Debugging Teams Better Productivity Through Collaboration

Essays on Software Engineering
A Guide for Tech Leaders Navigating Growth and Change
Solutions and Examples for Java Developers
With C and GNU Development Tools
Rethinking Productivity in Software Engineering
Debugging Teams
Rules, Tools, and Insights for Managing Software People and Teams
The Software Developer's Career Handbook
Seeking SRE
A Software Developer's Guide to Working Well with Others
Debugging Teams
How to Leverage Your Efforts in Software Engineering to Make a Disproportionate and Meaningful Impact
66 Ways Experts Think
A Human-Powered Methodology for Small Teams

Team Geek
From Journeyman to Master
Debugging with Fiddler
From Novices to Practitioners
Toolkit to Become a PM
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The Productive Programmer
Rebels at Work
Talking with Tech Leads
Transform Legacy Intranets to Employee Experience Platforms
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Being Geek
Site Reliability Engineering
Java Cookbook

Managing the Unmanageable
The Leprechauns of Software Engineering
Conversations About Running Production Systems at Scale
Software Engineering at Google
How Google Runs Production Systems

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Essays on Software Engineering

Apress

A successful digital transformation must start with a conversational transformation. Today, software organizations are transforming the way work gets done through practices like Agile, Lean, and DevOps. But as commonly implemented as these methods are, many transformations still fail, largely because the organization misses a critical step: transforming their culture and the way people communicate. Agile Conversations brings a practical, step-by-step guide to using the human power of conversation to build effective, high-performing teams to achieve truly Agile results. Consultants Douglas Squirrel and Jeffrey Fredrick show readers how to utilize the Five Conversations to help teams build trust, alleviate fear, answer the “whys,” define commitments, and hold everyone accountable.These five conversations

give teams everything they need to reach peak performance, and they are exactly what's missing from too many teams today. Stop focusing on processes and practices that leave your organization stuck with culture-less rituals. Instead, unleash the unique human power of conversation.

A Guide for Tech Leaders Navigating Growth and Change Lulu.com

The overwhelming majority of a software system's lifespan is spent in use, not in design or implementation. So, why does conventional wisdom insist that software engineers focus primarily on the design and development of large-scale computing systems? In this collection of essays and articles, key members of Google's Site Reliability Team explain how and why their commitment to the entire lifecycle has enabled the company to successfully build, deploy, monitor, and maintain some of the largest software systems in the world. You'll learn the principles and practices that enable Google engineers to make systems more scalable, reliable, and efficient—lessons directly applicable to your organization. This book is divided into four sections: Introduction—Learn what site reliability engineering is and why it differs from conventional IT industry practices Principles—Examine the patterns, behaviors, and areas of concern that influence the work of a site reliability engineer (SRE) Practices—Understand the theory and practice of an SRE's day-to-day work: building and operating large distributed computing systems

Management—Explore Google's best practices for training, communication, and meetings that your organization can use

Solutions and Examples for Java Developers "O'Reilly Media, Inc."

Your brain is a complex system. Patch the software that runs in your mind.

With C and GNU Development Tools "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.

Rethinking Productivity in Software Engineering "O'Reilly Media, Inc." Introducing The Effective Engineer--the only book designed specifically for today's software engineers, based on extensive interviews with engineering

leaders at top tech companies, and packed with hundreds of techniques to accelerate your career.

Debugging Teams Addison-Wesley Professional

Get the most out of this foundational reference and improve the productivity of your software teams. This open access book collects the wisdom of the 2017 "Dagstuhl" seminar on productivity in software engineering, a meeting of community leaders, who came together with the goal of rethinking traditional definitions and measures of productivity. The results of their work, Rethinking Productivity in Software Engineering, includes chapters covering definitions and core concepts related to productivity, guidelines for measuring productivity in specific contexts, best practices and pitfalls, and theories and open questions on productivity. You'll benefit from the many short chapters, each offering a focused discussion on one aspect of productivity in software engineering. Readers in many fields and industries will benefit from their collected work. Developers wanting to improve their personal productivity, will learn effective strategies for overcoming common issues that interfere with progress. Organizations thinking about building internal programs for measuring productivity of programmers and teams will learn best practices from industry and researchers in measuring productivity. And researchers can leverage the conceptual frameworks and rich body of literature in the book to effectively pursue new research

directions. What You'll LearnReview the definitions and dimensions of software productivity See how time management is having the opposite of the intended effect Develop valuable dashboards Understand the impact of sensors on productivity Avoid software development waste Work with human-centered methods to measure productivity Look at the intersection of neuroscience and productivity Manage interruptions and context-switching Who Book Is For Industry developers and those responsible for seminar-style courses that include a segment on software developer productivity. Chapters are written for a generalist audience, without excessive use of technical terminology.

Rules, Tools, and Insights for Managing Software People and Teams Eric Lawrence

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

information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers.
The Software Developer's Career Handbook "O'Reilly Media, Inc."
From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage

Multithreading and concurrency
Seeking SRE "O'Reilly Media, Inc." Corporate and commercial software-development teams all want solutions for one important problem—how to get their high-pressure development schedules under control. In RAPID DEVELOPMENT, author Steve McConnell addresses that concern head-on with overall strategies, specific best practices, and valuable tips that help shrink and control development schedules and keep projects moving. Inside, you'll find: A rapid-development strategy that can be applied to any project and the best practices to make that strategy work Candid discussions of great and not-so-great rapid-development practices—estimation, prototyping, forced overtime, motivation, teamwork, rapid-development languages, risk management, and many others A list of classic mistakes to avoid for rapid-development projects, including creeping requirements, shortchanged quality, and silver-bullet syndrome Case studies that vividly illustrate what can go wrong, what can go right, and how to tell which direction your project is going RAPID DEVELOPMENT is the real-world guide to more efficient applications development.
A Software Developer's Guide to Working Well with Others Debugging TeamsBetter Productivity Through CollaborationIn the course of their 20+-year engineering careers, authors Brian Fitzpatrick and Ben Collins-Sussman have picked up a treasure trove of

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

Software engineering is a team sport, and a team's culture deeply affects each contributor's productivity and happiness. We'll discuss specific best practices for building strong, self-sustaining cultures. We'll also talk about how to lead your reports rather than "managing" them, and exactly what sort of things great leaders do and don't do in building high-functioning teams. You'll learn why investing in these soft skills are at least as important as technological factors when it comes to success.

MIT Press

When you write software, you need to be at the top of your game. Great programmers practice to keep their skills sharp. Get sharp and stay sharp with

more than fifty practice exercises rooted in real-world scenarios. If you're a new programmer, these challenges will help you learn what you need to break into the field, and if you're a seasoned pro, you can use these exercises to learn that hot new language for your next gig. One of the best ways to learn a programming language is to use it to solve problems. That's what this book is all about. Instead of questions rooted in theory, this book presents problems you'll encounter in everyday software development. These problems are designed for people learning their first programming language, and they also provide a learning path for experienced developers to learn a new language quickly. Start with simple input and output programs. Do some currency conversion and figure out how many months it takes to pay off a credit card. Calculate blood alcohol content and determine if it's safe to drive. Replace words in files and filter records, and use web services to display the weather, store data, and show how many people are in space right now. At the end you'll tackle a few larger programs that will help you bring everything together. Each problem includes constraints and challenges to push you further, but it's up to you to come up with the solutions. And next year, when you want to learn a new programming language or style of programming (perhaps OOP vs. functional), you can work through this book again, using new approaches to solve familiar problems. What You Need: You need access to a computer, a

programming language reference, and the programming language you want to use.

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

How to Leverage Your Efforts in Software Engineering to Make a Disproportionate and Meaningful Impact Effective Bookshelf

Debugging by Thinking: A Multi-Disciplinary Approach is the first book to apply the wisdom of six disciplines-logic, mathematics, psychology, safety analysis, computer science, and engineering-to the problem of debugging. It uses the methods of literary detectives such as Sherlock

Holmes, the techniques of mathematical problem solving, the results of research into the cognitive psychology of human error, the root cause analyses of safety experts, the compiler analyses of computer science, and the processes of modern engineering to define a systematic approach to identifying and correcting software errors. * Language Independent Methods: Examples are given in Java and C++ * Complete source code shows actual bugs, rather than contrived examples * Examples are accessible with no more knowledge than a course in Data Structures and Algorithms requires * A "thought process diary" shows how the author actually resolved the problems as they occurred 66 Ways Experts Think "O'Reilly Media, Inc."

This carefully crafted ebook: "Winesburg, Ohio (A Group of Tales of Ohio Small-Town Life)" is formatted for your eReader with a functional and detailed table of contents. This ebook is a series of loosely linked short stories set in the fictional town of Winesburg, mostly written from late 1915 to early 1916. The stories are held together by George Willard, a resident to whom the community confide their personal stories and struggles. The townspeople are withdrawn and emotionally repressed and attempt in telling their stories to gain some sense of meaning and dignity in an otherwise desperate life. The work has received high critical acclaim and is considered one of the great American works of the 20th century. Sherwood Anderson (1876 – 1941) was an

American novelist and short story writer, known for subjective and self-revealing works. Anderson published several short story collections, novels, memoirs, books of essays, and a book of poetry. He may be most influential for his effect on the next generation of young writers, as he inspired William Faulkner, Ernest Hemingway, John Steinbeck, and Thomas Wolfe.

A Human-Powered Methodology for Small Teams Microsoft Press

Every software developer and IT professional understands the crucial importance of effective debugging. Often, debugging consumes most of a developer's workday, and mastering the required techniques and skills can take a lifetime. In Effective Debugging, Diomidis Spinellis helps experienced programmers accelerate their journey to mastery, by systematically categorizing, explaining, and illustrating the most useful debugging methods, strategies, techniques, and tools. Drawing on more than thirty-five years of experience, Spinellis expands your arsenal of debugging techniques, helping you choose the best approaches for each challenge. He presents vendor-neutral, example-rich advice on general principles, high-level strategies, concrete techniques, high-efficiency tools, creative tricks, and the behavioral traits associated with effective debugging. Spinellis's 66 expert techniques address every facet of debugging and are illustrated with step-by-step instructions and actual code. He addresses the full spectrum of problems that can arise in

modern software systems, especially problems caused by complex interactions among components and services running on hosts scattered around the planet. Whether you're debugging isolated runtime errors or catastrophic enterprise system failures, this guide will help you get the job done—more quickly, and with less pain. Key features include High-level strategies and methods for addressing diverse software failures Specific techniques to apply when programming, compiling, and running code Better ways to make the most of your debugger General-purpose skills and tools worth investing in Advanced ideas and techniques for escaping dead-ends and the maze of complexity Advice for making programs easier to debug Specialized approaches for debugging multithreaded, asynchronous, and embedded code Bug avoidance through improved software design, construction, and management

Team Geek Pragmatic Bookshelf

Why does poor software quality continue to plague enterprises of all sizes in all industries? Part of the problem lies with the process, rather than individual developers. This practical guide provides ten best practices to help team leaders create an effective working environment through key adjustments to their process. As a follow-up to their popular book, Building Maintainable Software, consultants with the Software Improvement Group (SIG) offer critical lessons based on their assessment of development processes used by

hundreds of software teams. Each practice includes examples of goalsetting to help you choose the right metrics for your team. Achieve development goals by determining meaningful metrics with the Goal-Question-Metric approach Translate those goals to a verifiable Definition of Done Manage code versions for consistent and predictable modification Control separate environments for each stage in the development pipeline Automate tests as much as possible and steer their guidelines and expectations Let the Continuous Integration server do much of the hard work for you Automate the process of pushing code through the pipeline Define development process standards to improve consistency and simplicity Manage dependencies on third party code to keep your software consistent and up to date Document only the most necessary and current knowledge

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

This book has assembled a guide that will help you hire, motivate, and mentor a software development team that functions at the highest level. Their rules of thumb and coaching advice form a great blueprint for new and experienced software engineering managers alike. All too often, software development is deemed unmanageable. The news is filled with stories of projects that have run catastrophically over schedule and budget.

Debugging with Fiddler IT Revolution

In a perfect world, software engineers

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

From Novices to Practitioners

"O'Reilly Media, Inc."

Renowned Stanford economist David M. Kreps reveals the fundamental principles of employee motivation. Getting your employees to do their best work has never been easy. But it is a particular challenge for knowledge workers, who

must attend to many different tasks and whose to-do list is often ambiguous, requiring outside-the-box thinking. Lists of dos and don’ts are rarely effective. Instead, your best bet is to align their interests with your own—the heart of motivation—and set them free to use their own drive and creativity on their, and your, behalf. But how do you align their interests with your own? How do you avoid incentive schemes that warp priorities, encourage perfunctory and sloppy work, or cause unethical behavior? In The Motivation Toolkit, economist and management expert David Kreps offers a variety of tools, drawn from the disciplines of economics and social psychology, that you can adapt to your specific situation to achieve better motivation. This starts with understanding both the economic and social relationship your employees have with their work, their jobs, and your organization, then using that understanding to find economic or psychological motivators that will work. Whatever your business, and whether you’re a newly minted manager, a seasoned executive hungry for your employees’ best work, or a curious leader looking for new ways to be effective, The Motivation Toolkit will prove a useful and enlightening read.
Toolkit to Become a PM "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

• Fast Like A Girl: A Woman's Guide To Using The Healing Power Of Fasting To Burn Fat, Boost Energy, And Balance Hormones By Dr. Mindy Pelz
• Verity By Colleen Hoover
• Kindergarten, Here I Come!
• Things We Never Got Over (knockemout)
• The Boy, The Mole, The Fox And The Horse By Charlie Mackesy
• The Silent Patient
• The Boy, The Mole, The Fox And The Horse
• The Ballad Of Songbirds And Snakes (a Hunger Games Novel) (the Hunger Games) By Suzanne Collins