

Clean Code A Handbook For Beginners To Learn How

Christian Mayer

Clean Code Robert C. Martin, 2008-08-01 Even bad code can function. But if code isn't clean, it can bring a development organization to its knees. Every year, countless hours and significant resources are lost because of poorly written code. But it doesn't have to be that way. Noted software expert Robert C. Martin presents a revolutionary paradigm with *Clean Code: A Handbook of Agile Software Craftsmanship*. Martin has teamed up with his colleagues from Object Mentor to distill their best agile practice of cleaning code "on the fly" into a book that will instill within you the values of a software craftsman and make you a better programmer—but only if you work at it. What kind of work will you be doing? You'll be reading code—lots of code. And you will be challenged to think about what's right about that code, and what's wrong with it. More importantly, you will be challenged to reassess your professional values and your commitment to your craft. *Clean Code* is divided into three parts. The first describes the principles, patterns, and practices of writing clean code. The second part consists of several case studies of increasing complexity. Each case study is an exercise in cleaning up code—of transforming a code base that has some problems into one that is sound and efficient. The third part is the payoff: a single chapter containing a list of heuristics and "smells" gathered while creating the case studies. The result is a knowledge base that describes the way we think when we write, read, and clean code. Readers will come away from this book understanding How to tell the difference between good and bad code How to write good code and how to transform bad code into good code How to create good names, good functions, good objects, and good classes How to format code for maximum readability How to implement complete error handling without obscuring code logic How to unit test and practice test-driven development This book is a must for any developer, software engineer, project manager, team lead, or systems analyst with an interest in producing better code.

Clean Craftsmanship Robert C. Martin, 2021-09-16 How to Write Code You're Proud of . . . Every Single Day . . . [A] timely and humble reminder of the ever-increasing complexity of our programmatic world and how we owe it to the legacy of humankind—and to ourselves—to practice ethical development. Take your time reading *Clean Craftsmanship*. . . . Keep this book on your go-to bookshelf. Let this book be your old friend—your Uncle Bob, your guide—as you make your way through this world with curiosity and courage. --From the Foreword by Stacia Heimgartner Viscardi, CST & Agile Mentor In *Clean Craftsmanship*, the legendary Robert C. Martin (Uncle Bob) has written the principles that define the profession—and the craft—of software development. Uncle Bob brings together the disciplines, standards, and ethics you need to deliver robust,

effective code and to be proud of all the software you write. Robert Martin, the best-selling author of Clean Code, provides a pragmatic, technical, and prescriptive guide to the foundational disciplines of software craftsmanship. He discusses standards, showing how the world's expectations of developers often differ from their own and helping you bring the two in sync. Bob concludes with the ethics of the programming profession, describing the fundamental promises all developers should make to their colleagues, their users, and, above all, themselves. With Uncle Bob's insights, all programmers and their managers can consistently deliver code that builds trust instead of undermining it--trust among users and throughout societies that depend on software for their survival. Moving towards the north star of true software craftsmanship: the state of knowing how to program well Practical, specific guidance for applying five core disciplines: test-driven development, refactoring, simple design, collaborative programming, and acceptance tests How developers and teams can promote productivity, quality, and courage The true meaning of integrity and teamwork among programmers, and ten specific commitments every software professional should make Register your book for convenient access to the book's companion videos, updates, and/or corrections as they become available. See inside book for details.

The Clean Coder Robert C. Martin, 2011-05-13 Programmers who endure and succeed amidst swirling uncertainty and nonstop pressure share a common attribute: They care deeply about the practice of creating software. They treat it as a craft. They are professionals. In *The Clean Coder: A Code of Conduct for Professional Programmers*, legendary software expert Robert C. Martin introduces the disciplines, techniques, tools, and practices of true software craftsmanship. This book is packed with practical advice—about everything from estimating and coding to refactoring and testing. It covers much more than technique: It is about attitude. Martin shows how to approach software development with honor, self-respect, and pride; work well and work clean; communicate and estimate faithfully; face difficult decisions with clarity and honesty; and understand that deep knowledge comes with a responsibility to act. Readers will learn What it means to behave as a true software craftsman How to deal with conflict, tight schedules, and unreasonable managers How to get into the flow of coding, and get past writer's block How to handle unrelenting pressure and avoid burnout How to combine enduring attitudes with new development paradigms How to manage your time, and avoid blind alleys, marshes, bogs, and swamps How to foster environments where programmers and teams can thrive When to say “No”—and how to say it When to say “Yes”—and what yes really means Great software is something to marvel at: powerful, elegant, functional, a pleasure to work with as both a developer and as a user. Great software isn't written by machines. It is written by professionals with an unshakable commitment to craftsmanship. *The Clean Coder* will help you become one of them—and earn the pride and fulfillment that they alone possess.

Clean Code in Python Mariano Anaya, 2018-08-29 Getting the most out of Python to improve your codebase Key Features Save maintenance costs by learning to fix your legacy codebase Learn the principles and techniques of refactoring Apply

microservices to your legacy systems by implementing practical techniques

Book Description Python is currently used in many different areas such as software construction, systems administration, and data processing. In all of these areas, experienced professionals can find examples of inefficiency, problems, and other perils, as a result of bad code. After reading this book, readers will understand these problems, and more importantly, how to correct them. The book begins by describing the basic elements of writing clean code and how it plays an important role in Python programming. You will learn about writing efficient and readable code using the Python standard library and best practices for software design. You will learn to implement the SOLID principles in Python and use decorators to improve your code. The book delves more deeply into object oriented programming in Python and shows you how to use objects with descriptors and generators. It will also show you the design principles of software testing and how to resolve software problems by implementing design patterns in your code. In the final chapter we break down a monolithic application to a microservice one, starting from the code as the basis for a solid platform. By the end of the book, you will be proficient in applying industry approved coding practices to design clean, sustainable and readable Python code. What you will learn

Set up tools to effectively work in a development environment

Explore how the magic methods of Python can help us write better code

Examine the traits of Python to create advanced object-oriented design

Understand removal of duplicated code using decorators and descriptors

Effectively refactor code with the help of unit tests

Learn to implement the SOLID principles in Python

Who this book is for

This book will appeal to team leads, software architects and senior software engineers who would like to work on their legacy systems to save cost and improve efficiency. A strong understanding of Programming is assumed.

Code Complete Steve McConnell,2004-06-09 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

Clean Agile Robert C. Martin,2019-09-12 Agile Values and Principles for a New Generation “In the journey to all things Agile, Uncle Bob has been there, done that, and has the both the t-shirt and the scars to show for it. This delightful book is

part history, part personal stories, and all wisdom. If you want to understand what Agile is and how it came to be, this is the book for you.” -Grady Booch “Bob’s frustration colors every sentence of Clean Agile, but it’s a justified frustration. What is in the world of Agile development is nothing compared to what could be. This book is Bob’s perspective on what to focus on to get to that ‘what could be.’ And he’s been there, so it’s worth listening.” -Kent Beck “It’s good to read Uncle Bob’s take on Agile. Whether just beginning, or a seasoned Agilista, you would do well to read this book. I agree with almost all of it. It’s just some of the parts make me realize my own shortcomings, dammit. It made me double-check our code coverage (85.09%).” -Jon Kern Nearly twenty years after the Agile Manifesto was first presented, the legendary Robert C. Martin (“Uncle Bob”) reintroduces Agile values and principles for a new generation—programmers and nonprogrammers alike. Martin, author of Clean Code and other highly influential software development guides, was there at Agile’s founding. Now, in Clean Agile: Back to Basics, he strips away misunderstandings and distractions that over the years have made it harder to use Agile than was originally intended. Martin describes what Agile is in no uncertain terms: a small discipline that helps small teams manage small projects . . . with huge implications because every big project is comprised of many small projects. Drawing on his fifty years’ experience with projects of every conceivable type, he shows how Agile can help you bring true professionalism to software development. Get back to the basics—what Agile is, was, and should always be Understand the origins, and proper practice, of SCRUM Master essential business-facing Agile practices, from small releases and acceptance tests to whole-team communication Explore Agile team members’ relationships with each other, and with their product Rediscover indispensable Agile technical practices: TDD, refactoring, simple design, and pair programming Understand the central roles values and craftsmanship play in your Agile team’s success If you want Agile’s true benefits, there are no shortcuts: You need to do Agile right. Clean Agile: Back to Basics will show you how, whether you’re a developer, tester, manager, project manager, or customer. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Clean Code Jim Lewis, 2019-12-08 If you have a passion for programming and want to be a better programmer, then this is the right source. This handbook contains useful information about the techniques and approaches that help individuals boost not only their programming career but also their well-being. The author of this book presents sound advice, which when you follow, you can find it easy to understand coding using any types of programming languages. With this book, you can understand the structure of the database, identify programming languages used by many programmers in the world, and various factors you should consider while choosing the language. Becoming the best programmer depends on many factors apart from what you learn in your college or university. Most colleges focus mainly on the theoretical part of programming than on practical part. You need to continue doing programming every day to obtain new skills since programming evolves almost every time. This book contains nine chapters that span the range of the life of a good software developer, including

dealing with code, improving performance, and learning the trade with no bias in language. Reading this book will enable you to find valuable tips about becoming the best programmer, regardless of what you are at the moment. In fact, the book is suitable for all types of programmers like a hobbyist, a seasonal developer, or a neophyte professional. Lastly, you will be able to learn about testing, debugging, coping with complexity, finding challenges, avoiding the problem, solving the problem effectively, using the right tools, and working with your team members well. The author believes that the first step to improving your programming skills is training your mind to think more logically and analytically. You can achieve this by associating with the right people; people who are willing to improve your programming skills. Read this book and see its positive impacts on your programming career.

The Art of Clean Code Christian Mayer,2022-08-02 Learn eight principles to simplify your code and become a more effective (and successful) programmer. Most software developers waste thousands of hours working with overly complex code. The eight core principles in The Art of Clean Coding will teach you how to write clear, maintainable code without compromising functionality. The book's guiding principle is simplicity: reduce and simplify, then reinvest energy in the important parts to save you countless hours and ease the often onerous task of code maintenance. Bestselling author Christian Mayer leverages his experience helping thousands perfect their coding skills in this new book. With expert advice and real-world examples, he'll show you how to: Concentrate on the important stuff with the 80/20 principle -- focus on the 20% of your code that matters most Avoid coding in isolation: create a minimum viable product to get early feedback Write code cleanly and simply to eliminate clutter Avoid premature optimization that risks over-complicating code Balance your goals, capacity, and feedback to achieve the productive state of Flow Apply the Do One Thing Well philosophy to vastly improve functionality Design efficient user interfaces with the Less is More principle Tie your new skills together into one unifying principle: Focus The Python-based The Art of Clean Coding is suitable for programmers at any level, with ideas presented in a language-agnostic manner.

The Librarian's Introduction to Programming Languages Beth Thomsett-Scott,2016-06-21 The Librarian's Introduction to Programming Languages presents case studies and practical applications for using the top programming languages in library and information settings. While there are books and Web sites devoted to teaching programming, there are few works that address multiple programming languages or address the specific reasons why programming is a critical area of learning for library and information science professionals. There are many books on programming languages but no recent items directly written for librarians that span a variety of programs. Many practicing librarians see programming as something for IT people or beyond their capabilities. This book will help these librarians to feel comfortable discussing programming with others by providing an understanding of when the language might be useful, what is needed to make it work, and relevant tools to extend its application. Additionally, the inclusion of practical examples lets readers try a small

“app” for the language. This also will assist readers who want to learn a language but are unsure of which language would be the best fit for them in terms of learning curve and application. The languages covered are JavaScript, PERL, PHP, SQL, Python, Ruby, C, C#, and Java. This book is designed to provide a basic working knowledge of each language presented. Case studies show the programming language used in real ways, and resources for exploring each language in more detail are also included.

Mastering PHP Cybellium Ltd,2023-09-06 Cybellium Ltd is dedicated to empowering individuals and organizations with the knowledge and skills they need to navigate the ever-evolving computer science landscape securely and learn only the latest information available on any subject in the category of computer science including: - Information Technology (IT) - Cyber Security - Information Security - Big Data - Artificial Intelligence (AI) - Engineering - Robotics - Standards and compliance Our mission is to be at the forefront of computer science education, offering a wide and comprehensive range of resources, including books, courses, classes and training programs, tailored to meet the diverse needs of any subject in computer science. Visit <https://www.cybellium.com> for more books.

Learning TypeScript 5 Anna Richter,2024-04-15 Programmers familiar with JavaScript who wish to learn more about TypeScript version 5.0 will find this book to be a resource of great value This book is ideal for developers who want to improve their front-end programming skills and integrate TypeScript with popular frameworks such as Angular and React. With clear explanations and hands-on examples, this book makes the transition from JavaScript to TypeScript easy and enjoyable. The book covers fundamental concepts such as static typing, type checking, and type inference, which will help you write more reliable and maintainable code. You'll learn how to use TypeScript's features to improve your development process, reduce bugs, and increase code quality. You'll learn about TypeScript's advanced features, such as interfaces, modules, and type narrowing techniques, through hands-on examples. To help you write more efficient and clean code, this book also covers how to use async/await and Promises to deal with asynchronous operations. Learning TypeScript 5 offers solutions and troubleshooting techniques for the most common TypeScript challenges that developers face. You'll find out how to make your own error classes for different situations and how to use TypeScript's try/catch blocks to manage errors effectively. Integrating TypeScript with existing JavaScript applications, configuring the TypeScript compiler, and setting up TypeScript projects are all covered in the book. After finishing this book, you will have the knowledge and abilities to create scalable applications with TypeScript and work with frameworks such as Angular and React with ease. Whether you're starting a new project or upgrading an existing one, Learning TypeScript 5 provides useful insights and practical knowledge to help you improve your development skills and take your programming to the next level. Key Learnings Use TypeScript with Angular and React to create scalable, reliable web apps. Create flawless code with TypeScript's type narrowing and control flow analysis. Maximize productivity in development and application speed by integrating TypeScript with Angular

and React. Write cleaner, and more readable scripts with Promises and async/await. Use try/catch and other error handling methods to implement a robust system for managing errors. Master TypeScript's union types, interfaces, and modules for code organization. Maximize code quality with TypeScript's robust testing strategies and robust type-checking capabilities. Table of Content Introduction to TypeScript Working with Basic Types Functions in TypeScript Complex Types and Union Types Classes and Interfaces Modules and Namespaces TypeScript in Practice Runtime Behavior and Type Checking

Engineering MLOps Emmanuel Raj, 2021-04-19 Get up and running with machine learning life cycle management and implement MLOps in your organization Key Features Become well-versed with MLOps techniques to monitor the quality of machine learning models in production Explore a monitoring framework for ML models in production and learn about end-to-end traceability for deployed models Perform CI/CD to automate new implementations in ML pipelines Book Description *Engineering MLOps* presents comprehensive insights into MLOps coupled with real-world examples in Azure to help you to write programs, train robust and scalable ML models, and build ML pipelines to train and deploy models securely in production. The book begins by familiarizing you with the MLOps workflow so you can start writing programs to train ML models. Then you'll then move on to explore options for serializing and packaging ML models post-training to deploy them to facilitate machine learning inference, model interoperability, and end-to-end model traceability. You'll learn how to build ML pipelines, continuous integration and continuous delivery (CI/CD) pipelines, and monitor pipelines to systematically build, deploy, monitor, and govern ML solutions for businesses and industries. Finally, you'll apply the knowledge you've gained to build real-world projects. By the end of this ML book, you'll have a 360-degree view of MLOps and be ready to implement MLOps in your organization. What you will learn Formulate data governance strategies and pipelines for ML training and deployment Get to grips with implementing ML pipelines, CI/CD pipelines, and ML monitoring pipelines Design a robust and scalable microservice and API for test and production environments Curate your custom CD processes for related use cases and organizations Monitor ML models, including monitoring data drift, model drift, and application performance Build and maintain automated ML systems Who this book is for This MLOps book is for data scientists, software engineers, DevOps engineers, machine learning engineers, and business and technology leaders who want to build, deploy, and maintain ML systems in production using MLOps principles and techniques. Basic knowledge of machine learning is necessary to get started with this book.

Reinforcement Learning Phil Winder Ph.D., 2020-11-06 Reinforcement learning (RL) will deliver one of the biggest breakthroughs in AI over the next decade, enabling algorithms to learn from their environment to achieve arbitrary goals. This exciting development avoids constraints found in traditional machine learning (ML) algorithms. This practical book shows data science and AI professionals how to learn by reinforcement and enable a machine to learn by itself. Author Phil Winder of Winder Research covers everything from basic building blocks to state-of-the-art practices. You'll explore the

current state of RL, focus on industrial applications, learn numerous algorithms, and benefit from dedicated chapters on deploying RL solutions to production. This is no cookbook; doesn't shy away from math and expects familiarity with ML. Learn what RL is and how the algorithms help solve problems Become grounded in RL fundamentals including Markov decision processes, dynamic programming, and temporal difference learning Dive deep into a range of value and policy gradient methods Apply advanced RL solutions such as meta learning, hierarchical learning, multi-agent, and imitation learning Understand cutting-edge deep RL algorithms including Rainbow, PPO, TD3, SAC, and more Get practical examples through the accompanying website

Swift Cookbook Keith Moon,Chris Barker,2021-02-26 Discover recipes for building feature-rich, reliable iOS native apps and explore the latest features in Swift 5.3 with the help of proven industry standard recipes, modern design techniques, and popular strategies Key FeaturesUnderstand how closures work and make use of generics with protocols to write flexible codeDiscover the fundamentals of Swift and build apps with frameworks such as Foundation, Networking, and UIKitGet to grips with the new features of Swift 5.3, including SwiftUI, CoreML and the Vision FrameworkBook Description Swift is an exciting, multi-platform, general-purpose programming language, and with this book, you'll explore the features of its latest version, Swift 5.3. The book begins with an introduction to the basic building blocks of Swift 5.3, its syntax, and the functionalities of Swift constructs. You'll then discover how Swift Playgrounds provide an ideal platform to write, execute, and debug your Swift code. As you advance through the chapters, the book will show you how to bundle variables into tuples or sets, order your data with an array, store key-value pairs with dictionaries, and use property observers. You'll also get to grips with the decision-making and control structures in Swift, examine advanced features such as generics and operators, and explore functionalities outside of the standard library. Once you've learned how to build iOS applications using UIKit, you'll find out how to use Swift for server-side programming, run Swift on Linux, and investigate Vapor. Finally, you'll discover some of the newest features of Swift 5.3 using SwiftUI and Combine to build adaptive and reactive applications, and find out how to use Swift to build and integrate machine learning models along with Apple's Vision Framework. By the end of this Swift book, you'll have discovered solutions to boost your productivity while developing code using Swift 5.3. What you will learnExplore basic to advanced concepts in Swift 5.3 programmingUnderstand conditional statements, loops, and how to handle errors in SwiftDefine flexible classes and structs using genericsUse advanced operators and create custom onesBuild iOS apps using the powerful features of UIKit or the new SwiftUI frameworkImport your own custom functionality into Swift PlaygroundsRun Swift on Linux and investigate server-side programming with the server-side framework VaporUse Swift to implement machine learning models using CoreML and VisionWho this book is for This book is for experienced iOS developers looking to learn about the diverse features offered by Swift 5.3, along with tips and tricks to efficiently code and build applications. Knowledge of general programming concepts will assist in understanding key concepts.

Code like a Pro in C# Jort Rodenburg,2021-08-24 Build on your existing programming skills and upskill to professional-level C# programming. Summary In Code Like A Pro in C# you will learn: Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Essential backend architecture skills Query and manipulate databases with LINQ and Entity Framework Core Critical business applications worldwide are written in the versatile C# language and the powerful .NET platform, running on desktops, cloud systems, and Windows or Linux servers. Code Like a Pro in C# makes it easy to turn your existing abilities in C# or another OO language (such as Java) into practical C# mastery. There's no "Hello World" or Computer Science 101 basics—you'll learn by refactoring an out-of-date legacy codebase, using new techniques, tools, and best practices to bring it up to modern C# standards. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology You know the basics, now get ready for the next step! Pro-quality C# code is efficient, clean, and fast. Whether you're building user-facing business applications or writing data-intensive backend services, the experience-based, practical techniques in this book will take your C# skills to a new level. About the book Code Like a Pro in C# teaches you to how write clean C# code that's suitable for enterprise applications. In this book, you'll refactor a legacy codebase by applying modern C# techniques. You'll explore tools like Entity Framework Core, design techniques like dependency injection, and key practices like testing and clean coding. It's a perfect path to upgrade your existing C# skills or shift from another OO language into C# and the .NET ecosystem. What's inside Unit testing and test-driven development Refactor a legacy .NET codebase Principles of clean code Query and manipulate databases with LINQ and Entity Framework Core About the reader For developers experienced with object-oriented programming. No C# experience required. About the author Jort Rodenburg is a software engineer who has taught numerous courses on getting up to speed with C# and .NET. Table of Contents PART 1 USING C# AND .NET 1 Introducing C# and .NET 2 .NET and how it compiles PART 2 THE EXISTING CODEBASE 3 How bad is this code? 4 Manage your unmanaged resources! PART 3 THE DATABASE ACCESS LAYER 5 Setting up a project and database with Entity Framework Core PART 4 THE REPOSITORY LAYER 6 Test-driven development and dependency injection 7 Comparing objects 8 Stubbing, generics, and coupling 9 Extension methods, streams, and abstract classes PART 5 THE SERVICE LAYER 10 Reflection and mocks 11 Runtime type checking revisited and error handling 12 Using IEnumerable and yield return PART 6 THE CONTROLLER LAYER 13 Middleware, HTTP routing, and HTTP responses 14 JSON serialization/deserialization and custom model binding

Learn to Code. Get a Job. Gwendolyn Faraday,2020-11-01 Do you want to learn to code but don't know where to start? This book cuts through the noise and gives you a no-nonsense guide to learning and landing your first job as a software developer. Each chapter leaves you with actionable steps so you can get started right away. Here are the topics covered: * How to create a learning plan * How, when, and where to network as a software developer * How to market yourself to look

professional * How to handle job applications and interviews * How to land your first job in the industry This is version 2 and has been completely updated and re-edited based off of feedback and changes in the tech industry.

Learning Swift Programming Jacob Schatz, 2014-12-09 Get started fast with Swift programming for iOS and OS X
Learning Swift Programming is a fast-paced, hands-on introduction to writing production-quality iOS and OS X apps with Apple's new programming language. Written for developers with previous experience in any other modern language, this book explains Swift simply and clearly, using relevant examples that solve realistic problems. Author Jacob Schatz's popular Skip Wilson video tutorials on YouTube have already helped thousands of Apple developers get started with Swift. Now, he helps you take full advantage of Swift's advanced design, remarkable performance, and streamlined development techniques. Step-by-step, you'll move from basic syntax through advanced features such as closures and generics—discovering helpful tips and tricks along the way. After you've mastered Swift's building blocks and learned about its key innovations, a full section of case studies walks you through building complete apps from scratch. Compare Swift with Objective-C, JavaScript, Python, Ruby, and C Collect data with arrays and dictionaries, and store it with variables and constants Group commonly-used code into functions for easy reuse Structure your code with enums, structs, and classes Use generics to get more done with less code Write closures to share small blocks of functionality Use optionals to write more robust, crash-resistant, and cleaner code Integrate existing Objective-C code into new Swift apps Program on the bit and byte level with advanced operators Implement efficient design patterns with protocols and delegates Create animated 2D games with SpriteKit, and 3D games with SceneKit Contents at a Glance 1 Getting Your Feet Wet Building Blocks of Swift Optionals: A Gift to Unwrap Tuples Number Types and Converting Between Them Coming to Swift from Objective-C and C 2 Collecting Data Using Arrays Modifying Arrays Using Dictionaries 3 Making Things Happen: Functions Defining Functions More on Parameters 4 Structuring Code: Enums, Structs, and Classes Enums Structs 5 Making a Game Building a User Interface (UI) The Action-Packed View Controller 6 Reusable Code: Closures What Are Closures? Closures in Other Languages How Closures Work and Why They're Awesome 7 Subscripts and Advanced Operators Writing Your First Subscript Bits and Bytes with Advanced Operators Customizing Operators Making Your Own Operators Bits and Bytes in Real Life 8 Protocols Writing Your First Protocol Animizable and Humanizable Delegation Protocols as Types Protocols in Collections Optional Chaining 9 Becoming Flexible with Generics The Problem That Generics Solve 10 Games with SpriteKit Setting Up the Project The Start Screen Dangerous Ground A Hero to the Rescue Enemies in Motion Spawned Obstacles Smashing Physics 11 Games with SceneKit Creating DAE Files Creating a New SceneKit Project Your SceneKit Files Making the Game Bridging the Gap to Objective-C 12 Apps with UIKit Application Types Loading a Table View Loading Data from a URL

Learning Swift 2 Programming Jacob Schatz, 2015-12-17 Get started fast with Swift 2 programming for iOS and OS X
Learning Swift 2 Programming is a fast-paced, hands-on introduction to writing production-quality iOS and OS X apps with

Apple's programming language. Written for developers with experience in any modern language, this book explains Swift simply and clearly, using relevant examples that solve realistic problems. Author Jacob Schatz's popular YouTube video tutorials have already helped thousands of Apple developers get started with Swift. Now, he helps you take full advantage of Swift's advanced design, remarkable performance, and streamlined development techniques. Step by step, you'll move from basic syntax through advanced features such as closures and generics—discovering helpful tips and tricks along the way. After you've mastered Swift's building blocks and learned about its key innovations, a full section of case studies walks you through building complete apps from scratch. Learn how to: Compare Swift with Objective-C, JavaScript, Python, Ruby, and C Collect data with arrays and dictionaries, and store it with variables and constants Group commonly used code into functions for easy reuse Structure your code with enums, structs, and classes Use generics to get more done with less code Write closures to share small blocks of functionality Use optionals to write more robust, crash-resistant, and cleaner code Integrate existing Objective-C code into new Swift apps Program on the bit and byte levels with advanced operators Implement efficient design patterns with protocols and delegates Create animated 2D games with SpriteKit, and apps with UIKit

Learning Design Patterns with Unity Harrison Ferrone, 2024-05-31 Build optimized games & elevate your skills with popular software design patterns in Unity 2023 and C#! Purchase of the print or Kindle book includes a free eBook in PDF format Key Features Craft engaging Unity 2023 games while mastering design patterns like Singleton, Object Pool, and more Write clean, reusable C# code using creational, behavioral, and structural patterns, tailored for the game development environment Go beyond basic design pattern usage and learn to customize and extend them for your unique game design needs Book Description Struggling to write maintainable and clean code for your Unity games? Look no further! Learning Design Patterns with Unity empowers you to harness the fullest potential of popular design patterns while building exciting Unity projects. Through hands-on game development, you'll master creational patterns like Prototype to efficiently spawn enemies and delve into behavioral patterns like Observer to create reactive game mechanics. As you progress, you'll also identify the negative impacts of bad architectural decisions and understand how to overcome them with simple but effective practices. By the end of this Unity 2023 book, the way you develop Unity games will change. You'll emerge not just as a more skilled Unity developer, but as a well-rounded software engineer equipped with industry-leading design patterns. What you will learn Implement a persistent game manager using the Singleton pattern Spawn projectiles efficiently with Object Pooling for optimized performance Build a flexible crafting system using the Factory Method pattern Design an undo/redo system for player movement with the Command pattern Implement a state machine to control a two-person battle system Modify existing character objects with special abilities using the Decorator pattern Who this book is for This book is your perfect companion if you're a Unity game developer looking to level up your C# skills and embrace industry standards for building

robust games. Knowledge of Unity and basic C# programming is recommended.

100 Go Mistakes and How to Avoid Them Teiva Harsanyi, 2022-10-18 Spot errors in your Go code you didn't even know you were making and boost your productivity by avoiding common mistakes and pitfalls. 100 Go Mistakes and How to Avoid Them shows you how to: Dodge the most common mistakes made by Go developers Structure and organize your Go application Handle data and control structures efficiently Deal with errors in an idiomatic manner Improve your concurrency skills Optimize your code Make your application production-ready and improve testing quality 100 Go Mistakes and How to Avoid Them puts a spotlight on common errors in Go code you might not even know you're making. You'll explore key areas of the language such as concurrency, testing, data structures, and more—and learn how to avoid and fix mistakes in your own projects. As you go, you'll navigate the tricky bits of handling JSON data and HTTP services, discover best practices for Go code organization, and learn how to use slices efficiently. About the technology Understanding mistakes is the best way to improve the quality of your code. This unique book examines 100 bugs and inefficiencies common to Go applications, along with tips and techniques to avoid making them in your own projects. About the book 100 Go Mistakes and How to Avoid Them shows you how to replace common programming problems in Go with idiomatic, expressive code. In it, you'll explore dozens of interesting examples and case studies as you learn to spot mistakes that might appear in your own applications. Expert author Teiva Harsanyi organizes the error avoidance techniques into convenient categories, ranging from types and strings to concurrency and testing. What's inside Identify and squash code-level bugs Avoid problems with application structure and design Perfect your data and control structures Optimize your code by eliminating inefficiencies About the reader For developers proficient with Go programming and syntax. About the author Teiva Harsanyi is a senior software engineer at Docker with experience in various domains, including safety-critical industries like air traffic management. Table of Contents 1 Go: Simple to learn but hard to master 2 Code and project organization 3 Data types 4 Control structures 5 Strings 6 Functions and methods 7 Error management 8 Concurrency: Foundations 9 Concurrency: Practice 10 The standard library 11 Testing 12 Optimizations

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