El Libro Negro Del Programador

From the author of Future Shock, a striking way out of today's despair . . . a bracing, optimistic look at our new potentials. The Third Wave makes startling sense of the violent changes now battering our world. Its sweeping synthesis casts fresh light on our new forms of marriage and family, on today's dramatic changes in business and economics. It explains the role of cults, the new definitions of work, play, love, and success. It points toward new forms of twenty-first-century democracy. Praise for The Third Wave 'Magnificent . . . an astonishing array of information.'—The Washington Post 'Imperishably fresh.'—Business Week 'Will mesmerize readers, and rightly so.'—Vogue 'Alvin Toffler . . . has written another blockbuster . . . a powerful book.'—The Guardian 'Fresh ideas, clearly explained. . . . Toffler has proven again that he is a master.'—United Press International 'Toffler has imagination and an ability to think of various future possibilities by transcending prevailing values, assumptions and myths.'—Associated Press 'Once you have walked into his version of the future, you may decide never again to whitewash some of the built-in frailties of the real present'—Financial Post 'Rich, stimulating and basically optimistic . . . will unquestionably add many to a greater understanding of [today's] puzzling social changes.'—The Globe & Mail 'A detailed breathtakingly bold projection of the social changes required if we are to survive. . . . Toffler's vision of a democratic, self-sustaining utopia is a brave alternative to recent grim warnings.'—Cosmopolitan

The new edition of bestselling real-world guide to consultancy success, from the 'Rock Star of Consulting' Alan Weiss The second edition of The Consulting Bible: Everything You Need to Know to Create and Expand a Seven-Figure Consulting Practice remains the most comprehensive and practical guide to the consulting profession, from launch to high growth, from marketing to implementation. Legendary consultant, speaker, and bestselling author Alan Weiss shows you how to create an independent or boutique consulting practice and take it to seven-figure success. Step-by-step, this invaluable resource guides you through attracting clients, maximizing your value, and achieving your career goals. In the decade since the first publication of The Consulting Bible, an array of significant developments has dramatically impacted the consulting profession: shifts in social consciousness, the Covid-19 pandemic, tele-consulting and virtual meetings, the globalization of the economy, the growth of social media, and many more. This exhaustively revised new edition provides specific approaches and techniques for mastering the new consulting environment and turning volatility and disruption into unlimited opportunities. Designed to help you become the authority and expert that organizations turn to again and again, this book is your one-stop resource for: Building a strong global brand that draws people to you Marketing remotely to reduce costs and allow for higher fees Mastering the latest implementation techniques Forging strong relationships with the buyers of a new generation Selecting the consulting methodology that best fits your requirements Writing proposals and creating testimonials and references Using advanced technology to sell and deliver your services Written for newcomers and veterans alike, The Consulting Bible: Everything You Need to Know to Create and Expand a Seven-Figure Consulting Practice, Second Edition, is essential reading for every solo consultant, entrepreneur, and principal of a small consulting firm.

The best-seller finally in EnglishWithout prior knowledge. Learn to manage and query databases quickly and easily.Are you developing a webpage and you want to use MySQL to store information? Are you studying and you are stuck on the database management subject? Do you want to learn SQL to improve your curriculum or change your career? Or simply, do you have curiosity to learn this language and its possibilities? To all of you, welcome. You have found the appropriate book. Over 100 examples, numerous exercises, and additional subjects to learn the necessary to use SQL in your projects. Table of Contents PREFACE CHAPTER 1.1 - INTRODUCTION CHAPTER 1.2 - WHAT IS A RELATIONAL DATABASE? CHAPTER 1.3 - PREPARING THE ENVIRONMENT CHAPTER 1.4 - WHAT CAN I STORE IN A DATABASE? CHAPTER 1.5 - YOUR FIRST DATABASE CHAPTER 1.6 - CREATING TABLES CHAPTER 1.7 - STORE AND QUERY DATA CHAPTER 1.8 - FIRST DAY SUMMARY CHAPTER 2.1 - SQL LANGUAGE CHAPTER 2.2 - CREATE, ALTER AND DROP TABLE CHAPTER 2.3 - INSERT INTO CHAPTER 2.4 - USAGE OF PRIMARY KEY CHAPTER 2.5 - BASIC SELECT CHAPTER 2.6 - SELECT + WHERE CHAPTER 2.7 - JOIN CHAPTER 2.8 - UNION AND EXCEPT CHAPTER 2.9 - UPDATE AND DELETE CHAPTER 2.10 - SECOND DAY SUMMARY CHAPTER 3.1 - FUNCTIONS CHAPTER 3.2 - GROUP BY CHAPTER 3.3 - SUBQUERIES CHAPTER 3.4 - VIEWS CHAPTER 3.5 - OUTER JOIN CHAPTER 3.6 - OPERATIONS WITH DATETIME CHAPTER 3.7 - FINAL PROJECT

Before the Internet became widely known as a global tool for terrorists, one perceptive U.S. citizen recognized its ominous potential. Armed with clear evidence of computer espionage, he began a highly personal quest to expose a hidden network of spies that threatened national security. But would the authorities back him up? Cliff Stoll's dramatic firsthand account is "a computer-age detective story, instantly fascinating [and] astonishingly gripping" (Smithsonian). Cliff Stoll was an astronomer turned systems manager at Lawrence Berkeley Lab when a 75-cent accounting error alerted him to the presence of an unauthorized user on his system. The hacker's code name was "Hunter"—a mysterious invader who managed to break into U.S. computer systems and steal sensitive military and security information. Stoll began a one-man hunt of his own: spying on the spy. It was a dangerous game of deception, broken codes, satellites, and missile bases—a one-man sting operation that finally gained the attention of the CIA . . . and ultimately trapped an international spying ring fueled by cash, cocaine, and the KGB.

The Classic Study of Tomorrow
A Novel
The Consulting Bible
Cómo determinar la PC de escritorio o portátil adecuada para sus necesidades productivas
Invent Your Own Computer Games with Python, 4E
A Modern Introduction to Programming
Origin

Would you like to start programming with Python from scratch? This is definitely the easiest way you can find! What are you waiting for, keep reading! This boxset includes: Python Programming for Beginners: The Ultimate Beginner's Guide to Learning the Basics of Python in a Great Crash Course Full of Notions, Tips and Tricks Have you always wanted to learn how to program? Have you always thought it was too difficult? Or did you think you didn't have enough basic skills? If so, keep reading... THE PROGRAMMING LANGUAGES ACADEMY has created a targeted learning path within the reach of anyone who wants to start programming without having the appropriate skills. What you will find in this book is a real step by step path that will take you from 0 to 100 in a few days!!! Once you start reading you will appreciate a simple, clear and essential guide. The chapters are short and will deliver new information gradually, so that you are not overwhelmed by too many notions all together. Illustrations, examples and step-by-step guides in each chapter allow you not to make mistakes but above all not to cause confusion. You no longer have to waste time and money trying to learn Python from expensive online courses or from incredibly long textbooks that leave you just more confused and frustrated. Python Workbook: Learn How to Quickly and Effectively Program with Exercises, Projects, and Solutions Do you want to learn one of the most in-demand programming languages of today and start an exciting career in data science, web development, or another field of your choice? Learn Python! Python is easy to read because the code looks a lot like regular English, but don't let this simplicity deceive you: it's one of the most powerful and versatile programming languages out there! In fact, it powers many of your favorite websites and services, including Instagram, Spotify, and even Google! This book takes you on a practical journey through the amazing features of Python. Unlike books that focus on theoretical concepts only, this book will show you how Python is actually used - and encourage you to get creative! Here's what you'll find in this book: Practical programming exercises that will help you apply programming concepts to real-life situations Debugging exercises that will teach you to notice errors in Python code quickly Fun projects that will really test your knowledge and motivate you to practice even more Valuable tips for mastering Python quickly An answer key to check if you were right Learning the basics of any programming language may seem a bit boring at first, but once you've written your first program that really does something - even if it's just printing text on the screen - your excitement and motivation will become unstoppable and you'll yearn for more and more programming challenges that will hone your skills! This book is a perfect companion for any beginning Python programmer. If you've tried learning Python before but got discouraged by too much theory... this book is guaranteed to rekindle your interest in Python programming! If you're ready to learn the basics of python programming 7 DAYS FROM TODAY, get a copy of this book today! Are you ready to start writing Python apps that really work? Scroll up, cli

Good software design is simple and easy to understand. Unfortunately, the average computer program today is so complex that no one could possibly comprehend how all the code works. This concise guide helps you understand the fundamentals of good design through scientific laws—principles you can apply to any programming language or project from here to eternity. Whether you're a junior programmer, senior software engineer, or non-technical manager, you'll learn how to create a sound plan for your software project, and make better decisions about the pattern and structure of your system. Discover why good software design has become the missing science Understand the ultimate purpose of software and the goals of good design Determine the value of your design now and in the future Examine real-world examples that demonstrate how a system changes over time Create designs that allow for the most change in the environment with the least change in the software Make easier changes in the future by keeping your code simpler now Gain better knowledge of your software's behavior with more accurate tests

Segunda Edici?n revisada y actualizada. Mayo de 2017. El siglo XXI es el de la sociedad de la informaci?n y las nuevas tecnolog?as: todo ello no ser?a posible sin la enorme industria del software que le sirve de base. No obstante, los desarrolladores de software no aprovechan todas las oportunidades para desempe?ar una carrera profesional de ?xito, cometiendo siempre los mismos errores una y otra vez. Un buen proyecto software tiene que ver con habilidades creativas y art?sticas m?s que aquellas necesariamente t?cnicas. El Libro Negro del Programador muestra qu? distingue a un programador ne?fito de quien act?a y trabaja profesionalmente. En la era del emprendimiento y de la nueva econom?a, el desarrollo profesional de software es su pilar fundamental. Si como programador quieres llegar a ser no s?lo bueno sino profesional, no puedes dejar de conocer las gemas de sabidur?a que contiene El Libro Negro del Programador. ?ndice de El Libro Negro del Programador: El autor_ Introducci?n a la segunda edici?n_ Calentando para empezar_ Excepciones ling??sticas_ Manifiesto de El Libro Negro del Programador_ Desarrollo, pruebas, refactoring (todo va en el mismo paquete)_ Qu? es tener ?xito en un proyecto software_ Todo es cuesti?n de principios_ Una vuelta de tuerca a la ley del cambio_ Atreverse a eliminar lo implementado_ Cuando incorporar m?s gente es desastre asegurado_ Cuando el gestor de un proyecto es su mayor enemigo_ El d?a a d?a de un buen desarrollador_ Talento, Tecnolog?a y Metodolog?a_ El mal entendido rol de arquitecto de software_ La rentabilidad metodol?gica_ Todo est? en la UI_ Diletantismo tecnol?gico_ No se trata de trabajar m?s horas, sino de trabajar mejor_ Sobre frameworks, librer?as y c?mo reinventamos la rueda_ Los buenos desarrolladores escriben c?digo depurable_ Esclavo de tu propia soluci?n o c?mo querer ser imprescindible_ Aprendemos de otros (o c?mo no ser un desarrollador perezoso)_ Potenciando la productividad_ La era del emprendimiento_ Conclusiones_ El test del desarrollador de software altamente productivo_ Bibliograf?a_ Referencias_

Stories are a powerful means to promote cooperation and to teach many things and user stories, as we know, are no exception to this condition. The user stories allow you to create a link between the users or consumers and the product developers. This relationship is the first major step towards the creation and achievement of the pinnacle of admirable products, which positively influence the people who use or consume them and even change them to improve their lifestyle.This book is a compilation of many previous articles the authors published on their blogs and other specialized sites: Learned lessons (http://www.lecciones-aprendidas.info/) Gazafatonario (http://www.gazafatonarioit.com/)All this added to totally new material and numerous practical examples that enrich and extend the original work. In this, the anatomy of user stories is described in detail, the meaning of each of the INVEST attributes is intensely addressed and different patterns are treated to divide stories, with illustrative lessons.It also raises different ways of representing a user story, emphasizing that the most representative of this instrument are the conversations that it fosters. The underlying message is that the stories are to tell them, not to write them. In the final part, the authors present a Canvas to Talk about User Stories, a visual tool to document different aspects or dimensions of new or existing user stories in the product backlog.As the authors say in the foreword, they present some of the ways of doing things when it comes to user stories, it is a view, supported by their experience of many years not only in projects and development efforts with Agile and Lean thinking, but with other approaches and methods that at this point are considered traditionalists.In any case, the motivation for continuous improvement is present throughout the book and that is perhaps the only certainty left by its author

Why It Can Matter More Than IQ
The #39# habits of the professional programmer
JavaScript: The Definitive Guide
Cómo conseguir una carrera de éxito desarrollando software y cómo evitar los errores habituales
Computer Science
Sapiens
Code Simplicity

Embarking on a career (or hobby) in app design can be intimidating, especially when information is scattered, confusing and hard to find. Designing Mobile Apps is a complete guide for those getting started, providing step-by-step details on how to design useful, attractive mobile applications. Authors Javier "Simón" Cuello and José Vittone share their experiences in the world of app design, revealing tricks of the trade based on their work at companies like Yahoo, Zara and Telefónica. Apps for Android, iOS and Windows Phone How do operating systems differ? How does one go about transferring from one OS to another? Designing Mobile Apps answers these questions and more, using real-life examples and visual comparisons. The Complete Design Process From the initial concept to app store publication, Designing Mobile Apps covers the full app creation process in simple, easy-to-use terms. It includes numerous examples and doesn't use a single line of code. Interviews with Top Professionals Designing Mobile Apps contains interviews with leading designers and developers, including Loren Brichter, Irene Pereyra, Erik Spiekermann and Dustin Mierau. They share the secrets they've learned while working at some of the best companies in the world. Written Especially for Designers and Developers Not sure how to prepare your design for the programmer? Know how to program, but fuzzy on the details in making your app truly appealing and easy to use? With Designing Mobile Apps, designers and developers can learn all they need to know to work together and create a successful app.

Una introducción al ciclo completo de desarrollo de software desde un enfoque ágil. Este libro reúne las prácticas más habituales de código limpio, refactoring, principios de diseño, testing y gestión de la configuración, junto con reflexiones acerca de la naturaleza creativa y artística del software y técnicas de productividad para desarrolladores. Si te gustó El Libro Negro del Programador, en este nuevo trabajo de Rafael Gómez Blanes, encontrarás las claves esenciales para cualquier programador profesional, con decenas de ejemplos extraídos de proyectos reales en C# y Javascript. Con presentación de Aurelio Gandarillas, experto en testing y calidad de software.

"A flawless compendium of flaws." —Alice Roberts, PhD, anatomist, writer, and presenter of The Incredible Human Journey The antidote to fuzzy thinking, with furry animals! Have you read (or stumbled into) one too many irrational online debates? Ali Almossawi certainly had, so he wrote An Illustrated Book of Bad Arguments! This handy guide is here to bring the internet age a much-needed dose of old-school logic (really old-school, a la Aristotle). Here are cogent explanations of the straw man fallacy, the slippery slope argument, the ad hominem attack, and other common attempts at reasoning that actually fall short—plus a beautifully drawn menagerie of animals who (adorably) commit every logical faux pas. Rabbit thinks a strange light in the sky must be a UFO because no one can prove otherwise (the appeal to ignorance). And Lion doesn't believe that gas emissions harm the planet because, if that were true, he wouldn't like the result (the argument from consequences). Once you learn to recognize these abuses of reason, they start to crop up everywhere from congressional debate to YouTube comments—which makes this geek-chic book a must for anyone in the habit of holding opinions.

Data Structures & Theory of Computation
Cómo Conseguir una Carrera de éxito Desarrollando Software y Cómo Evitar Los Errores Habituales
2 Books in 1: Python Programming for Beginners, Python Workbook
El libro negro de las computadoras en la productividad
Designing Mobile Apps
A Code of Conduct for Professional Programmers
The Coder Habits: Los 39 hábitos del programador profesional
Refactoring

For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it.

LEARN PYTHON IN THE FASTEST AND EASIEST WAY Learn Python in a weekend offers you a learning method that will allow you to learn Python in a short period of time, specifically in a weekend!Our experience has demonstrated us that the best way to learn is to do it while having fun and with a methodology that will teach you progressively all the concepts you need to know.In the first part of the book you will find an explanation of the programming language along with an introduction to the programming environment.In the second part of the book you will find a total of 100 exercises of progressive difficulty in which, in addition to guiding you step by step, we explain all the theoretical concepts of programming that you need to know to be able to carry them out. The book contains downloadable material! INDEX 1. Introduction2.- What do I need to start?3.- Learning process4.- Python5.- Development environment6.- Handling of messages on the screen7.- Use of basic data types8.- Control of the flow of a program9.- Loops10.- Project 111.- Functions12.- Project 213.- Basic object-oriented programming14.- Project 315.- Advanced object-oriented programming16.- Working with files17.- Exception control18.- Project 419.- Final Project20.- Annexes

The Wolfram Language represents a major advance in programming languages that makes leading-edge computation accessible to everyone. Unique in its approach of building in vast knowledge and automation, the Wolfram Language scales from a single line of easy-to-understand interactive code to million-line production systems. This book provides an elementary introduction to the Wolfram Language and modern computational thinking. It assumes no prior knowledge of programming, and is suitable for both technical and non-technical college and high-school students, as well as anyone with an interest in the latest technology and its practical application. NATIONAL BESTSELLER • A stunning "portrait of the enduring grace of friendship" (NPR) about the families we are born into, and those that we make for ourselves. A masterful depiction of love in the twenty-first century. A NATIONAL BOOK AWARD FINALIST • A MAN BOOKER PRIZE FINALIST • WINNER OF THE KIRKUS PRIZE A Little Life follows four college classmates—broke, adrift, and buoyed only by their friendship and ambition—as they move to New York in search of fame and fortune. While their relationships, which are tinged by addiction, success, and pride, deepen over the decades, the men are held together by their devotion to the brilliant, enigmatic Jude, a man scarred by an unspeakable childhood trauma. A hymn to brotherly bonds and a masterful depiction of love in the twenty-first century, Hanya Yanagihara's stunning novel is about the families we are born into, and those that we make for ourselves. Look for Hanya Yanagihara's new novel, To Paradise, coming in January 2022.

Object-Oriented Data Structures Using Java
El Libro Negro Del Programador
Learn SQL in a Weekend
The Fundamentals of Software
The Clean Coder
Java by Comparison
Wireless Hacking 101

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.

Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

El siglo XXI es el de la sociedad de la información y las nuevas tecnologías: todo ello no será posible sin la enorme industria del software que le sirve de base. No obstante, los desarrolladores de software no aprovechan todas las oportunidades para desempeñar una carrera profesional de éxito, cometiendo siempre los mismos errores una y otra vez. Un buen proyecto software tiene que ver con habilidades creativas y artísticas más que aquellas necesariamente técnicas. El Libro Negro del Programador muestra qué distingue a un programador neófito de quien actúa y trabaja profesionalmente. En la era del emprendimiento y de la nueva economía, el desarrollo profesional de software es su pilar fundamental. Si como programador quieres llegar a ser no sólo bueno sino profesional, no puedes dejar de conocer las gemas de sabiduría que contiene El Libro Negro del Programador. Más información en www.ellibronegrodelprogramador.com

Un buen programador no solo escribe código sino que, además, incorpora en su día a día a rutinas, trucos y actitudes que le permiten ser más productivo, más creativo y un profesional aún mejor. Repítelas y así melas como algo natural hasta convertirlas en hábitos y, solo entonces, habrás dado un salto de nivel en tu carrera. Lo único que distingue a un buen desarrollador de otro del montón, son sus hábitos. No es necesario trabajar muchas más horas, sino hacerlo con más eficacia, productividad y más concentrado. No generes software con tantos bugs sino que programa mejor con tus buenas prácticas de diseño y código limpio. Adopta las 'soft-skills' necesarias para un programador. Tampoco es necesario esforzarse hasta la extenuación, sino asumir de verdad los hábitos de un programador experto y más cotizado. Y así habrás completar las treinta y nueve piedoras de sabiduría a descritas en el libro que te van a llevar varios pasos más allá en tu carrera. Comprenderás por qué hay quienes hace mucho más con menos esfuerzo, y quienes se esfuerzan mucho y consiguen poco. En 'The Coder Habits: Los 39 hábitos del programador profesional', están descritos todos estos hábitos, entre técnicos y de otra naturaleza, que multiplicará n tus resultados y te permitirá n entrar en el grupo del 10% de los mejores. Por el autor de 'El Libro Negro del Programador' (nº 1 en ventas en Amazon en su categoría), 'El Libro Práctico del Programador Ágil' y 'El Método Lean MP'. Libro códi gico y único en su género, 'The Coder Habits' desmuestra que no puede haber desarrollo técnico sin desarrollo personal, y que solo sumando ambas facetas, será s un gran profesional. A continuación tienes la lista de capítulos: Introducción #1 - Aplica la regla 50/50 #2 - Aprende cada semana algo nuevo #3 - Conoce y utiliza correctamente estructuras de datos y algoritmos #4 - No cometas el mismo error dos veces #5 - Escribe código legible #6 - Empieza por lo más difícil (o lo que te da más pereza) #7 - Teclea fluidamente #8 - Termina lo que comienza #9 - Aplica principios de diseño y patrones #10 - No implementes característica no solicitada #11 - Implementa código modular y flexible #12 - Desarrolla soft-skills #13 - Comentar lo imprescindible #14 - Lleva a cabo un control de versiones exhaustivo #15 - Ante cada nuevo proyecto, hazte estas preguntas #16 - Utiliza el editor productivamente #17 - Trabaja productivamente #18 - Evita el sobrediseño #19 - Productiviza #20 - Escribe código traceable #21 - Evita un entorno caótico para trabajar #22 - Sé un experto sobre prácticas de código limpio y refactoring #23 - Reutiliza partes de tus propios proyectos #24 - Escribe código homogéneo #25 - Trabaja concentrado

Identifica los 'bad smells' #27 - Trabaja en proyectos personales #28 - Testea hasta la saciedad y evita el 'happy path' #29 - Hazte experto solo en algunas algunas á reas #30 - Lee, continuamente #31 - Comienza por lo que aporta má s valor #32 - No fomentes islas de conocimiento #33 - Lee proyectos realizados por otros #34 - Trabaja siempre en tareas planificadas #35 - Piensa y trabaja para el cliente #36 - Invierte en tu formació n #37 - Aplica la mejora continua #38 - Cuida de los detalles #39 - Aprende a ser criticado Para terminar

A Pragmatic View
CUCKOO'S EGG
Eloquent JavaScript, 3rd Edition
The Black Book of Freemasonry
Algorithms for NP-Hard Problems
Python for Beginners
De qué hablo cuando hablo de programar (volumen 1)

Wireless Hacking 101 - How to hack wireless networks easily! This book is perfect for computer enthusiasts that want to gain expertise in the interesting world of ethical hacking and that wish to start conducting wireless pentesting. Inside you will find step-by-step instructions about how to exploit WiFi networks using the tools within the known Kali Linux distro as the famous aircrack-ng suite. Topics covered: •Introduction to WiFi Hacking •What is Wardriving •WiFi Hacking Methodology •WiFi Mapping •Attacks to WiFi clients and networks •Defeating MAC control •Attacks to WEP, WPA, and WPA2 •Attacks to WPS •Creating Rogue AP's •MITM attacks to WiFi clients and data capture •Defeating WiFi clients and evading SSL encryption •Kidnapping sessions from WiFi clients •Defensive mechanisms

Python para Todos está diseñado para introducir a los estudiantes en la programación y el desarrollo de software a través de un enfoque en la exploración de datos. Puedes pensar en Python como una herramienta para resolver problemas que están más allá de las capacidades de una simple hoja de cálculo.Python es un lenguaje de programación fácil de usar y sencillo de aprender, disponible de forma gratuita para Macintosh, Windows, o Linux. Una vez que aprendes Python, puedes utilizarlo el resto de tu carrera sin necesidad de comprar ningún software.Existen copias electrónicas gratuitas de este libro en varios formatos, así como material de soporte para el libro, que pues encontrar en es.py4e.com. Los materiales del curso están disponibles bajo una Licencia Creative Commons, de modo que puedes adaptarlos para enseñar tu propio curso de Python.

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Este libro está enfocado en los equipos de cómputo personal para la productividad o el uso profesional, ya sean de escritorio o portátiles. Está fundamentado en el sistema operativo Microsoft Windows 10. Ofrece una guía imparcial para coadyuvar a que el lector tome la mejor decisión para sus soluciones de cómputo productivo. Está dividido en tres secciones: En la primera se desglosa la importancia y la configuración del equipo en el entorno productivo, entre lo que se incluyen aspectos de seguridad. En la segunda se desmenuza el tema de las evaluaciones de rendimiento para comprenderlas y allanar el camino de elegir la que mejor se adapte a las necesidades. En la tercera se ofrecen apéndices con información complementaria, entre lo que se encuentra una guía para hacer una imagen de software basada en Windows 10.

A Little Life
Algorithms Illuminated (Part 4)
User Stories
How to Launch and Grow a Seven-Figure Consulting Business
An Elementary Introduction to the Wolfram Language
The Definitive Guide for Creating and Querying Databases
A Brief History of Humankind

El Libro Negro Del ProgramadorCómo Conseguir una Carrera de éxito Desarrollando Software y Cómo Evitar Los Errores HabitualesCreateSpace
A good programmer not only writes code but also incorporates routines, tricks, and attitudes into his day-to-day life that allow him to be more productive, more creative, and an even better professional. Repeat and assume them as something natural until they become habits and, only then, you will go to the next level. The only thing that distinguishes a good professional from another in the crowd are their habits. It is not necessary to work many more hours, but to do it with more efficiency, productivity and more concentration. Do not generate software with so many bugs but rather develop better with good design and clean code practices. Adopt the necessary 'soft-skills' for a programmer. Nor it is necessary to exert yourself to exhaustion, but to really assume the habits of an expert and more valued programmer. And so on until you complete the thirty-nine pills of wisdom described in this book that will take you several steps beyond your career. By the author of The Black Book of the Programmer.
New York Times Bestseller A Summer Reading Pick for President Barack Obama, Bill Gates, and Mark Zuckerberg From a renowned historian comes a groundbreaking narrative of humanity's creation and evolution—a #1 international bestseller—that explores the ways in which biology and history have defined us and enhanced our understanding of what it means to be "human." One hundred thousand years ago, at least six different species of humans inhabited Earth. Yet today there is only one—homo sapiens. What happened to the others? And what may happen to us? Most books about the history of humanity pursue either a historical or a biological approach, but Dr. Yuval Noah Harari breaks the mold with this highly original book that begins about 70,000 years ago with the appearance of modern cognition. From examining the role evolving humans have played in the global ecosystem to charting the rise of empires, Sapiens integrates history and science to reconsider accepted narratives, connect past developments with contemporary concerns, and examine specific events within the context of larger ideas. Dr. Harari also compels us to look ahead, because over the last few decades humans have begun to bend laws of natural selection that have governed life for the past four billion years. We are acquiring the ability to design not only the world around us, but also ourselves. Where is this leading us, and what do we want to become? Featuring 27 photographs, 6 maps, and 25 illustrations/diagrams, this provocative and insightful work is sure to spark debate and is essential reading for aficionados of Jared Diamond, James Gleick, Matt Ridley, Robert Wright, and Sharon Moalem.
El siglo XXI es el de la sociedad de la información y las nuevas tecnologías: todo ello no sería posible sin la enorme industria del software que le sirve de base. No obstante, los desarrolladores de software no aprovechan todas las oportunidades para desempeñar una carrera profesional de éxito, cometiendo siempre los mismos errores una y otra vez. Un buen proyecto software tiene que ver con habilidades creativas y artísticas más que aquellas necesariamente técnicas. El Libro Negro del Programador muestra qué distingue a un programador neófito de quien actúa y trabaja profesionalmente. En la era del emprendimiento y de la nueva economía, el desarrollo profesional de software es su pilar fundamental. Si como programador quieres llegar a ser no sólo bueno sino profesional, no puedes dejar de conocer las gemas de sabiduría que contiene El Libro Negro del Programador. Más información en www.rafablanes.com Segunda Edición - 2017
Ten Arguments for Deleting Your Social Media Accounts Right Now
your journey to mastery, 20th Anniversary Edition
Un enfoque integral y práctico para el desarrollo de software mediante las mejores prácticas de código limpio, ... de diseño y gestión de la configuración
Python Para Todos
El Libro Negro del Programador
Learn Python in a Weekend
Become a Java Craftsman in 80 Examples
Write code that's clean, concise, and to the point: code that others will read with pleasure and reuse. Comparing your code to that of expert programmers is a great way to improve your coding skills. Get hands-on advice to level up your coding style through small and understandable examples that compare flawed code to an improved solution. Discover handy tips and tricks, as well as common bugs an experienced Java programmer needs to know. Make your way from a Java novice to a master craftsman. This book is a useful companion for anyone learning to write clean Java code. The authors introduce you to the fundamentals of becoming a software craftsman, by comparing pieces of problematic code with an improved version, to help you to develop a sense for clean code. This unique before-and-after approach teaches you to create clean Java code. Learn to keep your booleans in check, dodge formatting bugs, get rid of magic numbers, and use the right style of iteration. Write informative comments when needed, but avoid them when they are not. Improve the understandability of your code for others by following conventions and naming your objects accurately. Make your programs more robust with intelligent exception handling and learn to assert that everything works as expected using JUnit5 as your testing framework. Impress your peers with an elegant functional programming style and clear-cut object-oriented class design. Writing excellent code isn't just about implementing the functionality. It's about the small important details that make your code more readable, maintainable, flexible, robust, and faster. Java by Comparison teaches you to spot these details and trains you to become a better programmer. What You Need: You need a Java 8 compiler, a text editor, and a fresh mind.That's it.
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.
C?mo mejorar de forma sencilla y poco a poco c?digo que ha crecido demasiado r?pido y quiz? de forma desorganizada? ¿C?mo modernizar una aplicaci?n "heredada"? En catorce pasos, Rafael G?mez Blanes muestra un m?todo f?cil con el que "modernizar" con el menor esfuerzo posible un proyecto software que presenta d?ficit de buen dise?o y con demasiada deuda t?cnica. Por el autor entre otros de El Libro Negro del Programador (n?1 en ventas en Amazon en su categor?a), The Coder Habits y El Libro Pr?ctico del Programador ?gil. www.rafablanes.com
The "brilliantly realized" (The New York Times Book Review) modern classic that coined the term "metaverse"—one of Time's 100 best English-language novels and "a foundational text of the cyberpunk movement" (Wired) In reality, Hiro Protagonist delivers pizza for Uncle Enzo's CosoNostra Pizza Inc., but in the Metaverse he's a warrior prince. Plunging headlong into the enigma of a new computer virus that's striking down hackers everywhere, he races along the neon-lit streets on a search-and-destroy mission for the shadowy virtual villain threatening to bring about infocalypse. Snow Crash is a mind-altering romp through a future America so bizarre, so outrageous . . . you'll recognize it immediately.
Snow Crash
Thinking in Java
Improving the Design of Existing Code
Legacy Code
The Third Wave

The Pragmatic Programmer
*Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of Java¬Script and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to: - Understand the essential elements of programming, including syntax, control, and data - Organize and clarify your code with object-oriented and functional programming techniques - Script the browser and make basic web applications - Use the DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? * All source code is available online in an inter¬active sandbox, where you can edit the code, run it, and see its output instantly.*
AS SEEN IN THE NETFLIX DOCUMENTARY THE SOCIAL DILEMMA A WIRED "ALL-TIME FAVORITE BOOK" A FINANCIAL TIMES BEST BOOK "THE CONSCIENCE OF SILICON VALLEY"- GQ "Profound . . . Lanier shows the tactical value of appealing to the conscience of the individual. In the face of his earnest argument, I felt a piercing shame about my own presence on Facebook. I heeded his plea and deleted my account." - Franklin Foer, The New York Times Book Review "Mixes prophetic wisdom with a simple practicality . . . Essential reading." - The New York Times (Summer Reading Preview) You might have trouble imagining life without your social media accounts, but virtual reality pioneer Jaron Lanier insists that we're better off without them. In Ten Arguments for Deleting Your Social Media Accounts Right Now, Lanier, who participates in no social media, offers powerful and personal reasons for all of us to leave these dangerous online platforms. Lanier's reasons for freeing ourselves from social media's poisonous grip include its tendency to bring out the worst in us, to make politics terrifying, to trick us with illusions of popularity and success, to twist our relationship with the truth, to disconnect us from other people even as we are more "connected" than ever, to rob us of our free will with relentless targeted ads. How can we remain autonomous in a world where we are under continual surveillance and are constantly being prodded by algorithms run by some of the richest corporations in history that have no way of making money other than being paid to manipulate our behavior? How could the benefits of social media possibly outweigh the catastrophic losses to our personal dignity, happiness, and freedom? Lanier remains a tech optimist, so while demonstrating the evil that rules social media business models today, he also envisions a humanistic setting for social networking that can direct us toward a richer and fuller way of living and connecting with our world.
No es lo mismo programar que desarrollar una carrera profesional como programador. En este primer volumen de "De Qué Hablo Cuando Hablo de Programar", Rafael Gómez Blanes recopila una selección de los artículos más visitados y vinculados en su web (www.rafablanes.com). Corregidos, revisados y hasta elaborados de nuevo, y enriquecidos con su experiencia de los últimos años, cada capítulo aborda un aspecto diferente del desarrollo de software. El contenido de este libro es imprescindible para cualquier desarrollador amateur, júnior o sénior: desde por qué se produce la deuda técnica, cómo documentar correctamente un proyecto software, cómo reconocer a un mal gestor y por qué es útil realizar paradas técnicas y retrospectivas hasta cómo trabajar con mejor orden y con ciertas habilidades de desarrollo personal, aspectos que te ayudarán, sin duda, a ser mejor profesional y avanzar más rápido en tu carrera. En palabras del mismo autor: "Este es uno de esos libros que me hubiese gustado leer tan pronto como terminé mi etapa académica, habría cometido menos errores, progresado mucho más rápido y con menos dificultades". Por el autor de El Libro Negro del Programador, El Libro Práctico del Programador Ágil, Legacy Code, The Coder Habits, El Arte del Emprendedor Digital y otros. Lista de capítulos: INTRODUCCIÓN 1. EL PROGRAMADOR KAIZEN 2. QUÉ ES LA DEUDA TÉCNICA Y CÓMO SE PRODUCE 3. SIMPLIFICA 4. QUÉ ES LA LEGIBILIDAD 5. EL CÓDIGO NO CUENTA TODA LA HISTORIA 6. ¿ES TU JEFE UN BUEN GESTOR DE PROYECTOS SOFTWARE? 7. SOBRE LA ESTIMACIÓN DE PROYECTOS POR HORAS 8. REFACTORIZA LA ESTRUCTURA DE UN PROYECTO 9. MICROMEJORAS 10. SOBRE LA OPERACIÓN DE UN SISTEMA 11. EXTRAE SUBPROYECTOS DE UN PROYECTO 12. GESTIONAR LA INCERTIDUMBRE 13. ¿DESARROLLADOR AMATEUR, JÚNIOR O SÉNIOR? 14. SOBRE LA ARQUITECTURA SOFTWARE 15. LAS DOCE CLAVES PARA EMPRENDER 16. HAZ PARADAS TÉCNICAS 17. NO FOMENTES ISLAS DE CONOCIMIENTO 18. EVENTOS Y ORQUESTACIÓN DE COMPONENTES 19. REFLEXIONES SOBRE EL TRABAJO EN REMOTO 20. ¿CUÁNDO ESTÁ TERMINADO UN PROYECTO SOFTWARE? 21. HAZ RETROSPECTIVAS 22. EL ARTE DEL EMPRENDEDOR DIGITAL 23. LOS DIEZ HÁBITOS DE UN BUEN DESARROLLADOR 24. INVIERTE EN TI MISMO 25. MEJORANDO CUANDO SE TRABAJA EN PROYECTOS 26. MALDITAS INTERRUPCIONES 27. CONTRATANDO A LOS MEJORES 28. EL VIEJO TEST DE JOEL 29. ESTO TIENE QUE ESTAR PARA MAÑANA 30. LA ESCALABILIDAD NO DEPENDE DE LA BASE DE DATOS 31. CREA ENTORNOS DE TRABAJO SENCILLOS Y EFICIENTES 32. AMA LO QUE HACES O DEDÍCATE A OTRA COSA 33. PROTOTIPANDO UNA NUEVA APLICACIÓN 34. EL HAPPY PATH EN LOS TESTS (O LOS TESTS FELICES)
Daniel Goleman offers a vital new curriculum for life that can change the future for us and for our children
Emotional Intelligence
Master the World's Most-Used Programming Language
An Interdisciplinary Approach
An Illustrated Book of Bad Arguments
Explorando la Información Con Python 3
The Coder Habits
El Libro Práctico del Programador Ágil

The #1 New York Times Bestseller (October 2017) from the author of The Da Vinci Code. Robert Langdon, Harvard professor of symbology, arrives at the ultramodern Guggenheim Museum Bilbao to attend the unveiling of a discovery that ⬛will change the face of science forever.⬛ The evening⬛s host is Edmond Kirsch, a forty-year-old billionaire and futurist, and one of Langdon⬛s first students. But the meticulously orchestrated evening suddenly erupts into chaos, and Kirsch⬛s precious discovery teeters on the brink of being lost forever. Facing an imminent threat, Langdon is forced to flee. With him is Ambra Vidal, the elegant museum director who worked with Kirsch. They travel to Barcelona on a perilous quest to locate a cryptic password that will unlock Kirsch⬛s secret. Navigating the dark corridors of hidden history and extreme religion, Langdon and Vidal must evade an enemy whose all-knowing power seems to emanate from Spain⬛s Royal Palace. They uncover clues that ultimately bring them face-to-face with Kirsch⬛s shocking discovery⬛and the breathtaking truth that has long eluded us.

⬛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.

Named a Notable Book in the 21st Annual Best of Computing list by the ACM! Robert Sedgewick and Kevin Wayne's Computer Science: An Interdisciplinary Approach is the ideal modern introduction to computer science with Java programming for both students and professionals. Taking a broad, applications-based approach, Sedgewick and Wayne teach through important examples from science, mathematics, engineering, finance, and commercial computing. The book demystifies computation, explains its intellectual underpinnings, and covers the essential elements of programming and computational problem solving in today's environments. The authors begin by introducing basic programming elements such as variables, conditionals, loops, arrays, and I/O. Next, they turn to functions, introducing key modular programming concepts, including components and reuse. They present a modern introduction to object-oriented programming, covering current programming paradigms and approaches to data abstraction. Building on this foundation, Sedgewick and Wayne widen their focus to the broader discipline of computer science. They introduce classical sorting and searching algorithms, fundamental data structures and their application, and scientific techniques for assessing an implementation's performance. Using abstract models, readers learn to answer basic questions about computation, gaining insight for practical application. Finally, the authors show how machine architecture links the theory of computing to real computers, and to the field's history and evolution. For each concept, the authors present all the information readers need to build confidence, together with examples that solve intriguing problems. Each chapter contains question-and-answer sections, self-study drills, and challenging problems that demand creative solutions. Companion web site (introcs.cs.princeton.edu/java) contains Extensive supplementary information, including suggested approaches to programming assignments, checklists, and FAQs Graphics and sound libraries Links to program code and test data Solutions to selected exercises Chapter summaries Detailed instructions for installing a Java programming environment Detailed problem sets and projects Companion 20-part series of video lectures is available at informit.com/title/9780134493831