More Programming Pearls

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On Lisp Paul Graham 1994 Written by a Lisp expert, this is the most comprehensive tutorial on the advanced features of Lisp for experienced programmers. It shows how to program in the bottom-up style that is ideal for Lisp programming, and includes a unique, practical collection of Lisp programming techniques that shows how to take advantage of the language's design for efficient programming in a wide variety of applications.

Elements of Programming Alexander Stepanov 2019-06-27 Elements of Programming provides a different understanding of programming than is presented elsewhere. Its major premise is that practical programming, like other areas of science and engineering, must be based on a solid mathematical foundation. The book shows that algorithms implemented in a real programming language, such as C++, can operate in the most general mathematical setting. For example, the fast exponentiation algorithm is defined to work with any associative operation. Using abstract algorithms leads to efficient, reliable, secure, and economical software.

Elements of Programming Interviews Adnan Aziz 2012-10-11 The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 250 tested programs, and 150 variants. The problems are representative of questions asked at the leading software companies. The book begins with a summary of the nontechnical aspects of interviewing, such as common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and advanced data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns.

Michael Abrash's Graphics Programming Black Book Michael Abrash 1997 No one has done more to conquer the performance limitations of the PC than Michael Abrash, a software engineer for Microsoft. His complete works are contained in this massive volume, including everything he has written about performance coding and real-time graphics. The CD-ROM contains the entire text in Adobe Acrobat 3.0 format, allowing fast searches for specific facts.

Intel Xeon Phi Coprocessor High Performance Programming James Jeffers 2013-02-11 Authors Jim Jeffers and James Reinders spent two years helping educate customers about the prototype and pre-production hardware before Intel introduced the first Intel Xeon Phi coprocessor. They have distilled their own experiences coupled with insights from many expert customers, Intel Field Engineers, Application Engineers and Technical Consulting Engineers, to create this authoritative first book on the essentials of programming for this new architecture and these new products. This book is useful even before you ever touch a system with an Intel Xeon Phi coprocessor. To ensure that your applications run at maximum efficiency, the authors emphasize key techniques for programming any modern parallel computing system whether based on Intel Xeon processors, Intel Xeon Phi coprocessors, or other high performance microprocessors. Applying these techniques will generally increase your program performance on any system, and better prepare you for Intel Xeon Phi coprocessors and the Intel MIC architecture. A practical guide to the essentials of the Intel Xeon Phi coprocessor Presents best practices for portable, high-performance computing and a familiar and proven threaded, scalar-vector programming model Includes simple but informative code examples that explain the unique aspects of this new highly parallel and high performance computational product Covers wide vectors, many cores, many threads and high bandwidth cache/memory architecture

Literate Programming Donald Ervin Knuth 1992-01 Literate programming is a programming methodology that combines a programming language with a documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.

Learn Programming Antti Salonen 2018-08-17 This book is aimed at readers who are interested in software development but have very little to no prior experience. The book focuses on teaching the core principles around software development. It uses several technologies to this goal (e.g. C, Python, JavaScript, HTML, etc.) but is not a book about the technologies themselves. The reader will learn the basics (or in some cases more) of various technologies along the way, but the focus is on building a foundation for software development. The book is your guided tour through the programming jungle, aiming to provide some clarity and build the foundation for software development skills. The book web site is https: //progbook.org/

Beautiful Code Greg Wilson 2007-06-26 How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and

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Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

Watch what I Do Allen Cypher 1993 Programming by Demonstration is a method that allows end users to create, customize,and extend programs by demonstrating what the program should do.

Programming Pearls Jon Louis Bentley 2000 A guide to practical programming techniques and design principles, with information on such topics as testing, debugging and timing, set representations, and string problems.

Programming on Purpose III P. J. Plauger 1993 This collection of essays drawn from Plauger's popular "Programming on Purpose" column in the magazine Computer Language, focuses on the technology of writing computer software. Plauger's style is clear without being simplistic, reducing complex themes to bite-size chunks. KEY TOPICS: Covers a number of important technical themes such as computer arithmetic, approximating math functions, human perception and artificial intelligence, encrypting data and clarifying documentation.

Code Reading Diomidis Spinellis 2003 CD-ROM contains cross-referenced code.

Apprenticeship Patterns Dave Hoover 2009-10-02 Are you doing all you can to further your career as a software developer? With today's rapidly changing and ever-expanding technologies, being successful requires more than technical expertise. To grow professionally, you also need soft skills and effective learning techniques. Honing those skills is what this book is all about. Authors Dave Hoover and Adewale Oshineye have cataloged dozens of behavior patterns to help you perfect essential aspects of your craft. Compiled from years of research, many interviews, and feedback from O'Reilly's online forum, these patterns address difficult situations that programmers, administrators, and DBAs face every day. And it's not just about financial success. Apprenticeship Patterns also approaches software development as a means to personal fulfillment. Discover how this book can help you make the best of both your life and your career. Solutions to some common obstacles that this book explores in-depth include: Burned out at work? "Nurture Your Passion" by finding a pet project to rediscover the joy of problem solving. Feeling overwhelmed by new information? Re-explore familiar territory by building something you've built before, then use "Retreat into Competence" to move forward again. Stuck in your learning? Seek a team of experienced and talented developers with whom you can "Be the Worst" for a while. "Brilliant stuff! Reading this book was like being in a time machine that pulled me back to those key learning moments in my career as a professional software developer and, instead of having to learn best practices the hard way, I had a guru sitting on my shoulder guiding me every step towards master craftsmanship. I'll certainly be recommending this book to clients. I wish I had this book 14 years ago!"-Russ Miles, CEO, OpenCredo

97 Things Every Programmer Should Know Kevlin Henney 2010-02-05 Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry--including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more--this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A

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Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

Writing Efficient Programs Jon Louis Bentley 1982 Classic on practical methods of optimizing programs: This book gives practical advice on improving the efficiency (optimizing) programs and the limits there of. While showing how to trade off speed for space or vice-versa, the author points out the limits that can be expected to gain. His list of techniques is a collection of practical approaches rather than theoretical possibilities. At 158 pages (not counting index) this book is eminently readable, accessable and useful. Clearly written and well organized this is a book to keep on your shelf for when a program needs improving. It is also a book to read before a program as a reminder not to make things complicated with optimization that aren't needed

C++ Gems Stanley B. Lippman 1998 Presents the pinnacle of writing on C++ by renowned experts in the field, and is a must-read for today's C++ programmer.

Programming Pearls Jon Louis Bentley 1986 Software -- Software Engineering.

Programming Interviews Exposed John Mongan 2018-03-28 Ace technical interviews with smart preparation Programming Interviews Exposed is the programmer’s ideal first choice for technical interview preparation. Updated to reflect changing techniques and trends, this new fourth edition provides insider guidance on the unique interview process that today's programmers face. Online coding contests are being used to screen candidate pools of thousands, take-home projects have become commonplace, and employers are even evaluating a candidate's public code repositories at GitHub—and with competition becoming increasingly fierce, programmers need to shape themselves into the ideal candidate well in advance of the interview. This book doesn't just give you a collection of questions and answers, it walks you through the process of coming up with the solution so you learn the skills and techniques to shine on whatever problems you’re given. This edition combines a thoroughly revised basis in classic questions involving fundamental data structures and algorithms with problems and step-by-step procedures for new topics including probability, data science, statistics, and machine learning which will help you fully prepare for whatever comes your way. Learn what the interviewer needs to hear to move you forward in the process Adopt an effective approach to phone screens with non-technical recruiters Examine common interview problems and tests with expert explanations Be ready to demonstrate your skills verbally, in contests, on GitHub, and more Technical jobs require the skillset, but you won’t get hired unless you are able to effectively and efficiently demonstrate that skillset under pressure, in competition with hundreds of others with the same background. Programming Interviews Exposed teaches you the interview skills you need to stand out as the best applicant to help you get the job you want.

Becoming a Better Programmer Pete Goodliffe 2014-10-03 If you're passionate about programming and want to get better at it, you've come to the right source. Code Craft author Pete Goodliffe presents a collection of useful techniques and approaches to the art and craft of programming that will help boost your career and your well-being. The book's standalone chapters span the range of a software developer's life--dealing with code, learning the trade, and improving performance--with no language or industry bias.

Software Tools Brian W. Kernighan 1976 How to build software tools using structured programming. Written using RATFOR (Rational FORTRAN); could be translated into other languages.

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The Elements of Programming Style Brian W. Kernighan 1974 Covers Expression, Structure, Common Blunders, Documentation, & Structured Programming Techniques

Game Physics Pearls Gino van den Bergen 2010-07-23 Implementing physical simulations for real-time games is a complex task that requires a solid understanding of a wide range of concepts from the fields of mathematics, physics, and software engineering. This book is a gems-like collection of practical articles in the area of game physics. Each provides hands-on detail that can be used in practical

More C++ Gems Robert C. Martin 2000-01-28 More C++ Gems picks up where the first book left off, presenting tips, tricks, proven strategies, easy-to-follow techniques, and usable source code.

Software Development Pearls Karl Wiegers 2021-10 Drawing on 20+ years helping software teams succeed in nearly 150 organizations, Karl Wiegers presents 60 concise lessons and practical recommendations students can apply to all kinds of projects, regardless of application domain, technology, development lifecycle, or platform infrastructure. Embodying both wisdom for deeper understanding and guidance for practical use, this book represent an invaluable complement to the technical nuts and bolts software developers usually study. Software Development Pearls covers multiple crucial domains of project success: requirements, design, project management, culture and teamwork, quality, and process improvement. Each chapter suggests several first steps and next steps to help you begin immediately applying the author's hard-won lessons--and writing code that is more successful in every way that matters.

The Problem with Software Adam Barr 2018-10-23 An industry insider explains why there is so much bad software—and why academia doesn't teach programmers what industry wants them to know. Why is software so prone to bugs? So vulnerable to viruses? Why are software products so often delayed, or even canceled? Is software development really hard, or are software developers just not that good at it? In The Problem with Software, Adam Barr examines the proliferation of bad software, explains what causes it, and offers some suggestions on how to improve the situation. For one thing, Barr points out, academia doesn't teach programmers what they actually need to know to do their jobs: how to work in a team to create code that works reliably and can be maintained by somebody other than the original authors. As the size and complexity of commercial software have grown, the gap between academic computer science and industry has widened. It's an open secret that there is little engineering in software engineering, which continues to rely not on codified scientific knowledge but on intuition and experience. Barr, who worked as a programmer for more than twenty years, describes how the industry has evolved, from the era of mainframes and Fortran to today's embrace of the cloud. He explains bugs and why software has so many of them, and why today's interconnected computers offer fertile ground for viruses and worms. The difference between good and bad software can be a single line of code, and Barr includes code to illustrate the consequences of seemingly inconsequential choices by programmers. Looking to the future, Barr writes that the best prospect for improving software engineering is the move to the cloud. When software is a service and not a product, companies will have more incentive to make it good rather than “good enough to ship."

Making it Big in Software Sam Lightstone 2010-03-10 The Software Insider’s Guide to Getting Hired and Getting to the Top! Here’s all the information you need to jumpstart your software career: the best ways to get hired, move up, and blaze your way to the top! The software business has radically changed, and this book reveals today’s realities–everything your professors and corporate managers never told you. In his 20 years at IBM as a software architect, senior manager, and lead programmer, Sam Lightstone has briefed dozens of leading companies and universities on careers, new technology, and

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emerging areas of research. He currently works on one of the world’s largest software development teams and spends a good part of his time recruiting and mentoring software engineers. This book shares all the lessons for success Sam has learned…plus powerful insights from 17 of the industry’s biggest stars. Want to make it big in software? Start right here! Discover how to • Get your next job in software development • Master the nontechnical skills crucial to your success • “Work the org” to move up rapidly • Successfully manage your time, projects, and life • Avoid “killer” mistakes that could destroy your career • Move up to “medium-shot,” “big-shot,” and finally, “visionary” • Launch your own winning software company Exclusive interviews with Steve Wozniak, Inventor, Apple computer John Schwarz, CEO, Business Objects James Gosling, Inventor, Java programming language Marissa Mayer, Google VP, Search Products and User Experience Jon Bentley, Author, Programming Pearls Marc Benioff, CEO and founder, Salesforce.com Grady Booch, IBM Fellow and co-founder Rational Software Bjarne Stroustrup, Inventor, C++ programming language David Vaskevitch, Microsoft CTO Linus Torvalds, Creator, Linux operating system kernel Richard Stallman, Founder, Free software movement Peter Norvig, Google’s Director of Research Mark Russinovich, Microsoft Fellow and Windows Architect Tom Malloy, Adobe Chief Software Architect Diane Greene, Co-founder and past CEO of VMware Robert Kahn, Co-inventor, the Internet Ray Tomlinson, Inventor, email

Programming Interviews Exposed John Mongan 2011-08-10 The pressure is on during the interview process but with the right preparation, you can walk away with your dream job. This classic book uncovers what interviews are really like at America's top software and computer companies and provides you with the tools to succeed in any situation. The authors take you step-by-step through new problems and complex brainteasers they were asked during recent technical interviews. 50 interview scenarios are presented along with in-depth analysis of the possible solutions. The problem-solving process is clearly illustrated so you'll be able to easily apply what you've learned during crunch time. You'll also find expert tips on what questions to ask, how to approach a problem, and how to recover if you become stuck. All of this will help you ace the interview and get the job you want. What you will learn from this book Tips for effectively completing the job application Ways to prepare for the entire programming interview process How to find the kind of programming job that fits you best Strategies for choosing a solution and what your approach says about you How to improve your interviewing skills so that you can respond to any question or situation Techniques for solving knowledge-based problems, logic puzzles, and programming problems Who this book is for This book is for programmers and developers applying for jobs in the software industry or in IT departments of major corporations. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

The Practice of Programming Brian W. Kernighan 1999-02-09 With the same insight and authority that made their book The Unix Programming Environment a classic, Brian Kernighan and Rob Pike have written The Practice of Programming to help make individual programmers more effective and productive. The practice of programming is more than just writing code. Programmers must also assess tradeoffs, choose among design alternatives, debug and test, improve performance, and maintain software written by themselves and others. At the same time, they must be concerned with issues like compatibility, robustness, and reliability, while meeting specifications. The Practice of Programming covers all these topics, and more. This book is full of practical advice and real-world examples in C, C++, Java, and a variety of special-purpose languages. It includes chapters on: debugging: finding bugs quickly and methodically testing: guaranteeing that software works correctly and reliably performance: making programs faster and more compact portability: ensuring that programs run everywhere without change design: balancing goals and constraints to decide which algorithms and data structures are best interfaces: using abstraction and information hiding to control the interactions between components style: writing code that works well and is a pleasure to read notation: choosing languages and tools that let the machine do more of the work Kernighan and Pike have distilled years of experience writing programs, teaching, and working with other programmers to create this book. Anyone who writes software will profit from the principles and guidance in The Practice of Programming .

The Design and Analysis of Computer Algorithms Alfred V. Aho 1974-09

Shell Script Pearls Ron Peters 2007 This useful, how-to book features a collection of useful shell scripts that solve problems and help UNIX and Linux users customize their computing environment.

编程珠玑 本特利 2015 本书是计算机科学方面的经典名著编程珠玑的姊妹篇,讲述了对于程序员有共性的知识.通过一些精心设计的有趣而又颇具指导意义的程序,对实用程序设计技巧及基本设计原则进行透彻而睿智的描述,为复杂的编程问题提供清晰而完备的解决思路.并涵盖了程序员操纵程序的技术,程序员取舍的技巧,输入和输出设计以及算法示例等内容.

Cracking the Coding Interview Gayle Laakmann McDowell 2011 Now in the 5th edition, Cracking the Coding Interview gives you the interview preparation you need to get the top software developer jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

Working Effectively with Legacy Code Michael Feathers 2004-09-22 Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

Coders at Work Peter Seibel 2009-12-21 Peter Seibel interviews 15 of the most interesting computer programmers alive today in Coders at Work, offering a companion volume to Apress’s highly acclaimed best-seller Founders at Work by Jessica Livingston. As the words “at work” suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to

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interview on the Coders at Work web site: www.codersatwork.com. The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstrong: Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford: JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal Dan Ingalls: Smalltalk implementor and designer Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler Donald Knuth: Author of The Art of Computer Programming and creator of TeX Peter Norvig: Director of Research at Google and author of the standard text on AI Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress Ken Thompson: Inventor of UNIX Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

Pearls of Functional Algorithm Design Richard Bird 2010-09-16 Richard Bird takes a radical approach to algorithm design, namely, design by calculation. These 30 short chapters each deal with a particular programming problem drawn from sources as diverse as games and puzzles, intriguing combinatorial tasks, and more familiar areas such as data compression and string matching. Each pearl starts with the statement of the problem expressed using the functional programming language Haskell, a powerful yet succinct language for capturing algorithmic ideas clearly and simply. The novel aspect of the book is that each solution is calculated from an initial formulation of the problem in Haskell by appealing to the laws of functional programming. Pearls of Functional Algorithm Design will appeal to the aspiring functional programmer, students and teachers interested in the principles of algorithm design, and anyone seeking to master the techniques of reasoning about programs in an equational style.

Programming Pearls Jon Bentley 2016-04-21 When programmers list their favorite books, Jon Bentley's collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have irritated real programmers. With origins beyond solid engineering, in the realm of insight and creativity, Bentley's pearls offer unique and clever solutions to those nagging problems. Illustrated by programs designed as much for fun as for instruction, the book is filled with lucid and witty descriptions of practical programming techniques and fundamental design principles. It is not at all surprising that Programming Pearls has been so highly valued by programmers at every level of experience. In this revision, the first in 14 years, Bentley has substantially updated his essays to reflect current programming methods and environments. In addition, there are three new essays on testing, debugging, and timing set representations string problems All the original programs have been rewritten, and an equal amount of new code has been generated. Implementations of all the programs, in C or C++, are now available on the Web. What remains the same in this new edition is Bentley's focus on the hard core of programming problems and his delivery of workable solutions to those problems. Whether you are new to Bentley's classic or are revisiting his work for some fresh insight, the book is sure to make your own list of favorites.

Stuff You Should Know Josh Clark 2020-11-24 From the duo behind the massively successful and award-winning podcast Stuff You Should Know comes an unexpected look at things you thought you knew. Josh Clark and Chuck Bryant started the podcast Stuff You Should Know back in 2008 because they were curious—curious about the world around them, curious about what they might have missed in their formal educations, and curious to dig deeper on stuff they thought they understood. As it turns out, they aren't the only curious ones. They've since amassed a rabid fan base, making Stuff You Should Know one of the most popular podcasts in the world. Armed with their inquisitive natures and a passion for sharing, they uncover the weird, fascinating, delightful, or unexpected elements of a wide variety of topics. The pair have now taken their near-boundless "whys" and "hows" from your earbuds to the pages of a book for the first time—featuring a completely new array of subjects that they've long wondered about and wanted to explore. Each chapter is further embellished with snappy visual material to allow for rabbit-hole tangents and digressions—including charts, illustrations, sidebars, and footnotes. Follow along as the two dig into the underlying stories of everything from the origin of Murphy beds, to the history of facial hair, to the psychology of being lost. Have you ever wondered about the world around you, and wished to see the magic in everyday things? Come get curious with Stuff You Should Know. With Josh and Chuck as your guide, there's something interesting about everything (...except maybe jackhammers).

More Programming Pearls Jon Louis Bentley 1988 Software -- Software Engineering.

The Algorithm Design Manual Steven S Skiena 2009-04-05 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

Learn to Program with C Noel Kalicharan 2015-12-16 This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

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