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Mac OS X Snow Leopard: The Missing Manual Sep 29 2019 For a company that promised to "put a pause on new features," Apple sure has been busy-there's barely a feature left untouched in Mac OS X 10.6 "Snow Leopard." There's more speed, more polish, more refinement-but still no manual. Fortunately, David Pogue is back, with the humor and expertise that have made this the #1 bestselling Mac book for eight years straight. You get all the answers with jargon-free introductions to: Big-ticket changes. A 64-bit overhaul. Faster everything. A rewritten Finder. Microsoft Exchange compatibility. All-new QuickTime Player. If Apple wrote it, this book covers it. Snow Leopard Spots. This book demystifies the hundreds of smaller enhancements, too, in all 50 programs that come with the Mac: Safari, Mail, iChat, Preview, Time Machine. Shortcuts. This must be the tippiest, trickiest Mac book ever written. Undocumented surprises await on every page. Power usage. Security, networking, build-your-own Services, file sharing with

Windows, even Mac OS X's Unix chassis-this one witty, expert guide makes it all crystal clear.

XLIB Programming Manual, Rel. 5 Oct 03 2022 This book is a complete programmer's guid to the X library, which is the lowest level of programming interface to X. It includes chapters on:

Programming Ruby Sep 21 2021 A tutorial and reference to the object-oriented programming language for beginning to experienced programmers, updated for version 1.8, describes the language's structure, syntax, and operation, and explains how to build applications. Original. (Intermediate)

Raspberry Pi 3 Mar 16 2021 Want To Know What You Are Capable Of With The Raspberry Pi 3? Would You Like To Learn How To Easily Build And Use The Raspberry Pi 3? If So, You've Come To The Right Place... This Book Has Got You Covered... Raspberry Pi has revolutionized how programmers and machines interact, bringing forth a new era of human and technological interaction that has opened a whole new world of accessibility and fun! If you are new to programming Raspberry Pi 3 and would like to know more before taking steps, this book will provide you with all the information you need to take the first steps into the amazing world of Raspberry Pi 3! In this book you will learn the following awesome information: The Basics of Raspberry Pi 3 Programming Initial Set-Up of the Raspberry Pi 3 The Desktop and Connecting Raspberry Pi 3 Raspbian Basics Python 3 Basics Raspberry Pi 3 Projects Raspberry Pi 3 Tips and Accessories and many more! This book is the definitive resource on the Raspberry Pi 3. If you are someone with basic technical understanding, this book is for you. We'll get you started quick. If you're someone who is a little more advanced, this book is also for you. We've got tons of resources in a quick, concise and easy to read format to keep you learning for hours. So what are you waiting for, get cracking today on building some awesome projects! Get to know your way around computer administration and coding. Open your eyes to the technological possibilities of a Raspberry Pi system. The power can be yours! Don't look any further! Purchase "Raspberry Pi 3 Programming 101: The New User's Manual To Programming Raspberry Pi 3" right away and take the first steps on a path to computer expertise with this Raspberry Pi 3 guide!

LISP 1.5 Programmer's Manual Jun 30 2022 The manual describes LISP, a formal mathematical language. LISP differs from most programming languages in three important ways. The first way is in the nature of the data. The LISP language is designed primarily for symbolic data processing used for symbolic calculations in differential and integral calculus, electrical circuit theory, mathematical logic, game playing, and other fields of artificial intelligence. The manual describes LISP, a formal mathematical language. LISP differs from most programming languages in three important ways. The first way is in the nature of the data. In the LISP language, all data are in the form of symbolic expressions usually referred to as S-expressions, of indefinite length, and which have a branching tree-type of structure, so that significant subexpressions can be readily isolated. In the LISP system, the bulk of the available memory is used for storing S-expressions in the form of list structures. The second distinction is that the LISP language is the source language itself which specifies in what way the S-expressions are to be processed. Third, LISP can interpret and execute programs written in the form of S-expressions. Thus, like machine language, and unlike most other high level languages, it can be used to generate programs

for further executions.

Programmer's Supplement for Release 6 of the X Window System, Version 11 Mar 04 2020 The Programmer's Supplement for Release 6 is for programmers who are familiar with Release 5 of the X Window System and who want to know how to use the new features of Release 6. It provides complete tutorial and reference information to all new Xlib and Xt toolkit functions.

PFC Programmers' Reference Manual Jun 06 2020 This comprehensive guide to the PowerBuilder Foundation Classes lists all the objects and functions that a programmer might use for a project including notes on each function. Service-based architecture and appropriate object-oriented techniques are stressed throughout

X Toolkit Intrinsics Programming Manual Jun 26 2019 Complete guide to programming with the Xt Intrinsics. Guide to using widgets and to writing new widgets. Concept and examples of how to use various X Toolkit routines. Updated for Release 4. Annotation copyrighted by Book News, Inc., Portland, OR

A Systems Programmer's Guide for Implementing OMNITAB II Aug 21 2021

Advanced Programming in the UNIX Environment Feb 01 2020 For more than twenty years, serious C programmers have relied on one book for practical, in-depth knowledge of the programming interfaces that drive the UNIX and Linux kernels: W. Richard Stevens' Advanced Programming in the UNIX® Environment . Now, once again, Rich's colleague Steve Rago has thoroughly updated this classic work. The new third edition supports today's leading platforms, reflects new technical advances and best practices, and aligns with Version 4 of the Single UNIX Specification. Steve carefully retains the spirit and approach that have made this book so valuable. Building on Rich's pioneering work, he begins with files, directories, and processes, carefully laying the groundwork for more advanced techniques, such as signal handling and terminal I/O. He also thoroughly covers threads and multithreaded programming, and socket-based IPC. This edition covers more than seventy new interfaces, including POSIX asynchronous I/O, spin locks, barriers, and POSIX semaphores. Most obsolete interfaces have been removed, except for a few that are ubiquitous. Nearly all examples have been tested on four modern platforms: Solaris 10, Mac OS X version 10.6.8 (Darwin 10.8.0), FreeBSD 8.0, and Ubuntu version 12.04 (based on Linux 3.2). As in previous editions, you'll learn through examples, including more than ten thousand lines of downloadable, ISO C source code. More than four hundred system calls and functions are demonstrated with concise, complete programs that clearly illustrate their usage, arguments, and return values. To tie together what you've learned, the book presents several chapter-length case studies, each reflecting contemporary environments. Advanced Programming in the UNIX® Environment has helped generations of programmers write code with exceptional power, performance, and reliability. Now updated for today's systems, this third edition will be even more valuable.

The Oberon System Aug 01 2022 This is the complete guide and reference to 'The Oberon System' designed by Wirth and Gutknecht at ETH, Zurich. Featuring a user guide, a description of the module library and a programming guide, this book also contains a wealth of practical real-world examples and illustrations.

The Algorithm Design Manual Oct 11 2020 This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

Essential SNMP Nov 11 2020 A practical introduction to SNMP for system network administrators. Starts with the basics of SNMP, how it works and provides the technical background to use it effectively.

SIMD Programming Manual for Linux and Windows Jun 18 2021 A number of widely used contemporary processors have instruction-set extensions for improved performance in multi-media applications. The aim is to allow operations to proceed on multiple pixels each clock cycle. Such instruction-sets have been incorporated both in specialist DSPchips such as the Texas C62xx (Texas Instruments, 1998) and in general purpose CPU chips like the Intel IA32 (Intel, 2000) or the AMD K6 (Advanced Micro Devices, 1999). These instruction-set extensions are typically based on the Single Instruc tion-stream Multiple Data-stream (SIMD) model in which a single instruction causes the same mathematical operation to be carried out on several operands, or pairs of operands, at the same time. The level or parallelism supported ranges from two floating point operations, at a time on the AMD K6 architecture to 16 byte operations at a time on the Intel P4 architecture. Whereas processor architectures are moving towards greater levels of parallelism, the most widely used programming languages such as C, Java and Delphi are structured around a model of computation in which operations takeplace on a single value at a time. This was appropriate when processors worked this way, but has become an impediment to programmers seeking to make use of the performance offered by multi-media instruction -sets. The introduction of SIMD instruction sets (Peleg et al.

The Rust Programming Language (Covers Rust 2018) Feb 24 2022 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally

associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Catalog of Copyright Entries. Third Series Aug 28 2019

Scfm Nov 23 2021 SCFM: Secure Coding Field Manual is a must for every programmer assigned to write secure code. SCFM is a desk reference to attacks and programming language mitigations for OWASP Top 10 and CWE/SANS Top 25 security vulnerabilities. Languages covered include Java, C/C++, C#/VB.NET/ASP.NET, COBOL, and PL/SQL & DB2.

How-to Manual for Pacemaker and ICD Devices Feb 12 2021 A complete, how-to-do-it guide to planning, programming, implementing, and trouble-shooting todays pacemakers and other implantable cardiac devices Edited by a team of leading clinician-educators this is a practical, go-to reference for trainees and clinical staff who are new to or less experienced with the programming and management of implantable devices. It distills device best-practices into a single, quick-reference volume that focuses on essential tasks, common pitfalls, and likely complications. Each chapter follows a hands-on, how-to-do-it approach that helps readers quickly master even the most challenging device-related taskssuch as programming and how to respond confidently when complications arise. Todays pacemakers and other implantable EP devices are to earlier versions what smart phones are to rotary phones. They are not only smaller and more comfortable; they offer complex programming options that allow clinicians to adapt a device to individual patient requirements. As they continue to become smaller, smarter, and more adaptable, these devices also become more challenging for clinicians to set up, manage and monitor. This unique, quick-reference guide dramatically reduces the learning curve for mastering this essential technology by giving doctors and technicians the how-to information they need. Focuses on tasks clinicians perform, including pre-implementation, planning, programming, management, troubleshooting, and more Shows how expert clinicians achieve optimal outcomes in their own labs with real-world examples Features more than 300 images, including ECGs, X-ray and fluoroscopy, images from device interrogation, intracardiac electrograms, and color electoanatomical maps Provides eight videos on an accompanying website demonstrating key tasks and techniques Also available in an eBook version, enhanced with instructional videos, How-to Manual for Pacemaker and ICD Devices is an indispensable tool of the trade for electrophysiologists, fellows in

electrophysiology, EP nurses, technical staff, and industry professionals.

The Coding Manual teaches you everything you need to become a great programmer. Whether you need to boost your coding skills for school, work or just as a hobby, this comprehensive guide introduces the tools, terms and concepts that take you from a beginner to an experienced developer. Simple explanations and step-by-step guides ease you through the features of the Python programming language, providing you with everything you need to write code in the real world.

The PowerPC Architecture Jul 28 2019 An essential book for 3rd party developers and others interested in products using the PowerPC including those from IBM, Apple, and many other vendors. The book covers the architecture for the entire family of processors from either IBM or Motorola and is the official documentation of the IBM reference manual.

The Oric-1 8-bit home computer was released in 1982 and would go on to sell more than 150,000 units in the UK alone. It was considered a rival to the popular ZX Spectrum, with its advantage being a much better keyboard than Sir Clive's rubber monster. Despite official production ceasing just two years after its launch, clones of the machine were produced in Eastern Europe well into the 1990s. First published in 1983, this guide helped buyers of the Oric-1 get to grips with their new purchase. For many people, this would be the very first computer they would ever experience, so the guide had to appeal to a wide range of abilities - from absolute beginners to those with advanced knowledge of other machines. Ultimately this book helped many fans of the Oric take their first steps in programming and remains a handy guide to the platform even today. * * * As the introduction states: Congratulations! You are the possessor of one of the most advanced micro-computers available today. This book will be required reading to those of you who have never used a computer before. It will also be useful to anyone coming from other systems, as the ORIC-1 has many features that make it more powerful than other machines. You will learn a lot from reading the manual, but you will only become proficient by using your ORIC frequently. We hope that you will find it a friendly computer that will become the heart of an expanding system. You will soon discover about ORIC's 'drivability'. Even beginners will find computing is easy with ORIC. * * * Acorn Books is proud to present its Retro Reproduction Series, a collection of classic computing works from the 1980s and 90s, lovingly reproduced in the 21st century. From standards of programming reference no self-respecting microcomputer user would want to be without, to obscure works not found in print anywhere else, these modern reprints are perfect for any connoisseur of retro computing.

Parklawn Computer Center User 's Guide Dec 01 2019

Computer Systems Organization -- Computer-Communication Networks.

Have you always wanted to learn computer programming but you're worried it will take too long?

Would you like to automate something simple with your PC but you don't know how to do it? Or maybe you know other programming languages and are interested in learning Python quickly? As a beginner you might think that programming is difficult, learning a coding language can take months, and the possibility to give up before mastering it could be high... So, if you have a project to develop you could think on hiring a professional programmer to shorten the time. This may seem like a good idea but it is certainly very expensive. Otherwise you could spend a long time pursuing tutorials online only to find out you don't really understand any of the concepts they covered. Here's the deal...The best solution is to follow a complete programming manual with hands-on projects and practical exercises. What you will find inside: ? Why Python is considered the best programming language for a beginner ? The most common mistakes to avoid when you start programming ? Step-by-step instructions to install the Python coding environment on your PC ? BOOK 1: PYTHON PROGRAMMING - The 7 built-in functions to make your life easier while coding a software program? - The program you need to develop your first own application ? BOOK 2: PYTHON MACHINE LEARNING - The algorithms that will make your life easier - The 2 libraries you need implementing to develop the desired ML models ? Some projects to write Python codes in less than a week ? Quizzes at the end of every chapter to review immediately what you've learned Why is this book different? Computer Programming Academy structured these guides as a course with seven chapters for seven days and studied special exercises for each section to apply what you have learned.This protocol, tested on both total beginners and people who were already familiar with coding, takes advantage of the principle of diving, concentrating learning in one week. The result? The content of the course was learned faster and remembered longer respect the average. Even if you're completely new to programming in 2020 or you are just looking to widen your skills as programmer this book is perfect for you. Now's the best time to begin learning Python... so scroll up to the top of the page, click the "BUY NOW" button and get started!

PEXlib Programming Manual Dec 13 2020 The world of workstations changed dramatically with the release of the X Window System. Users could finally count on a consistent interface across almost all makes and models of computers. At the same time, graphics applications became easily portable. Until recently, X supported only 2D graphics. Now, however, by means of the PEX extensions to X, together with the PEXlib applications programming interface, native, 3D graphics have come to the X Window System. PEXlib allows the programmer to create graphics programs of any complexity, and also provides the basis for higher-level graphics systems and toolkits. The PEXlib Programming Manual is the definitive programmer's guide to PEXlib, covering PEX versions 5.0 and 5.1. Containing over 200 illustrations and 19 color plates, it combines a thorough and gentle tutorial approach with valuable reference features. Along the way, it presents the reader with numerous programming examples, as well as a library of helpful utility routines--all of which are available online. You do not any need prior graphics programming experience to use this manual. Written by Tom Gaskins--the widely recognized authority who also authored the O'Reilly and Associates PHIGS Programming Manual--this book is the only programming guide to PEXlib you will ever need.

Volume 6A Aug 09 2020 The Motif Programming Manual is a source for complete, accurate, and insightful guidance on Motif

application programming. There is no other book that covers the ground as thoroughly or as well as this one. The book has been updated to Motif 1.2, but is still usable with Motif 1.1.The Motif Programming Manual describes how to write applications using the Motif toolkit from the Open Software Foundation (OSF). The book goes into detail on every Motif widget class, with useful examples that will help programmers to develop their own code. Anyone doing Motif programming who doesn't want to have to figure it out on their own needs this book.In addition to information on Motif, the book is full of tips about programming in general and about user interface design.Contents include: An introduction to the Motif programming model, how it is based on the X Toolkit Intrinsics, and how it differs from them. Chapters on each of the Motif widget classes, explaining them in depth, with useful examples that will help you to improve your own code. For example, the chapter on menus shows how to develop utility functions that generalize and simplify menu creation. All of the code shown in the book is available free of charge over the Internet or via UUCP. Coverage of the drag-and-drop mechanism for transferring data. Two extensive examples show how to implement custom drag source and drop site functionality in a Motif application. A tutorial on UIL. The chapters on UIL describe all of the techniques used to create an interface with this prototyping tool. The numerous examples cover the basics and explore ways to use UIL to facilitate rapid prototyping. The book assumes competence with the C programming language, as well as familiarity with fundamental X Window System concepts. The Motif Programming Manual is not only the most comprehensive guide to writing applications with Motif, it is an integral part of the most widely used series of books on X as a whole. It complements and builds upon the earlier books in the X Window System Series from O'Reilly & Associates, as well as on OSF's own Motif Style Guide. Best when paired with Volume 6B, Motif Reference Manual .

The Algorithm Design Manual Apr 16 2021 "My absolute favorite for this kind of interview preparation is Steven Skiena's The Algorithm Design Manual. More than any other book it helped me understand just how astonishingly commonplace ... graph problems are -- they should be part of every working programmer's toolkit. The book also covers basic data structures and sorting algorithms, which is a nice bonus. ... every 1 – pager has a simple picture, making it easy to remember. This is a great way to learn how to identify hundreds of problem types." (Steve Yegge, Get that Job at Google) "Steven Skiena's Algorithm Design Manual retains its title as the best and most comprehensive practical algorithm guide to help identify and solve problems. ... Every programmer should read this book, and anyone working in the field should keep it close to hand. ... This is the best investment ... a programmer or aspiring programmer can make." (Harold Thimbleby, Times Higher Education) "It is wonderful to open to a random spot and discover an interesting algorithm. This is the only textbook I felt compelled to bring with me out of my student days.... The color really adds a lot of energy to the new edition of the book!" (Cory Bart, University of Delaware) "The is the most approachable book on algorithms I have." (Megan Squire, Elon University) --- This newly expanded and updated third edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficiency. It serves as the primary textbook of choice for algorithm design courses and interview self-study, while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to

combinatorial algorithms technology, stressing design over analysis. The first part, Practical Algorithm Design, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, the Hitchhiker's Guide to Algorithms, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations, and an extensive bibliography. NEW to the third edition: -- New and expanded coverage of randomized algorithms, hashing, divide and conquer, approximation algorithms, and quantum computing -- Provides full online support for lecturers, including an improved website component with lecture slides and videos -- Full color illustrations and code instantly clarify difficult concepts -- Includes several new "war stories" relating experiences from real-world applications -- Over 100 new problems, including programming-challenge problems from LeetCode and Hackerrank. -- Provides up-to-date links leading to the best implementations available in C, C++, and Java Additional Learning Tools: -- Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them -- Exercises include "job interview problems" from major software companies -- Highlighted "take home lessons" emphasize essential concepts -- The "no theorem-proof" style provides a uniquely accessible and intuitive approach to a challenging subject -- Many algorithms are presented with actual code (written in C) -- Provides comprehensive references to both survey articles and the primary literature Written by a well-known algorithms researcher who received the IEEE Computer Science and Engineering Teaching Award, this substantially enhanced third edition of The Algorithm Design Manual is an essential learning tool for students and professionals needed a solid grounding in algorithms. Professor Skiena is also the author of the popular Springer texts, The Data Science Design Manual and Programming Challenges: The Programming Contest Training Manual. *Programming Embedded Systems in C and C++* Jul 08 2020 An introduction to embedding systems for C and C++++ programmers encompasses such topics as testing memory devices, writing and erasing Flash memory, verifying nonvolatile memory contents, and much more. Original. (Intermediate).

The Linux Programming Interface Sep 09 2020 The Linux Programming Interface (TLPI) is the definitive guide to the Linux and UNIX programming interface—the interface employed by nearly every application that runs on a Linux or UNIX system. In this authoritative work, Linux programming expert Michael Kerrisk provides detailed descriptions of the system calls and library functions that you need in order to master the craft of system programming, and accompanies his explanations with clear, complete example programs. You'll find descriptions of over 500 system calls and library functions, and more than 200 example programs, 88 tables, and 115 diagrams. You'll learn how to: –Read and write files efficiently –Use signals, clocks, and timers –Create processes and execute programs –Write secure programs –Write multithreaded programs using POSIX threads –Build and use shared libraries –Perform interprocess communication using pipes, message queues, shared memory, and semaphores –Write network applications with the sockets API While The Linux Programming Interface covers a wealth of Linux-specific features, including epoll, inotify, and the /proc file system, its emphasis on UNIX standards (POSIX.1-2001/SUSv3 and POSIX.1-2008/SUSv4) makes it equally valuable to programmers working on other UNIX platforms. The Linux Programming Interface is the most comprehensive single-volume work on

the Linux and UNIX programming interface, and a book that's destined to become a new classic.

Programming in Lua Dec 25 2021 Authored by Roberto Ierusalimschy, the chief architect of the language, this volume covers all aspects of Lua 5---from the basics to its API with C---explaining how to make good use of its features and giving numerous code examples. (Computer Books)

Soft Skills Sep 02 2022 For most software developers, coding is the fun part. The hard bits are dealing with clients, peers, and managers and staying productive, achieving financial security, keeping yourself in shape, and finding true love. This book is here to help. Soft Skills: The Software Developer's Life Manual is a guide to a well-rounded, satisfying life as a technology professional. In it, developer and life coach John Sonmez offers advice to developers on important subjects like career and productivity, personal finance and investing, and even fitness and relationships. Arranged as a collection of 71 short chapters, this fun listen invites you to dip in wherever you like. A "Taking Action" section at the end of each chapter tells you how to get quick results. Soft Skills will help make you a better programmer, a more valuable employee, and a happier, healthier person.

Access Database Design & Programming Jan 14 2021 This book provides experienced Access users who are novice programmers with frequently overlooked concepts and techniques necessary to create effective database applications. It focuses on designing effective tables in a multi-table application; using the Access interface or Access SQL to construct queries; and programming using the Data Access Object (DAO) and Microsoft Access object models.

Highway Safety Management Process - Planning and Programming Manual Jul 20 2021

Scientific and Technical Aerospace Reports May 06 2020 Lists citations with abstracts for aerospace related reports obtained from world wide sources and announces documents that have recently been entered into the NASA Scientific and Technical Information Database.

Soft Skills May 30 2022 Summary Soft Skills: The software developer"s life manual is a unique guide, offering techniques and practices for a more satisfying life as a professional software developer. In it, developer and life coach John Sonmez addresses a wide range of important "soft" topics, from career and productivity to personal finance and investing, and even fitness and relationships, all from a developer-centric viewpoint. Forewords by Robert C. Martin (Uncle Bob) and Scott Hanselman. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book For most software developers, coding is the fun part. The hard bits are dealing with clients, peers, and managers, staying productive, achieving financial security, keeping yourself in shape, and finding true love. This book is here to help. Soft Skills: The software developer"s life manual is a guide to a well-rounded, satisfying life as a technology professional. In it, developer and life coach John Sonmez offers advice to developers on important "soft" subjects like career and productivity, personal finance and investing, and even fitness and relationships. Arranged as a collection of 71 short chapters, this fun-to-read book invites you to dip in wherever you like. A Taking Action section at the end of each chapter shows you how to get quick results. Soft Skills will help make you a better programmer, a more valuable employee, and a

happier, healthier person. What"s Inside Boost your career by building a personal brand John"s secret ten-step process for learning quickly Fitness advice to turn your geekiness to your advantage Unique strategies for investment and early retirement About the Author John Sonmez is a developer, teacher, and life coach who helps technical professionals boost their careers and live a more fulfilled life. Table of Contents Why this book is unlike any book you"ve ever read SECTION 1: CAREER Getting started with a "BANG!": Don"t do what everyone else does Thinking about the future: What are your goals? People skills: You need them more than you think Hacking the interview Employment options: Enumerate your choices What kind of software developer are you? Not all companies are equal Climbing the corporate ladder Being a professional Freedom: How to quit your job Freelancing: Going out on your own Creating your first product Do you want to start a startup? Working remotely survival strategies Fake it till you make it Resumes are BORING--Let"s fix that Don"t get religious about technology SECTION 2: MARKETING YOURSELF Marketing basics for code monkeys Building a brand that gets you noticed Creating a wildly successful blog Your primary goal: Add value to others #UsingSocialNetworks Speaking, presenting, and training: Speak geek Writing books and articles that attract a following Don"t be afraid to look like an idiot SECTION 3: LEARNING Learning how to learn: How to teach yourself My 10-step process Steps 1-6: Do these once Steps 7-10: Repeat these Looking for mentors: Finding your Yoda Taking on an apprentice: Being Yoda Teaching: Learn you want? Teach you must. Do you need a degree or can you "wing it?" Finding gaps in your knowledge SECTION 4: PRODUCTIVITY It all starts with focus My personal productivity plan Pomodoro Technique My quota system: How I get way more done than I should Holding yourself accountable Multitasking dos and don"ts Burnout: I"ve got the cure! How you"re wasting your time The importance of having a routine Developing habits: Brushing your code Breaking things down: How to eat an elephant The value of hard work and why you keep avoiding it Any action is better than no action SECTION 5: FINANCIAL What are you going to do with your paycheck? How to negotiate your salary Options: Where all the fun is Bits and bytes of real estate investing Do you really understand your retirement plan? The danger of debt: SSDs are expensive Bonus: How I retired at 33 SECTION 6: FITNESS Why you need to hack your health Setting your fitness criteria Thermodynamics, calories, and you Motivation: Getting your butt out of the chair How to gain muscle: Nerds can have bulging biceps How to get hash-table abs Starting RunningProgram.exe Standing desks and other hacks Tech gear for fitness: Geeking out SECTION 7: SPIRIT How the mind influences the body Having the right mental attitude: Rebooting Building a positive self-image: Programming your brain Love and relationships: Computers can"t hold your hand My personal success book list Facing failure head-on Parting words

Motif Programming Manual Mar 28 2022 Describes how to write applications using the Motif toolkit from the Open Software Foundation (OSF), going into detail on every Motif widget class, with useful examples to help programmers develop their own code. Tips on programming in general are also included. The authors assume competence with C and familiarity with fundamental X Window System concepts. Chapters are marked by uncut tabs for easy location. The manual is updated for Motif 1.2, but still usable for Motif 1.1. Annotation copyright by Book News, Inc., Portland, OR

New Programmer's Survival Manual Apr 28 2022 It's your first day on the new job. You've got the programming chops, you're up on the latest tech, you're sitting at your workstation... now what? New Programmer's Survival Manual gives your career the jolt it needs to get going: essential industry skills to help you apply your raw programming talent and make a name for yourself. It's a no-holds-barred look at what really goes on in the office--and how to not only survive, but thrive in your first job and beyond. Programming at industry level requires new skills - you'll build programs that dwarf anything you've done on your own. This book introduces you to practices for working on large-scale, long-lived programs at a professional level of quality. You'll find out how to work efficiently with your current tools, and discover essential new tools. But the tools are only part of the story; you've got to get street-smart too. Succeeding in the corporate working environment requires its own savvy. You'll learn how to navigate the office, work with your teammates, and how to deal with other people outside of your department. You'll understand where you fit into the big picture and how you contribute to the company's success. You'll also get a candid look at the tougher aspects of the job: stress, conflict, and office politics. Finally, programming is a job you can do for the long haul. This book helps you look ahead to the years to come, and your future opportunities--either as a programmer or in another role you grow into. There's nothing quite like the satisfaction of shipping a product and knowing, "I built that." Whether you work on embedded systems or web-based applications, in trendy technologies or legacy systems, this book helps you get from raw skill to an accomplished professional.

Programming Challenges May 18 2021 Presents a collection of more than one hundred programming challenges along with information on key theories and concepts in computer programming.