tested with Python 3.7 and Python 3.8 and are expected to work with any future 3.x releaseLearn how to build modular and object-oriented applications in PythonDiscover how to use advanced Python techniques for the cloud and clustersBook Description Python is a multipurpose language that can be used for multiple use cases. Python for Geeks will teach you how to advance in your career with the help of expert tips and tricks. You'll start by exploring the different ways of using Python optimally, both from the design and implementation point of view. Next, you'll understand the life cycle of a large-scale Python project. As you advance, you'll focus on different ways of creating an elegant design by modularizing a Python project and learn best practices and design patterns for using Python. You'll also discover how to scale out Python beyond a single thread and how to implement multiprocessing and multithreading in Python. In addition to this, you'll understand how you can not only use Python to deploy on a single machine but also use clusters in private as well as in public cloud computing environments. You'll then explore data processing techniques, focus on reusable, scalable data pipelines, and learn how to use these advanced techniques for network automation, serverless functions, and machine learning. Finally, you'll focus on strategizing web development design using the techniques and best practices covered in the book. By the end of this Python book, you'll be able to do some serious Python programming for large-scale complex projects. What you will learnUnderstand how to design and manage complex Python projectsStrategize test-driven development (TDD) in PythonExplore multithreading and multiprogramming in PythonUse Python for data processing with Apache Spark and Google Cloud Platform (GCP)Deploy serverless programs on public clouds such as GCPUse Python to build web applications and application programming interfacesApply Python for network automation and serverless functionsGet to grips with Python for data analysis and machine learningWho this book is for This book is for intermediate-level Python developers in any field who are looking to build their skills to develop and manage large-scale complex projects. Developers who want to create reusable modules and Python libraries and cloud developers building applications for cloud deployment will also find this book useful. Prior experience with Python will help you get the most out of this book.

Eric.Weblog() has 50,000 regular users; consistently included on the list of the most popular feeds in bloglines.com Sink founded a company that was named to the Inc 500 Book explains tough topics like marketing and hiring, in terms that programmers understand—all sprinkled with a touch of humor

Computer software and its structures, devices and processes are woven into our everyday life. Their significance is not just technical: the algorithms, programming languages, abstractions and metadata that millions of people rely on every day have far-reaching implications for the way we understand the underlying dynamics of contemporary societies. In this innovative new book, software studies theorist Matthew Fuller examines how the introduction and expansion of computational systems into areas ranging from urban planning and state surveillance to games and voting systems are transforming our understanding of politics, culture and aesthetics in the twenty-first century. Combining historical insight and a deep understanding of the technology powering modern software systems with a powerful critical perspective, this book opens up new ways of understanding the fundamental infrastructures of contemporary life, economies, entertainment and warfare. In so doing Fuller shows that everyone must learn 'how to be a geek', as the seemingly opaque processes and structures of modern computer and software technology have a significance that no-one can afford to ignore. This powerful and engaging book will be of interest to everyone interested in a critical understanding of the political and cultural ramifications of digital media and computing in the modern world.

A Guide to Software Development for the Perplexed Non-Techie
Biting and Humorous Tales of a Software Engineering Manager
Eric Sink on the Business of Software
A Deep Dive into all the Roles Involved in the Creation of Software
Why Projects Fail
Software Projects Secrets
Better Productivity Through Collaboration

Provides a variety of ideas, techniques, and strategies for effective software development.

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"

Describes the patterns and anti-patterns of the relationships of people, teams, and users in software development.

Provides a framework for thinking about how software developers and development teams create software, as well as presenting strategies and techniques for improving individual and team performance

Software Engineering at Google

A Lexicon

How to Harness the Power of Software Developers and Win in the 21st Century

Python for Geeks

Rapid Development

Managing Humans

Dynamics of Software Development

The co-author of Microsoft Secrets links issues related to strategy and organization to those of managing technology, arguing that companies must chose a business model that will capitalize on good times and survive more difficult periods, and presenting the success stories of such companies as IBM, Toshiba, and Motorola. 25,000 first printing. Managing people is difficult wherever you work. But in the tech industry, where management is also a technical discipline, the learning curve can be brutal—especially when there are few tools, texts, and frameworks to help you. In this practical guide, author Camille Fournier (tech lead turned CTO) takes you through each stage in the journey from engineer to technical manager. From mentoring interns to working with senior staff, you'll get actionable advice for approaching various obstacles in your path. This book is ideal whether you're a new manager, a mentor, or a more experienced leader looking for fresh advice. Pick up this book and learn how to become a better manager and leader in your organization. Begin by exploring what you expect from a manager Understand what it takes to be a good mentor, and a good tech lead Learn how to manage individual members while remaining focused on the entire team Understand how to manage yourself and avoid common pitfalls that challenge many leaders Manage multiple teams and learn how to manage managers Learn how to build and bootstrap a unifying culture in teams Managing Humans is a selection of the best essays from Michael Lopp's popular website Rands in Repose(www.randsinrepose.com). Lopp is one of the most sought-after IT managers in Silicon Valley, and draws on his experiences at Apple, Netscape, Symantec, and Borland. This book reveals a variety of different approaches for creating innovative, happy development teams. It covers handling conflict, managing wildly differing personality types, infusing innovation into insane product schedules, and figuring out how to build lasting and useful engineering culture. The essays are biting, hilarious, and always informative.

It's been said that software is eating the planet. The modern economy—the world itself—relies on technology. Demand for the people who can produce it far outweighs the supply. So why do developers occupy largely subordinate roles in the corporate structure? Developer Hegemony explores the past, present, and future of the corporation and what it means for developers. While it outlines problems with the modern corporate structure, it's ultimately a play-by-play of how to leave the corporate carnival and control your own destiny. And it's an emboldening, specific vision of what software development looks like in the world of developer hegemony—one where developers band together into partner firms of "efficiencers," finally able to command the pay, respect, and freedom that's earned by solving problems no one else can. Developers, if you grow tired of being treated like geeks who can only be trusted to take orders and churn out code, consider this your call to arms. Bring about the autonomous future that's rightfully yours. It's time for developer hegemony.

The Year Without Pants

Team Geek

Continuous Delivery

Becoming a Better Programmer

Essays on the Culture of Software

What Every Manager, Programmer, and Entrepreneur Must Know to Thrive and Survive in Good Times and Bad

Further Thoughts on Diverse and Occasionally Related Matters That Will Prove of Interest to Software Developers, Designers, and Managers, and to Those Who, Whether by Good Fortune or Ill Luck, Work with Them in Some Capacity

Joel, Apress, Blogs, and Blooks ...I was learning the hard way about how to be a publisher and probably spending way too much time looking at web sites and programming than I should have in response to that. Anyway, one day I came across

this web site called , which was run by a guy with strong opinions and an unusual, clever writing style, along with a willingness to take on the conventional wisdom. In particular, he was writing this ongoing series about how bad most user interfaces were—mostly because programmers by and large knew, as Joel and I would say, using the same Yiddish–derived NYC vernacular that we both share, "bupkis" about what users really want. And I, like many, was hooked both by the series and the occasional random essay that Joel wrote. And then I had this epiphany: I'm a publisher, I like reading his stuff, why not turn it into a book?... Read the complete Foreword — Gary Cornell, Cofounder, Apress Since the release of the bestselling title Joel on Software in 2004, requests for a sequel have been relentless. So, we went back to the famed JoelonSoftware.com archives and pulled out a new batch of favorites, many of which have been downloaded over one million times. With Joel's newest book, More Joel on Software, you'll get an even better (not to mention updated) feast of Joel's opinions and impressions on software development, software design, running a software business, and so much more. This is a new selection of essays from the author's web site, http://www.joelonsoftware.com. Joel Spolsky started his weblog in March 2000 in order to offer his insights, based on years of experience, on how to improve the world of programming. This weblog has become infamous among the programming world, and is linked to more than 600 other web sites and translated into 30+ languages! Spolsky's extraordinary writing skills, technical knowledge, and caustic wit have made him a programming guru. With the success of Joel on Software, there has been a strong demand for additional gems and advice, and this book is the answer to those requests. Containing a collection of all–new articles from the original, More Joel on Software has even more of an edge than the original, and the tips for running a business or managing people have far broader application than the software industry. We feel it is safe to say that this is the most useful book you will buy this year.

Key concepts and best practices for new software engineers — stuff critical to your workplace success that you weren't taught in school. For new software engineers, knowing how to program is only half the battle. You'll quickly find that many of the skills and processes key to your success are not taught in any school or bootcamp. The Missing README fills in that gap—a distillation of workplace lessons, best practices, and engineering fundamentals that the authors have taught rookie developers at top companies for more than a decade. Early chapters explain what to expect when you begin your career at a company. The book's middle section expands your technical education, teaching you how to work with existing codebases, address and prevent technical debt, write production-grade software, manage dependencies, test effectively, do code reviews, safely deploy software, design evolvable architectures, and handle incidents when you're on-call. Additional chapters cover planning and interpersonal skills such as Agile planning, working effectively with your manager, and growing to senior levels and beyond. You'll learn: • How to use the legacy code change algorithm, and leave code cleaner than you found it • How to write operable code with logging, metrics, configuration, and defensive programming • How to write deterministic tests, submit code reviews, and give feedback on other people's code • The technical design process, including experiments, problem definition, documentation, and collaboration • What to do when you are on-call, and how to navigate production incidents • Architectural techniques that make code change easier • Agile development practices like sprint planning, stand-ups, and retrospectives This is the book your tech lead wishes every new engineer would read before they start. By the end, you'll know what it takes to transition into the workplace–from CS classes or bootcamps to professional software engineering.

In the course of their 20+-year engineering careers, authors Brian Fitzpatrick and Ben Collins-Sussman have picked up a treasure trove of wisdom and anecdotes about how successful teams work together. Their conclusion? Even among people who have spent decades learning the technical side of their jobs, most haven't really focused on the human component. Learning to collaborate is just as important to success. If you invest in the "soft skills" of your job, you can have a much greater impact for the same amount of effort. The authors share their insights on how to lead a team effectively, navigate an organization, and build a healthy relationship with the users of your software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers.

Provides information on successful software development, covering such topics as customer requirements, task estimates, principles of good design, dealing with source code, system testing, and handling bugs.

Get Fit, Feel Better, and Keep Coding

Software Development From A to Z

Reliable Software Releases through Build, Test, and Deployment Automation (Adobe Reader)

Being Geek

Soft Skills

Journey of the Software Professional

Lessons Learned from Programming Over Time

If you're passionate about programming and want to get better at it, you've come to the right source. Code Craft author Pete Goodliffe presents a collection of useful techniques and approaches to the art and craft of programming that will help boost your career and your well-being. Goodliffe presents sound advice that he's learned in 15 years of professional programming. The book's standalone chapters span the range of a software developer's life—dealing with code, learning the trade, and improving performance—with no language or industry bias. Whether you're a seasoned developer, a neophyte professional, or a hobbyist, you'll find valuable tips in five independent categories: Code-level techniques for crafting lines of code, testing, debugging, and coping with complexity Practices, approaches, and attitudes: keep it simple, collaborate well, reuse, and create malleable code Tactics for learning effectively, behaving ethically, finding challenges, and avoiding stagnation Practical ways to complete things: use the right tools, know what "done" looks like, and seek help from colleagues Habits for working well with others, and pursuing development as a social activity

Winner of the 2011 Jolt Excellence Award! Getting software released to users is often a painful, risky, and time-consuming process. This groundbreaking new book sets out the principles and technical practices that enable rapid, incremental delivery of high quality, valuable new functionality to users. Through automation of the build, deployment, and testing process, and improved collaboration between developers, testers, and operations, delivery teams can get changes released in a matter of hours—sometimes even minutes–no matter what the size of a project or the complexity of its code base. Jez Humble and David Farley begin by presenting the foundations of a rapid, reliable, low-risk delivery process. Next, they introduce the "deployment pipeline," an automated process for managing all changes, from check-in to release. Finally, they discuss the "ecosystem" needed to support continuous delivery, from infrastructure, data and configuration management to governance. The authors introduce state-of-the-art techniques, including automated infrastructure management and data migration, and the use of virtualization. For each, they review key issues, identify best practices, and demonstrate how to mitigate risks. Coverage includes • Automating all facets

of building, integrating, testing, and deploying software • Implementing deployment pipelines at team and organizational levels • Improving collaboration between developers, testers, and operations • Developing features incrementally on large and distributed teams • Implementing an effective configuration management strategy • Automating acceptance testing, from analysis to implementation • Testing capacity and other non-functional requirements • Implementing continuous deployment and zero-downtime releases • Managing infrastructure, data, components and dependencies • Navigating risk management, compliance, and auditing Whether you're a developer, systems administrator, tester, or manager, this book will help your organization move from idea to release faster than ever—so you can deliver value to your business rapidly and reliably.

C# Smorgasbord covers a vast variety of different technologies, patterns and best practices that any C# developer should master. Looking at everything from testing strategies to compilation as a service and how to do really advance things in runtime; you get a great sense of what you as a developer can do. By taking his personal views and his personal experience, Filip digs into each subject with a personal touch and by having real world problems at hand; we can look at how these problems could be tackled. No matter if you are an experienced .NET developer, or a beginner, you will most certainly find a lot of interesting things in this book. The book covers important patterns and technologies that any developer would benefit from mastering. Explore your possibilities Improve your skills Be Inspired to challenge yourself Is there a digital version(ebook)? Yes there is! Everyone that purchases the printed copy will get the ebook for free. Instructions for how to receive the ebook is inside the printed book. Table of Contents Introduction to Parallel Extensions Productivity and Quality with Unit Testing Is upgrading your code a productive step? Creating a challenge out of the trivial tasks Asynchronous programming with async and await Dynamic programming Increase readability with anonymous types and methods Exploring Reflection Creating things at runtime Introducing Roslyn Adapting to Inversion of Control Are you Mocking me? Who this book is for This book is for those developers that find themselves wanting to explore C# but do not know how or where to start looking. Each chapter contains hands on code examples that can be compiled and tested on your machine. Although each chapter has code samples, you do not need to use a computer to appreciate the content of this book. The code samples are divided into smaller portions of code, so that you can follow each example and the thoughts around it in an easy way. No matter if you are an experienced .NET developer or a beginner, you will most certainly find a lot of interesting things in this book. The book covers important patterns and technologies that any developer would benefit from mastering. It is not required that you have worked with C# before but being familiar to the fundamentals in any of the .NET programming languages will help you on the way. If you are just now starting to learn C#, this can be a great way for you to learn about different techniques, best practices, patterns and how to think in certain scenarios. But if you have worked with C# development for many years, this book can give you a refreshing view on how to always improve and challenge yourself into becoming a better software engineer.

The nonfiction debut from the author of the international bestseller Sacred Games about the surprising overlap between writing and computer coding Vikram Chandra has been a computer programmer for almost as long as he has been a novelist. In this extraordinary new book, his first work of nonfiction, he searches for the connections between the worlds of art and technology. Coders are obsessed with elegance and style, just as writers are, but do the words mean the same thing to both? Can we ascribe beauty to the craft of writing code? Exploring such varied topics as logic gates and literary modernism, the machismo of tech geeks, the omnipresence of an "Indian Mafia" in Silicon Valley, and the writings of the eleventh-century Kashmiri thinker Abhinavagupta, Geek Sublime is both an idiosyncratic history of coding and a fascinating meditation on the writer's art. Part literary essay, part technology story, and part memoir, it is an engrossing, original, and heady book of sweeping ideas.

Coding Is My Cardio
The Software Developer's Life Manual
How to Leverage Your Efforts in Software Engineering to Make a Disproportionate and Meaningful Impact
The Missing README
Software Studies
The Manager's Path
The Effective Engineer

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 g 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 chapt 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 Skill make you a better programmer, a more valuable employee, and a happier, healthier person.

"Early in his software developer career, John Sonmez discovered that technical knowledge alone isn't enough to break through to the next income developers need "soft skills" like the ability to learn new technologies just in time, communicate clearly with management and consulting clients, ne a fair hourly rate, and unite teammates and coworkers in working toward a common goal. Today John helps more than 1.4 million programmers eve to increase their income by developing this unique blend of skills. Who Should Read This Book? Entry-Level Developers - This book will show you ho 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 wo 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 mer 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 Developer book will show you how to become a specialist who can command above-market wages, how building a name for yourself can make opportunities you, and how to decide whether consulting or entrepreneurship are paths you should pursue. Brand New Developers - In this book you'll discover 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 along your learning by avoiding common beginner traps, and how to decide whether you should invest in a programming degree or 'bootcamp.'"--
Peter Seibel interviews 15 of the most interesting computer programmers alive today in Coders at Work, offering a companion volume to Apress's acclaimed best-seller Founders at Work by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in oth what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the Coders at Wor www.codersatwork.com. The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough t be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstr Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford: JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal Dan Ingalls: Smalltalk implementor and designer Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler Donald Knuth: Author of The Art of Computer Programming and creator of TeX Peter Norvig: Director of Research at Google and author of the standard text on AI Guy Steele: Coinventor of Scheme and part of the Common Lis

of Five, currently working on Fortress Ken Thompson: Inventor of UNIX Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker A behind-the-scenes look at the firm behind WordPress.com and the unique work culture that contributes to its phenomenal success 50 million we twenty percent of the entire web, use WordPress software. The force behind WordPress.com is a convention-defying company called Automattic, whose 120 employees work from anywhere in the world they wish, barely use email, and launch improvements to their products dozens of times a a fraction of the resources of Google, Amazon, or Facebook, they have a similar impact on the future of the Internet. How is this possible? What's about how they work, and what can other companies learn from their methods? To find out, former Microsoft veteran Scott Berkun worked as a WordPress.com, leading a team of young programmers developing new ideas. The Year Without Pants shares the secrets of WordPress.com's phen success from the inside. Berkun's story reveals insights on creativity, productivity, and leadership from the kind of workplace that might be in even future. Offers a fast-paced and entertaining insider's account of how an amazing, powerful organization achieves impressive results Includes vital l about work culture and managing creativity Written by author and popular blogger Scott Berkun (scottberkun.com) The Year Without Pants shares every organization can learn from the world-changing ideas for the future of work at the heart of Automattic's success.
Software Development Pearls
A Software Developer's Guide to Working Well with Others
The Software Developer's Career Handbook
The Business of Software
More Joel on Software
A Guide for Tech Leaders Navigating Growth and Change
Head First Software Development

Get introduced to the fascinating world inhabited by the professional software developer. Aimed at a non-technical audience, this book aims to de-obfuscate the jargon, explain the various activities that coders undertake, and analyze the specific pressures, priorities, and preoccupations that developers are prone to. In each case it offers pragmatic advice on how to use this knowledge to make effective business decisions and work productively with software teams. Software projects are, all too often, utter nightmares for everyone involved. Depending on which study you read, between 60 and 90 percent of all software projects are completed late, run over budget, or deliver an inferior quality end product. This blight affects everyone from large organizations trying to roll out business change to tiny startups desperately trying to launch their MVP before the money runs out. While there has been much attention devoted to understanding these failings, leading to the development of entire management methodologies aimed at reducing the failure rate, such new processes have had, at best, limited success in delivering better results. Based on a decade spent exploring the world of software, Patrick Gleeson argues that the underlying reason for the high failure rate of software projects is that software development, being a deeply arcane and idiosyncratic process, tends to be thoroughly and disastrously misunderstood by managers and leaders. So long as the people tasked with making decisions about software projects are unaware of these idiosyncrasies and their ramifications, software projects will be delivered late, software products will be unfit for purpose, and relations between software developers and their non-technical colleagues will be strained. Even the most potent modern management tools are ineffective when wielded blindly. To anyone who employs, contracts, manages, or works with software developers, Working with Coders: A Guide to Software Development for the Perplexed Non-Techie delivers the understanding necessary to reduce friction and inefficiencies at the intersection between software development teams and their non-technical colleagues. What You'll Learn Discover why software projects are so commonly delivered late and with an abysmal end product Examine why the relationship between coders and their non-technical colleagues is often strained Understand how the software development process works and how to support it effectively Decipher and use the jargon of software development Keep a team of coders happy and improve the odds of successful software project delivery Who This Book Is For Anyone who employs, contracts, or manages software developers—such as tech startup CEOs, project managers, and clients of digital agencies—and wishes the relationship were easier and more productive. The secondary readership is software developers who want to find ways of working more effectively as part of a team.

Jeff Lawson, developer turned CEO of Twilio (one of Bloomberg Businessweek's Top 50 Companies to Watch in 2021), creates a new playbook for unleashing the full potential of software developers in any organization, showing how to help management utilize this coveted and valuable workforce to enable growth, solve a wide range of business problems, and drive digital transformation. From banking and retail to insurance and finance, every industry is turning digital, and every company needs the best software to win the hearts and minds of customers. The landscape has shifted from the classic build vs. buy question, to one of build vs. die. Companies have to get this right to survive. But how do they make this transition? Software developers are sought after, highly paid, and desperately needed to compete in the modern, digital economy. Yet most companies treat them like digital factory workers without really understanding how to unleash their full potential. Lawson argues that developers are the creative workforce who can solve major business problems and create hit products for customers—not just grind through rote tasks. From Google and Amazon, to one-person online software companies—companies that bring software developers in as partners are winning. Lawson shows how leaders who build industry changing software products consistently do three things well. First, they understand why software developers matter more than ever. Second, they understand developers and know how to motivate them. And third, they invest in their developers' success. As a software developer and public company CEO, Lawson uses his unique position to bridge the language and tools executives use with the unique culture of high performing, creative software developers. Ask Your Developer is a toolkit to help business leaders, product managers, technical leaders, software developers, and executives achieve their common goal—building great digital products and experiences. How to compete in the digital economy? In short: Ask Your Developer.

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

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.

A Sociology of Software Development

The Complete Software Developer's Career Guide

Build production-ready applications using advanced Python concepts and industry best practices

Working with Coders

Developer Hegemony

A Handbook for People Who Care About Code

Small Things, Done Well

Software Project Secrets: Why Software Projects Fail offers a new path to success in the software industry. This book reaches out to managers, developers, and customers who use industry-standard methodologies, but whose projects still struggle to succeed. Author George Stepanek analyzes the project management methodology itself, a critical factor that has thus far been overlooked. He explains why it creates problems for software development projects and begins by describing 12 ways in which software projects are different from other kinds of projects. He also analyzes the project management body of knowledge to discover 10 hidden assumptions that are invalid in the context of software projects. Introducing The Effective Engineer--the only book designed specifically for today's software engineers, based on extensive interviews with engineering leaders at top tech companies, and packed with hundreds of techniques to accelerate your career.

In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done. In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the "soft skills" of software engineering, you can have a much greater impact for the same amount of effort. Team Geek was named as a Finalist in the 2013 Jolt Awards from Dr. Dobb's Journal. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

Perfect geek design for any computer programmer, developer. Programmer engineer or IT student who loves coding, software and games. Computer science graduate present for you nery mom or dad.

A Guide to Navigating the Unpredictable

The Future of Labor

IT Project Management: A Geek's Guide to Leadership

C# Smorgasbord

A Guide for the New Software Engineer

WordPress.com and the Future of Work

Geek Sublime

Drawing on 20+ years helping software teams succeed in nearly 150 organizations, Karl Wiegers presents 60 concise lessons and practical recommendations students can apply to all kinds of projects, regardless of application domain, technology, development lifecycle, or platform infrastructure. Embodying both wisdom for deeper understanding and guidance for practical use, this book represent an invaluable complement to the technical nuts and bolts software developers usually study. Software Development Pearls covers multiple crucial domains of project success: requirements, design, project management, culture and teamwork, quality, and process improvement. Each chapter suggests several first steps and next steps to help you begin immediately applying the author's hard-won lessons--and writing code that is more successful in every way that matters.

At some point in your career, you'll realize there's more to being a software engineer than dealing with code. Is it time to become a manager? Or join a startup? In this insightful and entertaining book, Michael Lopp recalls his own make-or-break moments with Silicon Valley giants such as Apple, Slack, Pinterest, Palantir, Netscape, and Symantec to help you make better, more mindful career decisions. With more than 40 stand-alone stories, Lopp walks through a complete job lifecycle, starting with the interview and ending with the realization that it might be time to move on. You'll learn how to handle baffling circumstances in your job, understand what you want from your career, and discover how to thrive in your workplace. Learn how to navigate areas of your job that don't involve writing code Identify how the aspects you enjoy will affect your next career steps Build and maintain key relationships and interactions within your community Make choices that will help you have a deliberate career Recognize what's important to your manager and work on things that matter

This collection of short expository, critical and speculative texts offers a field guide to the cultural, political, social and aesthetic impact of software. Experts from a range of disciplines each take a key topic in software and the understanding of software, such as algorithms and logical structures.

Many people think leadership is a higher calling that resides exclusively with a select few who practice and preach big, complex leadership philosophies. But as this practical book reveals, what's most important for leadership is principled consistency. Time and again, small things done well build trust and respect within a team. Using stories from his time at Netscape, Apple, and Slack, Michael Lopp presents a series of small but compelling practices to help you build leadership skills. You'll learn how to create teams that are highly productive, highly respected, and highly trusted. Lopp has been speaking and writing about this topic for over a decade and now maintains a Slack leadership channel with over 13,000 members. The essays in this book examine the practical skills Lopp learned from exceptional leaders—as a manager at Netscape, a senior manager and director at Apple, and an executive at Slack. You'll learn how to apply these lessons to your own experience.

Coders at Work

The Art of Leadership

Blank Lined Journal 6x9 - Funny Computer Programmer Coding Nerd Techie Geek Engineer Software Developer Notebook Gift

Reflections on the Craft of Programming

The Healthy Programmer

The Beauty of Code, the Code of Beauty

Debugging Teams

Understand the big picture of the software development process. We use software every day – operating systems, applications, document editing programs, home banking – but have you ever wondered who

creates software and how it's created? This book guides you through the entire process, from conception to the finished product with the aid of user-centric design theory and tools. Software Development: From A to Z provides an overview of backend development - from databases to communication protocols including practical programming skills in Java and of frontend development - from HTML and CSS to npm registry and Vue.js framework. You'll review quality assurance engineering, including the theory about different kind of tests and practicing end-to-end testing using Selenium. Dive into the devops world where authors discuss continuous integration and continuous delivery processes along with each topic's associated technologies. You'll then explore insightful product and project management coverage where authors talk about agile, scrum and other processes from their own experience. The topics that are covered do not require a deep knowledge of technology in general; anyone possessing basic computer and programming knowledge will be able to complete all the tasks and fully understand the concepts this book aims at delivering. You'll wear the hat of a project manager, product owner, designer, backend, frontend, QA and devops engineer, and find your favorite role. What You'll Learn Understand the processes and roles involved in the creation of software Organize your ideas when building the concept of a new product Experience the work performed by stakeholders and other departments of expertise, their individual challenges, and how to overcome possible threats Improve the ways stakeholders and departments can work with each otherGain ideas on how to improve communication and processes Who This Book Is For Anyone who is on a team that creates software and is curious to learn more about other stakeholders or departments involved. Those interested in a career change and want to learn about how software gets created. Those who want to build technical startups and wonder what roles might be involved in the process.

Printed in full color. To keep doing what you love, you need to maintain your own systems, not just the ones you write code for. Regular exercise and proper nutrition help you learn, remember, concentrate, and be creative--skills critical to doing your job well. Learn how to change your work habits, master exercises that make working at a computer more comfortable, and develop a plan to keep fit, healthy, and sharp for years to come. Small changes to your habits can improve your health--without getting in the way of your work. The Healthy Programmer gives you a daily plan of action that's incremental and iterative just like the software development processes you're used to. Every tip, trick, and best practice is backed up by the advice of doctors, scientists, therapists, nutritionists, and numerous fitness experts. We'll review the latest scientific research to understand how being healthy is good for your body and mind. You'll start by adding a small amount of simple activity to your day--no trips to the gym needed. You'll learn how to mitigate back pain, carpal tunnel syndrome, headaches, and many other common sources of pain. You'll also learn how to refactor your diet to properly fuel your body without gaining weight or feeling hungry. Then, you'll turn the exercises and activities into a pragmatic workout methodology that doesn't interfere with the demands of your job and may actually improve your cognitive skills. You'll also learn the secrets of prominent figures in the software community who turned their health around by making diet and exercise changes. Throughout, you'll track your progress with a "companion iPhone app". Finally, you'll learn how to make your healthy lifestyle pragmatic, attainable, and fun. If you're going to live well, you should enjoy it. Disclaimer This book is intended only as an informative guide for those wishing to know more about health issues. In no way is this book intended to replace, countermand, or conflict with the advice given to you by your own healthcare provider including Physician, Nurse Practitioner, Physician Assistant, Registered Dietician, and other licensed professionals. Keep in mind that results vary from person to person. This book is not intended as a substitute for medical or nutritional advice from a healthcare provider or dietician. Some people have a medical history and/or condition and/or nutritional requirements that warrant individualized recommendations and, in some cases, medications and healthcare surveillance. Do not start, stop, or change medication and dietary recommendations without professional medical and/or Registered Dietician advice. A healthcare provider should be consulted if you are on medication or if there are any symptoms that may require diagnosis or medical attention. Do not change your diet if you are ill, or on medication except under the supervision of a healthcare provider. Neither this, nor any other book or discussion forum is intended to take the place of personalized medical care of treatment provided by your healthcare provider. This book was current as of January, 2013 and as new information becomes available through research, experience, or changes to product contents, some of the data in this book may become invalid. You should seek the most up to date information on your medical care and treatment from your health care professional. The ultimate decision concerning care should be made between you and your healthcare provider. Information in this book is general and is offered with no guarantees on the part of the author, editor or The Pragmatic Programmers, LLC. The author, editors and publisher disclaim all liability in connection with the use of this book.

Ask Your Developer
Lessons from Fifty Years of Software Experience
How To Be a Geek