El Libro Negro Del Programador

Code SimplicityEl Libro Negro Del ProgramadorThe Key to Personal PeaceCracking Codes with PythonEl Arte del Emprendedor DigitalPython TricksThe Legend of Zelda, Vol. 3El libro negro de las computadoras en la productividadPro TypeScriptC Programming LanguageThe Copywriting Bible101 Ready-to-Use Excel FormulasMastering BitcoinEl Método Lean MPVisual C# 2005The Robert C. Martin Clean Code Collection (Collection)Real-Time C++C# for StudentsPractical Python AI ProjectsSAP/ABAP HANA ProgrammingLinux for BeginnersC++ Pocket ReferenceFoundations of Software EngineeringKotlin for Android DevelopersThe Last True Love StoryAuggie & Me: Three Wonder StoriesThe Coder Habits: Los 39 hábitos del programador profesionalYou Don't Know JS YetEl Libro Negro del ProgramadorThe Pragmatic ProgrammerLegacy CodeDesigning Mobile AppsData AnalyticsExtreme Programming ExplainedClean CodeHacking the HackerThe Clean CoderEl Libro Práctico del Programador ÁgilThe Pomodoro TechniqueProgramming in Python 3

Code Simplicity

The first edition of "Extreme Programming Explained" is a classic. It won awards for its then-radical ideas for improving small-team development, such as having developers write automated tests for their own code and having the whole team plan weekly. Much has changed in five years. This completely rewritten second edition expands the scope of XP to teams of any size by suggesting a program of continuous improvement based on: five core values consistent with excellence in software development; eleven principles for putting those values into action; and, thirteen primary and eleven corollary practices to help you push development past its current business and technical limitations. Whether you have a small team that is already closely aligned with your customers or a large team in a gigantic or multinational organization, you will find in these pages a wealth of ideas to challenge, inspire, and encourage you and your team members to substantially improve your software development.

El Libro Negro Del Programador

¿Cómo mejorar de forma sencilla y poco a poco código que ha crecido demasiado rápido y quizá de forma desorganizada? ¿Cómo modernizar una aplicación "heredada"? En catorce pasos, Rafael Gómez Blanes muestra un método fácil con el que "modernizar" con el menor esfuerzo posible un proyecto software que presenta déficit de buen diseño y con demasiada deuda técnica. Por el autor entre otros de El Libro Negro del Programador (nº1 en ventas en Amazon en su categoría), The Coder Habits y El Libro Práctico del Programador Ágil. www.rafablanes.com

The Key to Personal Peace

Available through bookstores for the first time, the internationally acclaimed time management system that has been used by millions, written by Francesco Cirillo, creator of the Pomodoro Technique. Francesco Cirillo developed his famed system for improving productivity as a college student thirty years ago. Using a kitchen timer shaped like a pomodoro (Italian for tomato), Cirillo divided the time he spent working on a project into 25-minute intervals, with 5-minute breaks in between, in order to get more done, without interruptions. By grouping a number of pomodoros together, users can tackle a project of any length, and drastically improve their productivity, enhance their focus, and better achieve their goals. Originally self-published, and shared virally online, this new publication of The Pomodoro Technique includes several new chapters on how teams can use the pomodoro method to save time and increase productivity. The process underlying Cirillo's technique includes five stages: planning the day's tasks, tracking your efforts, recording your daily activities, processing what you have done, and visualizing areas for improvement. With this tried and tested method, readers can simplify their work, find out how much time and effort a task really requires, and improve their focus so they can get more done in the same amount of time each day.

Cracking Codes with Python

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.

El Arte del Emprendedor Digital

Enrich your skill set with Open SQL and CD5 views DESCRIPTION The book has been written in such a way that the concepts are explained in detail, giving adequate emphasis on examples. To provide clarity on the programming examples, logic is properly explained and discussed by using comments in program itself. The topics covered in this book include starting the software using snapshots of the same and writing programs. Simple to complex SAP/ ABAP HANA examples are provided in detail, considering the requirement of IT consultants the basic idea of developing projects in it. The examples provided in this book are user-focused and are provided through sections, figures and examples. KEY FEATURES Comprehensive coverage of SAP / ABAP HANA with emphasis on real-time case studies. Practical examples along with Screen personas, SAP Fiori cloud, OPEN SQL, Native SQL & ADBC, CDS support in SAP NW ABAP 7.4 SP5, SAP HANA Studio, performance enabler Rules & guidelines. Simple language, crystal clear approach, straight forward comprehensible presentation. Concepts are duly supported with examples. Topic coverage with the aim to fill the skill gap among industry and academia. SAP Business Suite powered by SAP HANA are helpful for developing projects for IT consultants WHAT WILL YOU LEARN Gaining

Customers by adopting and implementing SAP HANA in organisations / projects / programs Facilitating to maintain Customer Relationships as the core of all successful working relationships are two essential characteristics: trust and commitment. To demonstrate their trustworthiness and commitment to customers, progressive suppliers periodically provide evidence to customers of their accomplishments. Help in delivering "Superior Value and Getting an Equitable Return" as understanding value in business markets and doing business based on value delivered gives suppliers the means to get an equitable return for their efforts. This document is a compilation of SAP ABAP/4 coding and efficiency standards and will provide guidance in creating readable, maintainable code. It is intended for all developers in the SAP R/3 system. This document is based primarily on ABAP/4. WHO THIS BOOK IS FOR Person from IT domain having software background, preferably with SAP technical or techno functional or functional or domain knowledge. Table of Contents 1. Introduction 2. General Programming Standards 3. ABAP Internal Names 4. ABAP/4 Dictionary 5. Security Authorisations considerations 6. ABAP/4 Coding Techniques

Python Tricks

"Analyzing data is not easy, due to the fact that you have to figure out which type of data analytics you are going to use, as well as defeat the challenges that you will come up against when it comes to analyzing data.With this book, it is our goal to show you the easiest way to work with data analytics and how you are going to avoid some of the challenges and risks that you will be putting yourself up against when you are working with data.You will realize that analyzing data is not the easiest thing in the world. However, it is going to get easier the more that you practice. Just guarantee that you are taking the time to practice and do not put too much pressure on yourself.In this book, you are going to learn:The risks of data analyticsThe types of data analytics that are out there in the worldWhat the decision tree isThe benefits of using data analyticsReal world examples that will show you how you are going to be able to take this knowledge and apply it to your everyday life.Data analysis happens no matter what line of work you are in, and it is my hope that with this book, you are able to learn everything that pushes you further in your knowledge of data analysis!"--

The Legend of Zelda, Vol. 3

JavaScript is everywhere, both as a pure language and in popular libraries like Angular, jQuery and Knockout, but users of modern object-oriented languages like Java and C# often find JavaScript frustrating to use and hard to extend to large-scale applications. TypeScript is an innovative open source language from Microsoft that combines powerful language features and enhanced tooling support with the key attractions of JavaScript as a flexible, dynamic language that can run in any browser and on any operating system. Pro TypeScript tells you everything you need to know about this exciting new language and how to use it in your applications. Starting with an introduction to the language and its features, the book

takes you through some of the major features of TypeScript in depth, from working with the type system through object-orientation to understanding the runtime and the TypeScript compiler. The book then covers some of the factors you need to consider when running a TypeScript application in the browser, including interacting with the DOM, making asynchronous requests, and working with useful browser APIs, followed by a demonstration of server-side TypeScript using the popular Node.js framework. Because TypeScript compiles to plain JavaScript, exception handling, memory management and garbage collection can differ depending on where you run your program, so these topics get a chapter to themselves. You'll also find out how to include popular JavaScript frameworks in your applications, so you can combine the benefits of TypeScript with some of the best JavaScript code that's already out there waiting to be used. The final chapter gives an overview of automated testing for TypeScript applications. Pro TypeScript offers a balanced and practical guide to a language that will transform your experience of JavaScript development.

El libro negro de las computadoras en la productividad

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.

Pro TypeScript

The best way to learn software engineering is by understanding its core and peripheral areas. Foundations of Software Engineering provides in-depth coverage of the areas of software engineering that are essential for becoming proficient in the field. The book devotes a complete chapter to each of the core areas. Several peripheral areas are also explained by assigning a separate chapter to each of them. Rather than using UML or other formal notations, the content in this book is explained in easy-to-understand language. Basic programming knowledge using an object-oriented language is helpful to understand the material in this book. The knowledge gained from this book can be readily used in other relevant courses or in real-world software development environments. This textbook educates students in software engineering principles. It covers almost all facets of software engineering, including requirement engineering, system specifications, system modeling, system architecture, system implementation, and system testing. Emphasizing practical issues, such as

feasibility studies, this book explains how to add and develop software requirements to evolve software systems. This book was written after receiving feedback from several professors and software engineers. What resulted is a textbook on software engineering that not only covers the theory of software engineering but also presents real-world insights to aid students in proper implementation. Students learn key concepts through carefully explained and illustrated theories, as well as concrete examples and a complete case study using Java. Source code is also available on the book's website. The examples and case studies increase in complexity as the book progresses to help students build a practical understanding of the required theories and applications.

C Programming Language

Mr. Spreadsheet has done it again with 101 easy-to-apply Excel formulas 101 Ready-to-Use Excel Formulas is filled with the most commonly-used, real-world Excel formulas that can be repurposed and put into action, saving you time and increasing your productivity. Each segment of this book outlines a common business or analysis problem that needs to be solved and provides the actual Excel formulas to solve the problem—along with detailed explanation of how the formulas work. Written in a user-friendly style that relies on a tips and tricks approach, the book details how to perform everyday Excel tasks with confidence. 101 Ready-to-Use Excel Formulas is sure to become your well-thumbed reference to solve your workplace problems. The recipes in the book are structured to first present the problem, then provide the formula solution, and finally show how it works so that it can be customized to fit your needs. The companion website to the book allows readers to easily test the formulas and provides visual confirmation of the concepts presented. Teaches you how to implement the required Excel formula Explains and details how the formulas work Lets you reuse or customize the given formula to address your particular needs Helps you make the formulas a regular part of your new, more efficient workflow Specific real-world scenarios are used to demonstrate how to most effectively apply Excel and its powerful formulas to complete tasks faster and with greater accuracy than ever before. Now you can save time, automate, and be more efficient and productive with 101 Ready-to-Use Excel Formulas.

The Copywriting Bible

Cracking Secret Codes with Python is a hands-on introduction to Python that teaches readers how to make and hack cipher programs, which are used to encrypt secret messages. It covers ciphers like the Caesar cipher, transposition cipher, and the RSA cipher, and teaches readers how to test and hack them. For every program, Sweigart provides the full source code and then walks readers through it, explaining how every line works. Along the way, readers will learn Python fundamentals - and by the book's end, they'll have a solid foundation in Python and some fun programs under their belt.

101 Ready-to-Use Excel Formulas

El desarrollador de software profesional tiene más a su alcance el emprendimiento digital, por la simple razón de que su lenguaje es la tecnología, la ciencia técnica que domina cada vez más todos los aspectos de nuestra vida en sociedad. En ello, el software tiene un papel esencial. En este libro, Rafael Gómez Blanes (autor de El Libro Negro del Programador, entre otros) describe un paradigma de desarrollo para la creación de proyectos emprendedores escalables, basado en su experiencia lanzando proyectos como 'Hub de Libros - Plataforma Editorial de Publicación Abierta' (www.hubdelibros.com). Pero emprender no es solo una cuestión técnica, también lo es de desarrollo personal, por esa razón este libro es en realidad un tándem compuesto de las técnicas para la creación de sistemas escalables y, además, las estrategias de desarrollo personal necesarias para emprender. Lista de capítulos: Prólogo, por José Murillo, CEO de Smart IoT Labs Introducción Qué Es Hub de Libros Componetización Radical El Poder de las Microtareas Mantra Framework Repositorio de Ejemplo Kaizen Multirepositorios Red Entities - el ORM de Hub de Libros Trabaja Concentrado Metodología Lean Gestión de Formularios Sistemas y Rutinas sobre Objetivos Repositorios Dinámicos ¿Cuándo Termina un Proyecto? Flujos de Trabajo Dudas Gestión de Tareas en Segundo Plano Analíticas Disciplina Estrategias de Alto Rendimiento Afilando el Hacha Actualizaciones Seguridad Economía Gig Eventos y Orquestación de Componentes Tecnologías y Herramientas Tres, dos, uno Procedimientos Simplifica Epílogo Publica con Hub de Libros El Autor Bibliografía Otros Trabajos de Rafael Gómez Blanes Si Te Ha Gustado Este Trabajo

Mastering Bitcoin

Un buen programador no solo escribe código sino que, además, incorpora en su día a día rutinas, trucos y actitudes que le permiten ser más productivo, más creativo y un profesional aún mejor. Repítelas y asúmelas 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 profesional 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 las 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 hasta completar las treinta y nueve píldoras de sabiduría 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 multiplicarán tus resultados y te permitirán entrar en el grupo del 10% de los mejores. Por el autor de 'El Libro Negro del Programador' (nº1 en ventas en Amazon en su categoría), 'El Libro Práctico del Programador Ágil' y 'El Método Lean MP'. Libro ecléctico y único en su género, 'The Coder Habits' desmuestra que no puede haber desarrollo

técnico sin desarrollo personal, y que solo sumando ambas facetas, serás 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 solicitadas #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 refactorings #23 - Reutiliza partes de tus propios proyectos #24 - Escribe código homogéneo #25 - Trabaja concentrado #26 - 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 áreas #30 - Lee, continuamente #31 - Comienza por lo que aporta más 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 formación #37 - Aplica la mejora continua #38 - Cuida de los detalles #39 - Aprende a ser criticado Para terminar

El Método Lean MP

WONDER IS NOW A MAJOR MOTION PICTURE STARRING JULIA ROBERTS AND JACOB TREMBLAY! Over 6 million people have read the #1 New York Times bestseller Wonder and have fallen in love with Auggie Pullman, an ordinary boy with an extraordinary face. Auggie & Me gives readers a special look at Auggie's world through three new points of view. These stories are an extra peek at Auggie before he started at Beecher Prep and during his first year there. Readers get to see him through the eyes of Julian, the bully; Christopher, Auggie's oldest friend; and Charlotte, Auggie's new friend at school. Together, these three stories are a treasure for readers who don't want to leave Auggie behind when they finish Wonder.

Visual C# 2005

C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the

reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

The Robert C. Martin Clean Code Collection (Collection)

Google has officially announced Kotlin as a supported language to write Android Apps.These are amazing news for Android developers, which now have the ability to use a modern and powerful language to make their job easier and funnier.But this comes with other responsibilities. If you want to be a good candidate for new Android opportunities, Kotlin is becoming a new need most companies will ask for. So it's your time to start learning about it!And "Kotlin for Android Developers" is the best tool. Recommended by both Google and Jetbrains, this book will guide through the process of learning all the new features that Java was missing, in an easy and fun way.You'll be creating an Android app from ground using Kotlin as the main language. The idea is to learn the language by example, instead of following a typical structure. I'll be stopping to explain the most interesting concepts and ideas about Kotlin, comparing it with Java 7. This way, you can see what the differences are and which parts of the language will help you speed up your work.This book is not meant to be a language reference, but a tool for Android developers to learn Kotlin and be able to continue with their own projects by themselves. I'll be solving many of the typical problems we have to face in our daily lives by making use of the language expressiveness and some other really interesting tools and libraries.The book is very practical, so it is recommended to follow the examples and the code in front of a computer and try everything it's suggested. You could, however, take a first read to get a broad idea and then dive into practice.

Real-Time C++

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.ellibronegrodelprogramador.com

C# for Students

The most badass copywriting book. Discover the copywriting secrets that reached 200 million views and created a multi-million-dollar pipeline from 5X author and Top Quora Writer of 2017 & 2018, Josh Fechter.

Practical Python AI Projects

Learn how to build winning C# applications, start to finish, using the Deitels' proven methodology and signature Live-Code(tm) Approach! This new edition includes extensive use of Visual Studio 2005's new visual programming tools that tremendously reduce the amount of code programmers need to write in ADO.NET and ASP.NET applications. With these new tools, programmers can develop powerful ADO.NET and ASP.NET applications quickly and easily. You'll start with an introduction to C# and Visual C# 2005 Express. After examining methods and arrays, the Deitels present an in-depth introduction to object-oriented programming. They introduce powerful exception handling techniques for building mission critical software; followed by in-depth coverage of C#-based GUI development. Coverage also includes: multithreading; strings, characters; regular expressions; graphics; files and streams; and more. Next, you'll extend your C# applications to leverage XML and .NET, as you master ADO.NET database access and ASP.NET Web services delivery. An integrated, optional ATM case study teaches object-oriented design with UML(tm) 2.0 while a new GradeBook case study aids in the discussion of early classes and objects. From networking to security, the Deitels present hundreds of expert tips on good programming practices, avoiding errors, maximizing performance, testing, and debugging. For beginning programmers, and for developers experienced with traditional languages who want to master C# quickly.

SAP/ABAP HANA Programming

"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.

Linux for Beginners

If you are new to computer programming then this book is for you! Starting from scratch, it assumes no prior knowledge of programming and is written in a simple, direct style for maximum clarity. C# ('C Sharp') is an object-oriented, network-enabled programming language, developed expressly for Microsoft's .Net platform. C# provides the features that are the most important to programmers: object-orientation, graphics, GUI components, multimedia, internet-based client/server networking and distributed computing. 'C# for Students' will explain key programming concepts and the central ideas of object oriented programming, using C# as the vehicle language.

C++ Pocket Reference

It seems like there's never been as much widespread desire before to learn JS. But with a million blogs, books, and videos out there, just where do you start?The worldwide best selling "You Don't Know JS" book series is back for a 2nd edition: "You Don't Know JS Yet". All 6 books are brand new, rewritten to cover all sides of JS for 2020 and beyond."Get Started" prepares you for the journey ahead, first surveying the language then detailing how the rest of the You Don't Know JS Yet book series guides you to knowing JS more deeply.

Foundations of Software Engineering

Want to join the technological revolution that's taking the world of finance by storm? Mastering Bitcoin is your guide through the seemingly complex world of bitcoin, providing the requisite knowledge to help you participate in the internet of money. Whether you're building the next killer app, investing in a startup, or simply curious about the technology, this practical book is essential reading. Bitcoin, the first successful decentralized digital currency, is still in its infancy and it's already spawned a multi-billion dollar global economy. This economy is open to anyone with the knowledge and passion to participate. Mastering Bitcoin provides you with the knowledge you need (passion not included). This book includes: A broad introduction to bitcoin—ideal for non-technical users, investors, and business executives An explanation of the technical foundations of bitcoin and cryptographic currencies for developers, engineers, and software and systems architects Details of the bitcoin decentralized network, peer-to-peer architecture, transaction lifecycle, and security principles Offshoots of the bitcoin and blockchain inventions, including alternative chains, currencies, and applications User stories, analogies, examples, and code snippets illustrating key technical concepts

Kotlin for Android Developers

Desarrollar un proyecto emprendedor, digital o no, es una actividad apasionante, creativa y la puerta para posicionarte como mejor profesional, mejorar tus ingresos y crecer. Pero ¿qué ocurre una vez que has puesto tu proyecto a disposición de los usuarios? Las ventas nunca llegan solas. La gestión posterior al lanzamiento es igual o más importante que la solución, producto o servicio que ofreces. Siguiendo la metodología "lean", con el método Lean MP y su Matriz de Procedimientos, tienes una forma sencilla, práctica y ágil de gestionar, controlar y mejorar todos los aspectos de tu negocio, sin necesidad de un MBA de renombre ni de contratar a un CEO multimillonario. Con este libro, aprenderás a responder a las siguientes preguntas: ¿Cómo gestiono y hago progresar el proyecto después de sacarlo a la luz? ¿Hay un modo de automatizar y sistematizar ese trabajo? ¿Cómo puedo conseguir que avance sin tener que dedicarle todo mi tiempo y poder delegar? ¿Se puede sistematizar la gestión de un negocio y, por tanto, sus resultados? ¿Cómo aplico la metodología "lean" para avanzar y progresar en mi proyecto emprendedor? Por el fundador de Picly.io y autor de El Libro Negro del Programador y El Libro Práctico del Programador Ágil.

The Last True Love Story

People are seeking the answer to the confusion, the moral sickness, the spiritual emptiness that oppresses the world. We are all crying out for guidance. For comfort. For peace. Is there a way out of our dilemma? Can we really find personal peace with God? Yes! But only if we look in the right place. The Key to Personal Peace not only includes trusted Biblical insights from renowned evangelist Dr. Billy Graham, but also includes the full gospel of John, making the book a perfect gift for evangelism or outreach. The Key to Personal Peace offers a look into how to live life in the fullness of God. Sections include:

The Great Quest Our Dilemma What is God Like What Did Jesus Do for Us? Finding the Way Back Peace at Last Heaven, Our Hope Note: Must be ordered in multiples of 50.

Auggie & Me: Three Wonder Stories

"Hendrix and Corrina bust Hendrix's grandfather out of assisted living, and leave LA for New York in pursuit of freedom, truth, and love"--

The Coder Habits: Los 39 hábitos del programador profesional

Linux is a Unix-like operating system that is one of the most popular open source operating systems on the planet. It is the heart of countless software products, from enterprise operating systems like Android and Red Hat Enterprise Linux, to hobbyist projects on a wide range of devices. Linux by Jason Cannon will teach you the basics of interacting with Linux, such as viewing and editing files and directories through the command line, and how to modify permissions. More advanced topics covered include I/O streams, sorting and comparing files and directories, and installing additional software. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

You Don't Know JS Yet

Discover the art and science of solving artificial intelligence problems with Python using optimization modeling. This book covers the practical creation and analysis of mathematical algebraic models such as linear continuous models, non-obviously linear continuous models,and pure linear integer models. Rather than focus on theory, Practical Python AI Projects, the product of the author's decades of industry teaching and consulting, stresses the model creation aspect; contrasting alternate approaches and practical variations. Each model is explained thoroughly and written to be executed. The source code from all examples in the book is available, written in Python using Google OR-Tools. It also includes a random problem generator, useful for industry application or study. What You Will Learn Build basic Python-based artificial intelligence (AI) applications Work with mathematical optimization methods and the Google OR-Tools (Optimization Tools) suite Create several types of projects using Python and Google OR-Tools Who This Book Is For Developers and students who already have prior experience in Python coding. Some prior mathematical experience or comfort level may be helpful as

well.

El Libro Negro del Programador

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

The Pragmatic Programmer

C++ is a complex language with many subtle facets. This is especially true when it comes to object-oriented and template programming. The C++ Pocket Reference is a memory aid for C++ programmers, enabling them to quickly look up usage and syntax for unfamiliar and infrequently used aspects of the language. The book's small size makes it easy to carry about, ensuring that it will always be at-hand when needed. Programmers will also appreciate the book's brevity; as much information as possible has been crammed into its small pages.In the C++ Pocket Reference, you will find: Information on C++ types and type conversions Syntax for C++ statements and preprocessor directives Help declaring and defining classes, and managing inheritance Information on declarations, storage classes, arrays, pointers, strings, and expressions Refreshers on key concepts of C++ such as namespaces and scope More! C++ Pocket Reference is useful to Java and C programmers making the transition to C++, or who find themselves occasionally programming in C++. The three languages are often confusingly similar. This book enables programmers familiar with C or Java to quickly come up to speed on how a particular construct or concept is implemented in C++.Together with its companion STL Pocket Reference, the C++ Pocket Reference forms one of the most concise, easily-carried, quick-references to the C++ language available.

Legacy Code

With this book, Christopher Kormanyos delivers a highly practical guide to programming real-time embedded microcontroller systems in C++. It is divided into three parts plus several appendices. Part I provides a foundation for real-time C++ by covering language technologies, including object-oriented methods, template programming and optimization.

Next, part II presents detailed descriptions of a variety of C++ components that are widely used in microcontroller programming. It details some of C++'s most powerful language elements, such as class types, templates and the STL, to develop components for microcontroller register access, low-level drivers, custom memory management, embedded containers, multitasking, etc. Finally, part III describes mathematical methods and generic utilities that can be employed to solve recurring problems in real-time C++. The appendices include a brief C++ language tutorial, information on the real-time C++ development environment and instructions for building GNU GCC cross-compilers and a microcontroller circuit. For this third edition, the most recent specification of C++17 in ISO/IEC 14882:2017 is used throughout the text. Several sections on new C++17 functionality have been added, and various others reworked to reflect changes in the standard. Also several new sample projects are introduced and existing ones extended, and various user suggestions have been incorporated. To facilitate portability, no libraries other than those specified in the language standard itself are used. Efficiency is always in focus and numerous examples are backed up with real-time performance measurements and size analyses that quantify the true costs of the code down to the very last byte and microsecond. The target audience of this book mainly consists of students and professionals interested in real-time C++. Readers should be familiar with C or another programming language and will benefit most if they have had some previous experience with microcontroller electronics and the performance and size issues prevalent in embedded systems programming.

Designing Mobile Apps

Meet the world's top ethical hackers and explore the tools of the trade Hacking the Hacker takes you inside the world of cybersecurity to show you what goes on behind the scenes, and introduces you to the men and women on the front lines of this technological arms race. Twenty-six of the world's top white hat hackers, security researchers, writers, and leaders, describe what they do and why, with each profile preceded by a no-experience-necessary explanation of the relevant technology. Dorothy Denning discusses advanced persistent threats, Martin Hellman describes how he helped invent public key encryption, Bill Cheswick talks about firewalls, Dr. Charlie Miller talks about hacking cars, and other cybersecurity experts from around the world detail the threats, their defenses, and the tools and techniques they use to thwart the most advanced criminals history has ever seen. Light on jargon and heavy on intrigue, this book is designed to be an introduction to the field; final chapters include a guide for parents of young hackers, as well as the Code of Ethical Hacking to help you start your own journey to the top. Cybersecurity is becoming increasingly critical at all levels, from retail businesses all the way up to national security. This book drives to the heart of the field, introducing the people and practices that help keep our world secure. Go deep into the world of white hat hacking to grasp just how critical cybersecurity is Read the stories of some of the world's most renowned computer security experts Learn how hackers do what they do—no technical expertise necessary Delve into social engineering, cryptography, penetration testing, network attacks, and more As a field, cybersecurity is large and multi-faceted—yet not historically diverse. With a massive demand for qualified professional that

is only going to grow, opportunities are endless. Hacking the Hacker shows you why you should give the field a closer look.

Data Analytics

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.

Extreme Programming Explained

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Clean Code

Python 3 is the best version of the language yet: It is more powerful, convenient, consistent, and expressive than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3's features and idioms. The first book written from a completely "Python 3" viewpoint, Programming in Python 3 brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. Summerfield draws on his many years of Python experience to share deep insights into Python 3 development you won't find anywhere else. He begins by illuminating Python's "beautiful heart": the eight key elements of Python you need to write robust, high-performance programs. Building on these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book's coverage includes Developing in Python using procedural, object-oriented, and functional programming paradigms Creating custom packages and modules Writing and reading binary, text, and XML files, including optional compression, random access, and text and XML parsing Leveraging advanced data types, collections, control structures, and functions Spreading program workloads across multiple processes and threads Programming SQL databases and key-value DBM files Utilizing Python's regular expression mini-language and module Building usable, efficient, GUI-based applications Advanced programming techniques, including generators, function and class decorators, context managers, descriptors, abstract base classes, metaclasses, and more Programming in Python 3 serves as both tutorial and language reference, and it is

accompanied by extensive downloadable example code—all of it tested with the final version of Python 3 on Windows, Linux, and Mac OS X.

Hacking the Hacker

"I don't even feel like I've scratched the surface of what I can do with Python" With Python Tricks: The Book you'll discover Python's best practices and the power of beautiful & Pythonic code with simple examples and a step-by-step narrative. You'll get one step closer to mastering Python, so you can write beautiful and idiomatic code that comes to you naturally. Learning the ins and outs of Python is difficult-and with this book you'll be able to focus on the practical skills that really matter. Discover the "hidden gold" in Python's standard library and start writing clean and Pythonic code today. Who Should Read This Book: If you're wondering which lesser known parts in Python you should know about, you'll get a roadmap with this book. Discover cool (yet practical!) Python tricks and blow your coworkers' minds in your next code review. If you've got experience with legacy versions of Python, the book will get you up to speed with modern patterns and features introduced in Python 3 and backported to Python 2. If you've worked with other programming languages and you want to get up to speed with Python, you'll pick up the idioms and practical tips you need to become a confident and effective Pythonista. If you want to make Python your own and learn how to write clean and Pythonic code, you'll discover best practices and little-known tricks to round out your knowledge. What Python Developers Say About The Book: "I kept thinking that I wished I had access to a book like this when I started learning Python many years ago." - Mariatta Wijaya, Python Core Developer "This book makes you write better Python code!" - Bob Belderbos, Software Developer at Oracle "Far from being just a shallow collection of snippets, this book will leave the attentive reader with a deeper understanding of the inner workings of Python as well as an appreciation for its beauty." - Ben Felder, Pythonista "It's like having a seasoned tutor explaining, well, tricks!" - Daniel Meyer, Sr. Desktop Administrator at Tesla Inc.

The Clean Coder

The Robert C. Martin Clean Code Collection consists of two bestselling eBooks: Clean Code: A Handbook of Agile Software Craftmanship The Clean Coder: A Code of Conduct for Professional Programmers In Clean Code, legendary software expert Robert C. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code "on the fly" into a book that will instill within you the values of a software craftsman and make you a better programmer--but only if you work at it. You will be challenged to think about what's right about that code and what's wrong with it. More important, you will be challenged to reassess your professional values and your commitment to your craft. In The Clean Coder, Martin introduces the disciplines, techniques, tools, and practices of true software craftsmanship. This book is packed with practical advice--about everything from estimating and coding to refactoring and testing. It covers

much more than technique: It is about attitude. Martin shows how to approach software development with honor, self-respect, and pride; work well and work clean; communicate and estimate faithfully; face difficult decisions with clarity and honesty; and understand that deep knowledge comes with a responsibility to act. Readers of this collection will come away understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development What it means to behave as a true software craftsman How to deal with conflict, tight schedules, and unreasonable managers How to get into the flow of coding and get past writer's block How to handle unrelenting pressure and avoid burnout How to combine enduring attitudes with new development paradigms How to manage your time and avoid blind alleys, marshes, bogs, and swamps How to foster environments where programmers and teams can thrive When to say "No"--and how to say it When to say "Yes"--and what yes really means

El Libro Práctico del Programador Ágil

Link must find and combat Skull Kid, who wears a mask that possesses evil powers, after he steals Link's supplies and turns him into a Deku Scrub in the forest of Hyrule.

The Pomodoro Technique

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

Programming in Python 3

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.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION