

97 Things Every Programmer Should Know

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97 Things Every Programmer Should

97 things every programmer should know is a light easy read that is broad enough to appeal to anyone who works in code or on software projects in general. I found essays like "How to Implement Doing it Right vs Getting it Done" to be very helpful and wise.

Amazon.com: 97 Things Every Programmer Should Know ...

well, this book consists of 97 two-page tip and experiences about software development. some are about habits, some are about best practices, some are about the way you should look at things, etc. it was of course worth reading. somehow i can say it is essential to every programmer. but of course there's a best-time-to-read-this-book.

97 Things Every Programmer Should Know: Collective Wisdom ...

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GitHub - 97-things/97-things-every-programmer-should-know ...

97 Things Every Programmer Should Know Collective Wisdom from the Experts Edited by Kevlin Henney Beijing · Cambridge · Farnham · Köln · Sebastopol · Taipei · Tokyo

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Amazon.com: Customer reviews: 97 Things Every Programmer ...

97 Things Every Programmer Should Know (<http://programmer.97things.oreilly.com>) site contains amazing collection of essays about programming practices. Kevlin Henney has created a nice book "97 Things Every Programmer Should Know" of the selected 97 essays.

97 Things Every Programmer Should Know - Leanpub

97 Things Every Programmer Should Know. By Kevlin Henney. Publisher: O'Reilly Media. Release Date: February 2010. Pages: 258. Read on O'Reilly Online Learning with a 10-day trial Start your free trial now Buy on Amazon

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97 Things Every X Should Know has 4 repositories available. Follow their code on GitHub. ... 97-things-every-programmer-should-know Pearls of wisdom for programmers collected from leading practitioners. 118 610 5 0 Updated Sep 27, 2019. ns-utils Utility to speed up the work with '97 things' repositories

97 Things Every X Should Know · GitHub

The following are the original, unedited contributions for the book 97 Things Every Software Architect Should Know, which is available at O'Reilly Media , Amazon.com and your local book stores. This work is licensed under a Creative Commons Attribution 3 . Revision History

97 Things Every Software Architect Should Know - The Book

97 Things Every Programmer Should Know With this book, you get 97 short and extremely useful programming tips from some of the most experienced and respected practitioners in the industry, including Uncle Bob Martin, Scott Meyers, Dan North, Linda Rising, Udi Dahan, Neal Ford, and many more. The...

97 Things Every Programmer Should Know (📖)

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Edited by Kevlin Henney and Trisha Gee, 97 Things Every Java Programmer Should Know reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8.

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[PDF] 97 Things Every Programmer Should Know By Kevlin ...

4. Comments should provide additional information that is not readily obtainable from the code itself. 5. Mnemonic variable names and labels, and a layout that emphasizes logical structure, help make a program self - documenting. Kernighan and Plauger

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1. Act with Prudence - 97 Things Every Programmer Should ...

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The 97 Things series continues, after the architect and the project manager, with things every programmer should know. InfoQ talked to its editor Kevlin Henney.