
Effective Programming More Than Writing Code Ebook

Jeff Atwood

A Guide for Students

Effective TCP/IP Programming

An advanced programmer's guide to efficient hardware utilization and compiler optimizations using C++ examples

Writing Better Programs with Perl

Code Reading

WORK EFFECT LEG CODE _p1

Writing Better Programs with Tcl and Tk

Clear, Concise, and Effective Programming

Effective Programming

Game Programming Patterns

The Open Source Perspective

Effective Python

Why Smart Engineers Write Bad Code

Code Quality

A Practical Guide to Smarter Programming

More Effective C++

59 Specific Ways to Write Better Python

From Journeyman to Master

Think Like a Software Engineer

Easy Beginner's To Experts Edition.

Classical Fortran

A Practical Introduction

Writing Idiomatic Python 3.3

Starch Press

Effective Programming: More Than Writing Code
Your one-stop shop for all things programming
Hyperink Inc
[Writing Better Programs with Perl](#) Packt Publishing Ltd

Get to grips with various performance improvement techniques such as concurrency, lock-free programming, atomic operations, parallelism, and memory management
Key Features
Understand the limitations of modern CPUs and their performance impact
Find out how you can avoid writing inefficient code and get the best optimizations from the compiler
Learn the tradeoffs and costs of writing high-performance programs
Book Description
The great free lunch of "performance taking care of itself" is over. Until recently, programs got faster by themselves as CPUs were upgraded, but that doesn't happen anymore. The clock frequency of new processors has almost peaked. New architectures provide small improvements to existing programs, but this only helps slightly. Processors do get larger and more powerful, but most of this new power is consumed by the increased number of processing cores and other

"extra" computing units. To write efficient software, you now have to know how to program by making good use of the available computing resources, and this book will teach you how to do that. The book covers all the major aspects of writing efficient programs, such as using CPU resources and memory efficiently, avoiding unnecessary computations, measuring performance, and how to put concurrency and multithreading to good use. You'll also learn about compiler optimizations and how to use the programming language (C++) more efficiently. Finally, you'll understand how design decisions impact performance. By the end of this book, you'll not only have enough knowledge of processors and compilers to write efficient programs, but you'll also be able to understand which techniques to use and what to measure while improving performance. At its core, this book is about learning how to learn. What you will learn
Discover how to use the hardware computing resources in your programs effectively
Understand the relationship between memory order and memory barriers
Familiarize yourself with the performance implications of different

data structures and organizations
Assess the performance impact of concurrent memory accessed and how to minimize it
Discover when to use and when not to use lock-free programming techniques
Explore different ways to improve the effectiveness of compiler optimizations
Design APIs for concurrent data structures and high-performance data structures to avoid inefficiencies
Who this book is for
This book is for experienced developers and programmers who work on performance-critical projects and want to learn different techniques to improve the performance of their code. Programmers who belong to algorithmic trading, gaming, bioinformatics, computational genomics, or computational fluid dynamics communities can learn various techniques from this book and apply them in their domain of work. Although this book uses the C++ language, the concepts demonstrated in the book can be easily transferred or applied to other compiled languages such as C, Java, Rust, Go, and more.

[Code Reading](#) Addison-Wesley Professional
Page 26: How can I avoid off-by-one errors? Page 143: Are Trojan Horse attacks

for real? Page 158: Where should I look when my application can't handle its workload? Page 256: How can I detect memory leaks? Page 309: How do I target my application to international markets? Page 394: How should I name my code's identifiers? Page 441: How can I find and improve the code coverage of my tests? Diomidis Spinellis' first book, Code Reading, showed programmers how to understand and modify key functional properties of software. Code Quality focuses on non-functional properties, demonstrating how to meet such critical requirements as reliability, security, portability, and maintainability, as well as efficiency in time and space. Spinellis draws on hundreds of examples from open source projects--such as the Apache web and application servers, the BSD Unix systems, and the HSQLDB Java database--to illustrate concepts and techniques that every professional software developer will be able to appreciate and apply immediately. Complete files for the open source code illustrated in this book are available online at: <http://www.spinellis.gr/codequality/> WORK EFFECT LEG CODE _p1 Cambridge

University Press
Essential C Programming Skills-Made Easy-Without Fear! Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You'll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. C programming has never been this simple! This C Programming book gives a good start and complete introduction for C Programming for Beginner's. Learn the all basics and advanced features of C programming in no time from Bestselling Programming Author Harry. H. Chaudhary. This Book, starts with the basics; I promise this book will make you 100% expert level champion of C Programming. This book contains 1000+ Live C Program's code examples, and 500+ Lab Exercise & 200+ Brain Wash Topic-wise Code book and 20+ Live software Development Project's. All what you need ! Isn't it ? Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear

and easy step at a time. You'll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. (See Below List)C programming has never been this simple! Who knew how simple C programming could be? This is today's best beginner's guide to writing C programs--and to learning skills you can use with practically any language. Its simple, practical instructions will help you start creating useful, reliable C code. This book covers common core syllabus for BCA, MCA, B.TECH, BS (CS), MS (CS), BSC-IT (CS), MSC-IT (CS), and Computer Science Professionals as well as for Hackers. This Book is very serious C Programming stuff: A complete introduction to C Language. You'll learn everything from the fundamentals to advanced topics. If you've read this book, you know what to expect a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other C book you've ever read. Learning a new language is no easy. You might think the problem is your brain. It seems to have a mind of its own, a mind

that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work—recording things that matter. How does your brain know what matters? (A) 1000+ Live C Program's code examples, (B) 500+ Lab Exercises, (C) 200+ Brain Wash Topic-wise Code (D) 20+ Live software Development Project's. (E) Learn Complete C- without fear, . || Inside Chapters. || 1. Preface - Page-6, || Introduction to C. 2. Elements of C Programming Language. 3. Control statements (conditions). 4. Control statements (Looping). 5. One dimensional Array. 6. Multi-Dimensional Array. 7. String (Character Array). 8. Your Brain on Functions. 9. Your Brain on Pointers. 10. Structure, Union, Enum, Bit Fields, Typedef. 11. Console Input and Output. 12. File Handling In C. 13. Miscellaneous Topics. 14. Storage Class. 15. Algorithms. 16. Unsolved Practical Problems. 17. PART-

II-120+ Practical Code Chapter-Wise. 18. Creating & Inserting own functions in Librery. 19. Graphics Programming In C. 20. Operating System Development -Intro. 21. C Programming Guidelines. 22. Common C Programming Errors. 23. Live Software Development Using C. *Writing Better Programs with Tcl and Tk* Hyperink Inc
 Kotlin is a powerful and pragmatic language, but it's not enough to know about its features. We also need to know when they should be used and in what way. This book is a guide for Kotlin developers on how to become excellent Kotlin developers. It presents and explains in-depth the best practices for Kotlin development. Each item is presented as a clear rule of thumb, supported by detailed explanations and practical examples. *Clear, Concise, and Effective Programming* "O'Reilly Media, Inc."
 Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and

hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project *Effective Programming* Pearson Education
 The biggest challenge facing many game

programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. *Game Programming Patterns* tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

Game Programming Patterns Simon and Schuster

Classical FORTRAN: Programming for Engineering and Scientific Applications, Second Edition teaches how to write programs in the Classical dialect of FORTRAN, the original and still most widely recognized language for numerical computing. This edition retains the conversational style of the original, along

with its simple, carefully chosen subset language and its focus on floating-point calculations. New to the Second Edition Additional case study on file I/O More about CPU timing on Pentium processors More about the g77 compiler and Linux With numerous updates and revisions throughout, this second edition continues to use case studies and examples to introduce the language elements and design skills needed to write graceful, correct, and efficient programs for real engineering and scientific applications. After reading this book, students will know what statements to use and where as well as why to avoid the others, helping them become expert FORTRAN programmers. *The Open Source Perspective* Addison-Wesley Professional

"A great book with deep insights into the bridge between programming and the human mind." - Mike Taylor, CGI Your brain responds in a predictable way when it encounters new or difficult tasks. This unique book teaches you concrete techniques rooted in cognitive science that will improve the way you learn and think about code. In *The Programmer's Brain: What every programmer needs to know*

about cognition you will learn: Fast and effective ways to master new programming languages Speed reading skills to quickly comprehend new code Techniques to unravel the meaning of complex code Ways to learn new syntax and keep it memorized Writing code that is easy for others to read Picking the right names for your variables Making your codebase more understandable to newcomers Onboarding new developers to your team Learn how to optimize your brain's natural cognitive processes to read code more easily, write code faster, and pick up new languages in much less time. This book will help you through the confusion you feel when faced with strange and complex code, and explain a codebase in ways that can make a new team member productive in days! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Take advantage of your brain's natural processes to be a better programmer. Techniques based in cognitive science make it possible to learn new languages faster, improve productivity, reduce the need for code

rewrites, and more. This unique book will help you achieve these gains. About the book *The Programmer's Brain* unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You'll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you'll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed. What's inside

Understand how your brain sees code
Speed reading skills to learn code quickly
Techniques to unravel complex code
Tips for making codebases understandable
About the reader
For programmers who have experience working in more than one language.
About the author
Dr. Feliene Hermans is an associate professor at Leiden University in the Netherlands. She has spent the last decade researching programming, how to learn and how to teach it.

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quickly
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[Effective Python](#) Addison-Wesley Professional

Are you looking for a deeper understanding of the Java™ programming language so that you can write code that is clearer, more correct, more robust, and more reusable? Look no further! *Effective Java™*, Second Edition, brings together seventy-eight indispensable programmer's rules of thumb: working, best-practice solutions for the programming challenges you encounter every day. This highly anticipated new edition of the classic, Jolt Award-winning work has been thoroughly updated to cover Java SE 5 and Java SE 6 features introduced since the first edition.

Bloch explores new design patterns and language idioms, showing you how to make the most of features ranging from generics to enums, annotations to autoboxing. Each chapter in the book consists of several "items" presented in the form of a short, standalone essay that provides specific advice, insight into Java platform subtleties, and outstanding code examples. The comprehensive descriptions and explanations for each item illuminate what to do, what not to do, and why. Highlights include: New coverage of generics, enums, annotations, autoboxing, the for-each loop, varargs, concurrency utilities, and much more

Updated techniques and best practices on classic topics, including objects, classes, libraries, methods, and serialization
How to avoid the traps and pitfalls of commonly misunderstood subtleties of the language
Focus on the language and its most fundamental libraries: `java.lang`, `java.util`, and, to a lesser extent, `java.util.concurrent` and `java.io`

Simply put, *Effective Java™*, Second Edition, presents the most practical, authoritative guidelines available for writing efficient, well-designed programs.

Why Smart Engineers Write Bad Code

Createspace LLC USA

You need a graphical user interface, and it needs to run on multiple platforms. You don't have much time, and you're not a wizard with X/Motif, the Win32 GUI, or the Mac GUI. The project seems impossible, but with Tcl/Tk it's simple and fun. The Tcl scripting language and the Tk toolkit create a powerful programming environment for building graphical user interfaces. With two lines of code you can create a simple button; with two hundred lines of code, a desktop calculator; and with a thousand lines of code, an industrial-strength groupware calendar and appointment minder. Your applications run on all of the major platforms: UNIX, Windows 95/NT, and Macintosh. You can even embed your programs in a Web page to make them available online. Mark Harrison and Michael McLennan, two noted Tcl/Tk experts, combine their extensive experience in this practical programming guide. It is ideal for developers who are acquainted with the basics of Tcl/Tk and are now moving on to build real applications. Effective Tcl/Tk Programming

shows you how to build Tcl/Tk applications effectively and efficiently through plenty of real-world advice. It clarifies some of the more powerful aspects of Tcl/Tk, such as the packer, the canvas widget, and binding tags. The authors describe valuable design strategies and coding techniques that will make your Tcl/Tk projects successful. You will learn how to: Create interactive displays with the canvas widget Create customized editors with the text widget Create new geometry managers, like tabbed notebooks or paned windows Implement client/server architectures Handle data structures Interface with existing applications Package Tcl/Tk code into reusable libraries Deliver Tcl/Tk applications that are easy to configure and install Embed applications in a Web page Build applications that will run on multiple platforms Throughout the book, the authors develop numerous applications and a library of reusable components. Learn from their approach, follow their strategies, and steal their code for your own applications! But don't bother retyping all of the examples.

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Code Quality CRC Press

ABOUT THE BOOK Jeff Atwood began the Coding Horror blog in 2004, and is convinced that it changed his life. He needed a way to keep track of software development over time - whatever he was thinking about or working on. He researched subjects he found interesting, then documented his research with a public blog post, which he could easily find and refer to later. Over time, increasing numbers of blog visitors found the posts helpful, relevant and interesting. Now, approximately 100,000 readers visit the blog per day and nearly as many comment and interact on the site. **Effective Programming: More Than Writing Code** is your one-stop shop for all things programming. Jeff writes with humor and understanding, allowing for both seasoned programmers and newbies to appreciate the depth of his research. From such posts as "The Programmer's Bill of Rights" and "Why Cant Programmers... Program?" to "Working With the Chaos Monkey," this book introduces the importance of writing responsible code, the logistics involved, and how people should view it more as a lifestyle than a career. **TABLE OF CONTENTS** - Introduction - The Art of

Getting Shit Done - Principles of Good Programming - Hiring Programmers the Right Way - Getting Your Team to Work Together - The Batcave: Effective Workspaces for Programmers - Designing With the User in Mind - Security Basics: Protecting Your Users' Data - Testing Your Code, So it Doesn't Suck More Than it Has To - Building, Managing and Benefiting from a Community - Marketing Weasels and How Not to Be One - Keeping Your Priorities Straight EXCERPT FROM THE BOOK As a software developer, you are your own worst enemy. The sooner you realize that, the better off you'll be. I know you have the best of intentions. We all do. We're software developers; we love writing code. It's what we do. We never met a problem we couldn't solve with some duct tape, a jury-rigged coat hanger and a pinch of code. But Wil Shipley argues that we should rein in our natural tendencies to write lots of code: The fundamental nature of coding is that our task, as programmers, is to recognize that every decision we make is a trade-off. To be a master programmer is to understand the nature of these trade-offs, and be conscious of them in everything we

write. In coding, you have many dimensions in which you can rate code: Brevity of code Featurefulness Speed of execution Time spent coding Robustness Flexibility Now, remember, these dimensions are all in opposition to one another. You can spend three days writing a routine which is really beautiful and fast, so you've gotten two of your dimensions up, but you've spent three days, so the "time spent coding" dimension is way down. So, when is this worth it? How do we make these decisions? The answer turns out to be very sane, very simple, and also the one nobody, ever, listens to: Start with brevity. Increase the other dimensions as required by testing. I couldn't agree more. I've given similar advice when I exhorted developers to Code Smaller. And I'm not talking about a reductio ad absurdum contest where we use up all the clever tricks in our books to make the code fit into less physical space. I'm talking about practical, sensible strategies to reduce the volume of code an individual programmer has to read to understand how a program works. Here's a trivial little example of what I'm talking about: `if (s ==`

`String.Empty) if (s == "")` It seems obvious to me that the latter case is... ..buy the book to read more!

[A Practical Guide to Smarter Programming](#)
Addison-Wesley Professional

Python's simplicity lets you become productive quickly, but this often means you aren't using everything it has to offer. With this hands-on guide, you'll learn how to write effective, idiomatic Python code by leveraging its best—and possibly most neglected—features. Author Luciano Ramalho takes you through Python's core language features and libraries, and shows you how to make your code shorter, faster, and more readable at the same time. Many experienced programmers try to bend Python to fit patterns they learned from other languages, and never discover Python features outside of their experience. With this book, those Python programmers will thoroughly learn how to become proficient in Python 3. This book covers: Python data model: understand how special methods are the key to the consistent behavior of objects Data structures: take full advantage of built-in types, and understand the text vs bytes duality in the Unicode age Functions as

objects: view Python functions as first-class objects, and understand how this affects popular design patterns
 Object-oriented idioms: build classes by learning about references, mutability, interfaces, operator overloading, and multiple inheritance
 Control flow: leverage context managers, generators, coroutines, and concurrency with the concurrent.futures and asyncio packages
 Metaprogramming: understand how properties, attribute descriptors, class decorators, and metaclasses work

More Effective C++ Simon and Schuster
 Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

59 Specific Ways to Write Better

Python Createspace Independent Publishing Platform

Jeff Atwood began the Coding Horror blog in 2004, and is convinced that it changed his life. He needed a way to keep track of software development over time - whatever he was thinking about or working on. He researched subjects he found interesting, then documented his research with a public blog post, which he

could easily find and refer to later. Over time, increasing numbers of blog visitors found the posts helpful, relevant and interesting. Now, approximately 100,000 readers visit the blog per day and nearly as many comment and interact on the site.
 Effective Programming: More Than Writing Code is your one-stop shop for all things programming. Jeff writes with humor and understanding, allowing for both seasoned programmers and newbies to appreciate the depth of his research. From such posts as "The Programmer's Bill of Rights" and "Why Cant Programmers... Program?" to "Working With the Chaos Monkey," this book introduces the importance of writing responsible code, the logistics involved, and how people should view it more as a lifestyle than a career.

From Journeyman to Master "O'Reilly Media, Inc."

What others in the trenches say about The Pragmatic Programmer... "The cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there." —Kent Beck, author of

Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike." —John Lakos, author of Large-Scale C++ Software Design "This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients." —Eric Vought, Software Engineer "Most modern books on software development fail to cover the basics of what makes a great

software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.” —Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” —Jared Richardson, Senior Software Developer, iRenaissance, Inc. “I would like to see this issued to every new employee at my company....” —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I’m putting together a project, it’s the authors of this book that I want. . . . And failing that I’d settle for people who’ve read their book.” —Ward Cunningham Straight from the programming trenches, *The Pragmatic Programmer* cuts through the increasing specialization and technicalities of modern software development to examine the core process-taking a requirement and producing

working, maintainable code that delights its users. It covers topics ranging 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; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best practices 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.

Think Like a Software Engineer

Addison-Wesley Professional

An accessible primer on how to create effective graphics from data This book provides students and researchers a hands-on introduction to the principles and practice of data visualization. It explains what makes some graphs succeed while others fail, how to make high-quality figures from data using powerful and reproducible methods, and how to think about data visualization in an honest and effective way. *Data Visualization* builds the reader’s expertise in ggplot2, a versatile visualization library for the R programming language. Through a series of worked examples, this accessible primer then demonstrates how to create plots piece by piece, beginning with summaries of single variables and moving on to more complex graphics. Topics include plotting continuous and categorical variables; layering information on graphics; producing effective “small multiple” plots; grouping, summarizing, and transforming

data for plotting; creating maps; working with the output of statistical models; and refining plots to make them more comprehensible. Effective graphics are essential to communicating ideas and a great way to better understand data. This book provides the practical skills students and practitioners need to visualize quantitative data and get the most out of their research findings. Provides hands-on instruction using R and ggplot2 Shows how the “tidyverse” of data analysis tools makes working with R easier and more consistent Includes a library of data sets, code, and functions

[Easy Beginner's To Experts Edition.](#)

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More than 150,000 copies in print! Praise

for Scott Meyers’ first book, Effective C++: “I heartily recommend Effective C++ to anyone who aspires to mastery of C++ at the intermediate level or above.” – The C/C++ User’s Journal From the author of the indispensable Effective C++, here are 35 new ways to improve your programs and designs. Drawing on years of experience, Meyers explains how to write software that is more effective: more efficient, more robust, more consistent, more portable, and more reusable. In short, how to write C++ software that’s just plain better. More Effective C++ includes: Proven methods for improving program efficiency, including incisive examinations of the time/space costs of C++ language features Comprehensive descriptions of advanced techniques used

by C++ experts, including placement new, virtual constructors, smart pointers, reference counting, proxy classes, and double-dispatching Examples of the profound impact of exception handling on the structure and behavior of C++ classes and functions Practical treatments of new language features, including bool, mutable, explicit, namespaces, member templates, the Standard Template Library, and more. If your compilers don’t yet support these features, Meyers shows you how to get the job done without them. More Effective C++ is filled with pragmatic, down-to-earth advice you’ll use every day. Like Effective C++ before it, More Effective C++ is essential reading for anyone working with C++.

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