The Productive Programmer Neal Ford

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~~Neal Ford \"The Productive Programmer...\" Part 1~~
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Neal Ford - Building Evolutionary Architectures~~Why I'm so good at coding.~~ ~~\"This Is Way More Serious Than You Think.\" | Elon Musk (2021 WARNING)~~ *System Design Course for Beginners Neil deGrasse Tyson's Life Advice Will Change Your Future (EYE OPENING SPEECH)* ~~Systems Design Interview Concepts (for software engineers / full-stack web)~~ When Elon Musk Realized China's Richest Man Is A Dope (Jack Ma) ~~Top Programming Languages to know (for software engineers)~~
Kevin Samuels Teaches Men How To Level Up*Elon Musk Accidentally Reveals His \"SECRET HACK\" In An Interview* 5 Design Patterns Every Engineer Should Know ~~How architectures are changing - Interview with Neal Ford~~ Functional Thinking with Neal Ford **Explaining Agile - Martin Fowler and Neal Ford at USI** YOW! Night 2018 - Neal Ford - Stories Every Developer Should Know *Neal Ford of ThoughtWorks on the growing role of software architects* ~~4Developers Neal Ford - Advanced DSLs... Part 1~~ *7 Habits of Highly Effective Programmers (ft. ex-Google TechLead)* Mountain.rb Lightning Talk - Neal Enssle - \"How to Become a Better Programmer in 90 Days\" The Productive Programmer Neal Ford
Topics discussed are deep learning, edge deployment of machine learning algorithms, commercial robot platforms, GPU and CUDA programming, natural language processing and GPT-3, MLOps, and AutoML.

Architecting for Focus, Flow, and Joy: beyond the Unicorn Project
In August 2016, she launched Thrive Global, a corporate and consumer well-being and productivity platform ... Connelly has served as Ford Motor Company ' s futurist for more than a decade.

2016 Speakers
Terrific first-hand video reporting from the scene at the May Day Melee here in Los Angeles which we covered as it broke late last night. The following video report features tremendous --- and often ...

Breathtaking, Terrifying Video Coverage of 'May Day Melee' in Los Angeles
LHS Associates of Methuen, MA, the private vendor which handles all programming, sales, and service for the Diebold voting machines, oversees the tabulation of those 80% of ballots cast last week. The ...

Diebold Voting Machine Failures Found Across State During New Hampshire Primary
Secretary Perry formally recognizes outstanding achievements of individuals and teams who have gone above and beyond in fulfilling the Energy Department's mission and serving the Nation. This award is ...

Secretary ' s Honor Awards and Presidential Rank Awards
Kelley, who sought to fulfill their mission of enriching the Opa-locka athletic community with winning sports teams, productive community ... is designed to bring programming to diverse ...

Special Olympics Miami-Dade gymnasts shine at State Fall Classic
Our therapists provide in-person, intensive outpatient programming (IOP) and outpatient services (OP), as well as virtual outpatient services (VOP) that allow us to deliver sophisticated care in ...

Anyone who develops software for a living needs a proven way to produce it better, faster, and cheaper. The Productive Programmer offers critical timesaving and productivity tools that you can adopt right away, no matter what platform you use. Master developer Neal Ford not only offers advice on the mechanics of productivity-how to work smarter, spurn interruptions, get the most out your computer, and avoid repetition-he also details valuable practices that will help you elude common traps, improve your code, and become more valuable to your team. You'll learn to: Write the test before you write the code Manage the lifecycle of your objects fastidiously Build only what you need now, not what you might need later Apply ancient philosophies to software development Question authority, rather than blindly adhere to standards Make hard things easier and impossible things possible through meta-programming Be sure all code within a method is at the same level of abstraction Pick the right editor and assemble the best tools for the job This isn't theory, but the fruits of Ford's real-world experience as an Application Architect at the global IT consultancy ThoughtWorks. Whether you're a beginner or a pro with years of experience, you'll improve your work and your career with the simple and straightforward principles in The Productive Programmer.

If you ' re familiar with functional programming basics and want to gain a much deeper understanding, this in-depth guide takes you beyond syntax and demonstrates how you need to think in a new way. Software architect Neal Ford shows intermediate to advanced developers how functional coding allows you to step back a level of abstraction so you can see your programming problem with greater clarity. Each chapter shows you various examples of functional thinking, using numerous code examples from Java 8 and other JVM languages that include functional capabilities. This book may bend your mind, but you ' ll come away with a much better grasp of functional programming concepts. Understand why many imperative languages are adding functional capabilities Compare functional and imperative solutions to common problems Examine ways to cede control of routine chores to the runtime Learn how memoization and laziness eliminate hand-crafted solutions Explore functional approaches to design patterns and code reuse View real-world examples of functional thinking with Java 8, and in functional architectures and web frameworks Learn the pros and cons of living in a paradigmatically richer world If you ' re new to functional programming, check out Josh Backfield ' s book Becoming Functional.

The software development ecosystem is constantly changing, providing a constant stream of new tools, frameworks, techniques, and paradigms. Over the past few years, incremental developments in core engineering practices for software development have created the foundations for rethinking how architecture changes over time, along with ways to protect important architectural characteristics as it evolves. This practical guide ties those parts together with a new way to think about architecture and time.

Presentation Patterns is the first book on presentations that categorizes and organizes the building blocks (or patterns) that you ' ll need to communicate effectively using presentation tools like Keynote and PowerPoint. Patterns are like the lower-level steps found inside recipes; they are the techniques you must master to be considered a master chef or master presenter. You can use the patterns in this book to construct your own recipes for different contexts, such as business meetings, technical demonstrations, scientific expositions, and keynotes, just to name a few. Although there are no such things as antirecipes, this book shows you lots of antipatterns—things you should avoid doing in presentations. Modern presentation tools often encourage ineffective presentation techniques, but this book shows you how to avoid them. Each pattern is introduced with a memorable name, a definition, and a brief explanation of motivation. Readers learn where the pattern applies, the consequences of applying it, and how to apply it. The authors also identify critical antipatterns: clich é s, fallacies, and design mistakes that cause presentations to disappoint. These problems are easy to avoid—once you know how. Presentation Patterns will help you Plan what you ' ll say, who you ' ll say it to, how long you ' ll talk, and where you ' ll present Perfectly calibrate your presentation to your audience Use the storyteller ' s " narrative arc " to full advantage Strengthen your credibility—and avoid mistakes that hurt it Hone your message before you ever touch presentation software Incorporate visuals that support your message instead of hindering it Create highly effective " infodecks " that work when you ' re not able to deliver a talk in person Construct slides that really communicate and avoid " Ant Fonts, " " Floodmarks, " " Alienating Artifacts, " and other errors Master 13 powerful techniques for delivering your presentation with power, authority, and clarity Whether you use this book as a handy reference or read it from start to finish, it will be a revelation: an entirely new language for systematically planning, creating, and delivering more powerful presentations. You ' ll quickly find it indispensable—no matter what you ' re presenting, who your audiences are, or what message you ' re driving home.

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 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.

Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture ' s many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You ' ll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

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

Provides information on eXtreme programming, or XP, a software development methodology.

Printed in full color. Software development happens in your head. Not in an editor, IDE, or designtool. You're well educated on how to work with software and hardware, but what about wetware--our own brains? Learning new skills and new technology is critical to your career, and it's all in your head. In this book by Andy Hunt, you'll learn how our brains are wired, and how to take advantage of your brain's architecture. You'll learn new tricks and tipsto learn more, faster, and retain more of what you learn. You need a pragmatic approach to thinking and learning. You need to Refactor Your Wetware. Programmers have to learn constantly; not just the stereotypical new technologies, but also the problem domain of the application, the whims of the user community, the quirks of your teammates, the shifting sands of the industry, and the evolving characteristics of the project itself as it is built. We'll journey together through bits of cognitive and neuroscience, learning and behavioral theory. You'll see some surprising aspects of how our brains work, and how you can take advantage of the system to improve your own learning and thinking skills. In this book you'll learn how to: Use the Dreyfus Model of Skill Acquisition to become more expert Leverage the architecture of the brain to strengthen different thinking modes Avoid common "known bugs" in your mind Learn more deliberately and more effectively Manage knowledge more efficiently

Today's tech unicorns develop software differently. They've developed a way of working that lets them scale like an enterprise while working like a startup. These techniques can be learned. This book takes you behind the scenes and shows you how companies like Google, Facebook, and Spotify do it. Leverage their insights, so your teams can work better together, ship higher-quality product faster, innovate more quickly, and compete with the unicorns. Massively successful tech companies, or Unicorns, have discovered how to take the techniques that made them successful as a startup and scale them to the enterprise level. Amazon, Facebook, Google, and Spotify all work like startups, despite having workforces numbering in the tens of thousands. Ex-Spotify engineer and coach, Jonathan Rasmusson, takes you behind the scenes and shows you how to develop software the way the best companies do it. Learn how to give teams purpose through Missions, empower and trust with Squads, and align large scale efforts through Bets. Create the culture necessary to make it happen. If you're a tech or product lead and you want to ship product better, this is your playbook on how the world's best do it. If you're an engineer, tester, analyst, or project manager, and you suspect there are better ways you could be working, you are correct. This book will show you how. And if you're a manager, Agile coach, or someone just charged with improving how your company ships software, this book will give you the tools, techniques, and practices of the world's most innovative, delivery-focused companies. Don't just admire the top companies - learn from them.