

# Soft Skills The Software Developers Life Manual

Surviving the Whiteboard Interview  
Effective Interpersonal and Team Communication Skills for Engineers  
Silent Messages  
Team Geek  
12 Essential Skills for Software Architects  
Confessions of a Software Techie  
The Software Craftsman  
Communication Skills for Engineers  
Client-Centered Software Development  
The Psychology of Computer Programming  
Coding Games in Scratch  
CodeCracking the Tech Career  
Skill Up: A Software Developer's Guide to Life and Career  
Code Complete  
The Effective Engineer  
Soft Skills to Advance Your Developer Career  
Code Complete, 2nd Edition  
Eloquent JavaScript, 2nd Ed.  
Clean Code  
Sizzling Soft Skills for Spectacular Success  
Soft Skills  
Software Developer Life: Career, Learning, Coding, Daily Life, Stories  
The Pragmatic Programmer  
Making Embedded Systems  
Houston, We Have a Narrative  
Innovations and Technologies for Soft Skill Development and Learning  
Agile Processes in Software Engineering and Extreme Programming  
The Clean Coder  
Fundamentals of Software Architecture  
Coders  
The Passionate Programmer  
Becoming a Better Programmer  
The Pragmatic Programmer  
Hello, Startup  
Understanding Software  
A Practical Guide to Fedora and Red Hat  
Enterprise Linux  
Soft Skills for Software Engineers  
Soft Skills  
Soft Skills to Advance Your Developer Career

## Surviving the Whiteboard Interview

## Read Free Soft Skills The Software Developers Life Manual

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

### **Effective Interpersonal and Team Communication Skills for Engineers**

As a software developer, your technical skill set is in high demand. Devices and technology have become an integral part of our everyday lives and no digital organization can thrive without technical professionals on the payroll. However, career plateaus are inevitable in even the most high-demand field. Companies do not only need software developers; they need software developers with soft skills. In *Soft Skills to Advance Your Developer Career*, author Zsolt Nagy explores how emotional intelligence can give your software development career an edge. These subjects are not taught in school, and unfortunately

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the career advancement of many excellent developers can be blocked by their inability to effectively communicate their needs, assert themselves, and negotiate confidently. Throughout this book, Nagy shows you how to actively improve and prioritize your soft skills so that you can better represent the holistic interests of your team, obtain better working conditions, negotiate raises, and increase your variety of employment options by elevating your interviewing skills. Discover the obstacles standing between you and a fulfilling career by finding and improving strengths you may not have even known you had. Jump out of your box with Soft Skills to Advance Your Developer Career and leverage your expertise with effortless confidence at all stages of your professional journey.

**What You Will Learn**

- Examine why software developer careers cannot be treated similarly as any other career path
- Understand the four soft-skills you need to advance your career
- Develop a strategy for your personal brand and align it with your career plan
- Realize the role of assertive communication, and the importance of giving and receiving feedback
- Create a plan for setting yourself up for a raise or promotion
- Discover techniques for acing the behavioral and coding interview

**Who This Book Is For** Software developers who have the technical skills required for career advancement, but want a guide on how to manage their careers

## Silent Messages

Software Developer Life - Career, Learning, Coding, Daily Life, Stories We've made a dent into the 21st

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century and software has been eating the world. Suspenseful tech dramas play out in the news, boot camps churn out entry-level developers in a matter of months, and there's even an HBO show dedicated to Silicon Valley. In the midst of these trends lies a severe lack of attention to the daily life of the developer-the day-to-day reality that surrounds each line of code. There are plenty of resources available to help the budding developer learn how to code, but what about everything else? Who Should Read This Book? This book is for anyone interested in getting a sneak peek inside the world of software The new graduates about to jump into their first jobs The veterans who want a dose of nostalgia and a good chuckle The product managers looking to empathize more with their coding counterparts The disgruntled developers contemplating the meaning of life The high school students thinking about jumping on the computer science bandwagon The budding programmers looking to become more effective and gain more leverage at work What's Inside The Book? This book is a highlight reel of content revolving around Software Developer Life. Inside you will find 40 concise chapters covering 5 broad topics: Career Learning Coding Daily Life Stories Everyone has something unique to share. This book gathers together various perspectives and unique stories to give a well-rounded view of modern software development. This is not a technical book. This is everything else.

**Team Geek**

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Master All the Techniques You Need to Succeed with Fedora and Red Hat Enterprise Linux Set up key Internet servers, step by step, including Samba, Apache, sendmail, DNS, FTP, and other Internet servers Automate and streamline administration with this edition's outstanding new chapter on Perl scripting Master GUI-based admin tools and the powerful Linux command line (CLI) In this book, one of the world's leading Linux experts brings together all the knowledge you'll need to succeed with Fedora or Red Hat Enterprise Linux in any real-world environment. Best-selling author Mark Sobell explains Linux clearly and effectively, focusing on skills you'll actually use as an administrator, user, or programmer. Sobell assumes no prior Linux knowledge. He starts at the beginning and walks you through every topic and task that matters, using easy-to-understand examples. Step by step, you'll learn how to install and configure Linux from the accompanying DVD, navigate its graphical user interfaces, provide file/print sharing and Internet services, make sure Linux desktops and networks are as secure as possible, work with the powerful command line, administer Linux efficiently, and even automate administration with Perl scripts. Mark Sobell has taught hundreds of thousands of Linux and UNIX professionals. He knows every Linux nook and cranny—and he never forgets what it's like to be new to Linux. Whatever you'll want to do with Linux—now or in the future—this book gives you everything you'll need. Compared with the other Linux books out there, *A Practical Guide to Fedora™ and Red Hat® Enterprise Linux®, Fifth Edition*, delivers Complete, up-to-the-minute coverage of Fedora 12 and RHEL 5

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Deeper coverage of the command line and the newest GUIs, including desktop customization  
More practical coverage of file sharing using Samba, NFS, and FTP  
More and better coverage of automating administration with Perl  
More usable, realistic coverage of Internet server configuration, including Apache, sendmail, NFS, DNS/BIND, and LDAP  
More state-of-the-art security techniques, including SELinux (Security Enhanced Linux), ACLs (Access Control Lists), firewall setup using both the Red Hat GUI and iptables, and a full chapter on OpenSSH  
More and better coverage of system/network administration tasks, including new coverage of network monitoring with Cacti  
Complete instructions on keeping Linux systems up-to-date using yum  
And much more, including a 500+ term glossary and a comprehensive index  
Includes DVD! Get the full version of the Fedora 12 release!

## 12 Essential Skills for Software Architects

In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done. In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted

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hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the "soft skills" of software engineering, you can have a much greater impact for the same amount of effort. Team Geek was named as a Finalist in the 2013 Jolt Awards from Dr. Dobb's Journal. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

### **Confessions of a Software Techie**

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

### **The Software Craftsman**

Confessional. "How-to". Entertaining. Software world is in a disruptive phase. Technology is changing, business needs are changing, and so should the techies. Without sugar coating and without conforming to be politically right, this book will remove the haziness and share the truth to thrive as a techie at work and life. After completing more than a decade in the tech world, Ramakrishna Reddy, tells it like it is. By drawing from a decade of experience as

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a techie, he has distilled work, performance, communication, productivity, politics, health, money, relationships and much more into his 6th book Confessions of a Software Techie. You'll learn: - 10 lessons that they do NOT teach in classrooms - How to deal with people and politics - 7 practical ideas to get more done from less - How to write emails that people want to read and act - Four things you must do to speak effectively with clients, and stakeholders - A simple 7 step system to fast track your presentations skills - 4 things you must know to quantify performance - How to handle the 7 painful problems that every techie will face - 6 steps to lead a healthy life (and its just not eating right) - Learn why "Studying and getting a good job" is bad advise - Learn different options to create passive income - Why guys should not chase girls and (what to do instead) - What a woman wants from HER guy and much more. Get this book NOW

### **Communication Skills for Engineers**

The industry standard whiteboard interview can be daunting for developers. Let's face it: it combines the worst aspects of a typical interview, on-the-spot public speaking, a quiz show, and a dinner party full of strangers judging you—all at once. Brilliant developers can let their nerves get the best of them and completely bomb a whiteboard interview, while inexperienced developers who excel in soft skills can breeze through them. In *Surviving the Whiteboard Interview*, author William Gant uses his real-world knowledge and expertise to guide you through the

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psychological roadblocks of a coding test while also providing you with a sample coding challenge. With enough preparation, information, and assured confidence, you can survive a whiteboard interview at any organization. In addition to the benefits listed above, Gant helps you explore how you can create a good soft skills impression that will last beyond the whiteboard test by showing your work ethic, positive attitude, and ability to take and implement criticism effectively. These assets will unequivocally serve other parts of your life outside of an interview context, as well. While Gant does not promise that you will ever truly enjoy interviewing, he does promise to arm you with the proper preparation techniques and knowledge needed to tame the common fears and dread that come along with it. Maximize your career potential and get inspired with *Surviving the Whiteboard Interview*. The steps to your dream role just might be closer than you think. What You Will Learn Practice both hard and soft skills required to succeed at a whiteboard interview, covering coding tests as well as psychological preparation Learn how to make other aspects of your interview stronger, so you can create a great impression Master solving common whiteboard problems in different programming languages Who This Book is For This book is primarily for aspiring software developers who are looking for a job in the field. However, it will also be helpful for more seasoned developers who find interviewing painful and want to improve their skills.

## **Client-Centered Software Development**

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The second edition of Communication Skills for Engineers brings in a sound understanding and insight into the dynamics of communication in all spheres of life interpersonal, social and professional. The book hinges on the premise that effective communication is an outcome of using the right combination of skills alongside an appropriate attitude.

### **The Psychology of Computer Programming**

“One of the most significant books in my life.” –Obie Fernandez, Author, The Rails Way “Twenty years ago, the first edition of The Pragmatic Programmer completely changed the trajectory of my career. This new edition could do the same for yours.” –Mike Cohn, Author of Succeeding with Agile, Agile Estimating and Planning, and User Stories Applied “. . . filled with practical advice, both technical and professional, that will serve you and your projects well for years to come.” –Andrea Goulet, CEO, Corgibytes, Founder, LegacyCode.Rocks “. . . lightning does strike twice, and this book is proof.” –VM (Vicky) Brasseur, Director of Open Source Strategy, Juniper Networks The Pragmatic Programmer is one of those rare tech books you’ll read, re-read, and read again over the years. Whether you’re new to the field or an experienced practitioner, you’ll come away with fresh insights each and every time. Dave Thomas and Andy Hunt wrote the first edition of this influential book in 1999 to help their clients create better software and rediscover the joy of coding. These lessons have helped a generation of programmers examine the

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very essence of software development, independent of any particular language, framework, or methodology, and the Pragmatic philosophy has spawned hundreds of books, screencasts, and audio books, as well as thousands of careers and success stories. Now, twenty years later, this new edition re-examines what it means to be a modern programmer. Topics range from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to:

- Fight software rot
- Learn continuously
- Avoid the trap of duplicating knowledge
- Write flexible, dynamic, and adaptable code
- Harness the power of basic tools
- Avoid programming by coincidence
- Learn real requirements
- Solve the underlying problems of concurrent code
- Guard against security vulnerabilities
- Build teams of Pragmatic Programmers
- Take responsibility for your work and career
- Test ruthlessly and effectively, including property-based testing
- Implement the Pragmatic Starter Kit
- Delight your users

Written as a series of self-contained sections and filled with classic and fresh anecdotes, thoughtful examples, and interesting analogies, *The Pragmatic Programmer* illustrates the best approaches and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer. Register your book for

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convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

### **Coding Games in Scratch**

Ask a scientist about Hollywood, and you'll probably get eye rolls. But ask someone in Hollywood about science, and they'll see dollar signs: moviemakers know that science can be the source of great stories, with all the drama and action that blockbusters require. That's a huge mistake, says Randy Olson: Hollywood has a lot to teach scientists about how to tell a story—and, ultimately, how to do science better. With *Houston, We Have a Narrative*, he lays out a stunningly simple method for turning the dull into the dramatic. Drawing on his unique background, which saw him leave his job as a working scientist to launch a career as a filmmaker, Olson first diagnoses the problem: When scientists tell us about their work, they pile one moment and one detail atop another moment and another detail—a stultifying procession of “and, and, and.” What we need instead is an understanding of the basic elements of story, the narrative structures that our brains are all but hardwired to look for—which Olson boils down, brilliantly, to “And, But, Therefore,” or ABT. At a stroke, the ABT approach introduces momentum (“And”), conflict (“But”), and resolution (“Therefore”)—the fundamental building blocks of story. As Olson has shown by leading countless workshops worldwide, when scientists' eyes are opened to ABT, the effect is staggering: suddenly,

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they're not just talking about their work—they're telling stories about it. And audiences are captivated. Written with an uncommon verve and enthusiasm, and built on principles that are applicable to fields far beyond science, *Houston, We Have a Narrative* has the power to transform the way science is understood and appreciated, and ultimately how it's done.

### **Code**

JavaScript lies at the heart of almost every modern web application, from social apps to the newest browser-based games. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. *Eloquent JavaScript, 2nd Edition* dives deep into the JavaScript language to show you how to write beautiful, effective code. Author Marijn Haverbeke immerses you in example code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn:

- The essential elements of programming, including syntax, control, and data
- How to organize and clarify your code with object-oriented and functional programming techniques
- How to script the browser and make basic web applications
- How to use the DOM effectively to interact with browsers
- How to harness Node.js to build servers and utilities

This edition is thoroughly revised and modernized to reflect the current state of JavaScript and web browsers, with brand-new

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material, such as a chapter on code performance in JavaScript, and expanded coverage of recursion and closures. All source code is available online in an interactive sandbox, where you can edit the code, run it, and see its output instantly. Isn't it time you became fluent in the language of the Web? Includes an exclusive chapter, only available in the No Starch Press edition!

### **Cracking the Tech Career**

Client-Centered Software Development: The CO-FOSS Approach introduces a method to creating a customized software product for a single client, either from scratch or by reusing open source components. The clients are typically non-profit humanitarian, educational, or public service organizations. This approach has been used in undergraduate courses where students learn the principles of software development while implementing a real-world software product. This book provides instructors, students, clients, and professional software developers with detailed guidance for developing a new CO-FOSS product from conceptualization to completion. Features Provides instructors, students, clients, and professional software developers with a roadmap for the development of a new CO-FOSS product from conceptualization to completion Motivates students with real-world projects and community service experiences Teaches all elements of the software process, including requirements gathering, design, collaboration, coding, testing, client communication, refactoring, and writing

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developer and user documentation Uses source code that can be reused and refitted to suit the needs of future projects, since each CO-FOSS product is free and open source software Provides links to a rich variety of resources for instructors and students to freely use in their own courses that develop new CO-FOSS products for other non-profits.

### **Skill Up: A Software Developer's Guide to Life and Career**

"After many decades - and even more methodologies - software projects are still failing. Why? Managers see software development as a production line. Companies don't know how to manage software projects and hire good developers. Many developers still behave like factory workers, providing terrible service to their employers and clients. Agile was a big step forward, but not enough. What's missing? The right mindset - for both developers and their employers. As developers worldwide are recognizing, the right mindset is craftsmanship Mancuso explains what craftsmanship means to the developer and his or her organization, and shows how to live it every day in your real-world development environment. Mancuso shows how software craftsmanship fits with and helps you improve upon best-practice technical disciplines such as agile and lean, taking all your development projects to the next level. You'll learn how to change the disastrous perception that software developers are the same as factory workers, and that software projects can be run like factories. By placing greater professionalism, technical

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excellence, and customer satisfaction at the heart of what you do, you won't just deliver more value to everyone involved: you'll be happier and more fulfilled doing it"--Publisher's description.

### **Code Complete**

Discover or Revisit One of the Most Popular Books in Computing This landmark 1971 classic is reprinted with a new preface, chapter-by-chapter commentary, and straight-from-the-heart observations on topics that affect the professional life of programmers. Long regarded as one of the first books to pioneer a people-oriented approach to computing, *The Psychology of Computer Programming* endures as a penetrating analysis of the intelligence, skill, teamwork, and problem-solving power of the computer programmer. Finding the chapters strikingly relevant to today's issues in programming, Gerald M. Weinberg adds new insights and highlights the similarities and differences between now and then. Using a conversational style that invites the reader to join him, Weinberg reunites with some of his most insightful writings on the human side of software engineering. Topics include egoless programming, intelligence, psychological measurement, personality factors, motivation, training, social problems on large projects, problem-solving ability, programming language design, team formation, the programming environment, and much more. Dorset House Publishing is proud to make this important text available to new generations of programmers--and to encourage readers of the first edition to return to its valuable lessons.

## **The Effective Engineer**

Masterful . . . [Thompson] illuminates both the fascinating coders and the bewildering technological forces that are transforming the world in which we live.' David Grann, author of The Lost City of ZFacebook's algorithms shaping the news. Uber's cars flocking the streets. Revolution on Twitter and romance on Tinder. We live in a world constructed of computer code. Coders - software programmers - are the people who built it for us. And yet their worlds and minds are little known to outsiders. In Coders, Wired columnist Clive Thompson presents a brilliantly original anthropological reckoning with the most influential tribe in today's world, interrogating who they are, how they think, what they value, what qualifies as greatness in their world, and what should give us pause. One of the most prominent journalists writing on technology today, Clive Thompson takes us into the minds of coders, the most quietly influential people on the planet, in a journey into the heart of the machine - and the men and women who made it.

## **Soft Skills to Advance Your Developer Career**

Become the applicant Google can't turn down  
Cracking the Tech Career is the job seeker's guide to landing a coveted position at one of the top tech firms. A follow-up to The Google Resume, this book provides new information on what these companies want, and how to show them you have what it takes to succeed in the role. Early planners will learn what

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to study, and established professionals will discover how to make their skillset and experience set them apart from the crowd. Author Gayle Laakmann McDowell worked in engineering at Google, and interviewed over 120 candidates as a member of the hiring committee ? in this book, she shares her perspectives on what works and what doesn't, what makes you desirable, and what gets your resume saved or deleted. Apple, Microsoft, and Google are the coveted companies in the current job market. They field hundreds of resumes every day, and have their pick of the cream of the crop when it comes to selecting new hires. If you think the right alma mater is all it takes, you need to update your thinking. Top companies, especially in the tech sector, are looking for more. This book is the complete guide to becoming the candidate they just cannot turn away. Discover the career paths that run through the top tech firms Learn how to craft the perfect resume and prepare for the interview Find ways to make yourself stand out from the hordes of other applicants Understand what the top companies are looking for, and how to demonstrate that you're it These companies need certain skillsets, but they also want a great culture fit. Grades aren't everything, experience matters, and a certain type of applicant tends to succeed. Cracking the Tech Career reveals what the hiring committee wants, and shows you how to get it.

### **Code Complete, 2nd Edition**

Master the Crucial Non -Technical Skills Every Software Architect Needs! Thousands of software

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professionals have the necessary technical qualifications to become architects, but far fewer have the crucial non-technical skills needed to get hired and succeed in this role. In today's agile environments, these "soft" skills have grown even more crucial to success as an architect. For many developers, however, these skills don't come naturally-and they're rarely addressed in formal training. Now, long-time software architect Dave Hendricksen helps you fill this gap, supercharge your organizational impact, and quickly move to the next level in your career. In *12 Essential Skills for Software Architects*, Hendricksen begins by pinpointing the specific relationship, personal, and business skills that successful architects rely upon. Next, he presents proven methods for systematically developing and sharpening every one of these skills, from negotiation and leadership to pragmatism and vision. From start to finish, this book's practical insights can help you get the architect position you want-and thrive once you have it! The soft skills you need and a coherent framework and practical methodology for mastering them!

Relationship skills Leadership, politics, gracious behavior, communication, negotiation Personal skills Context switching, transparency, passion Business skills Pragmatism, vision, business knowledge, innovation

### **Eloquent JavaScript, 2nd Ed.**

Introducing *The Effective Engineer*--the only book designed specifically for today's software engineers, based on extensive interviews with engineering

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

### **Clean Code**

Presents key principles of communication that support clear exchanges in a technical context and help engineers learn effective communication skills

Effective communication is a necessity for engineers. Even minor on-the-job misunderstandings can cost time, money, or worse. Yet even though recent studies show that improved communication makes for better engineers, the ability to speak clearly and listen carefully have historically been considered "soft skills" and are not typically or explicitly addressed in engineering programs. Working from basic units called microskills, *Effective Interpersonal and Team Communication Skills for Engineers* shows readers, one step at a time, how to engage, listen, manage conflict, and influence others with highly constructive, repeatable communication exchanges. This career-enhancing handbook: Presents communication skills for both technical issues and social situations in an engineering context Breaks skills down to elemental usage forms as microskills Includes plenty of practice exercises, case studies, and self-assessment tools Helps develop higher-level skills for more complex situations, such as dealing with confrontation and conflict negotiation Features a direct, user-friendly, practice-oriented format

*Effective Interpersonal and Team Communication Skills for Engineers* is a must-have guide for professionals and an important supplement for engineering programs at all levels.

## **Sizzling Soft Skills for Spectacular Success**

Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for an embedded systems job "Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written—entertaining, even—and filled with clear illustrations." —Jack Ganssle, author and embedded

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system expert.

## **Soft Skills**

This open access book constitutes the proceedings of the 19th International Conference on Agile Software Development, XP 2018, held in Porto, Portugal, in May 2018. XP is the premier agile software development conference combining research and practice, and XP 2018 provided a playful and informal environment to learn and trigger discussions around its main theme – make, inspect, adapt. The 21 papers presented in this volume were carefully reviewed and selected from 62 submissions. They were organized in topical sections named: agile requirements; agile testing; agile transformation; scaling agile; human-centric agile; and continuous experimentation.

## **Software Developer Life: Career, Learning, Coding, Daily Life, Stories**

### **The Pragmatic Programmer**

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,

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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

### **Making Embedded Systems**

● At Job Interviews ● On The Job ● In Business ● In Personal Life

**WHAT THIS BOOK CAN DO FOR YOU**

1. Elevate your Ordinary Communication into Effective Communication.
2. Add a touch of excellence to your Interpersonal Skills.
3. Make your Analytical Ability sharp-focussed and result-oriented.
4. Help you master the Art of Learning.
5. Train you to reap more rewards from your Time Management Skills.
6. Bring you prosperous results from your Positive Thinking.
7. Help you Set the Goals and Get the Results.
8. Mould your Creative and Innovative Skills.
9. Improve your Personal Hygiene and Personal Grooming.
10. Unleash the incredible power of your Enthusiasm.
- 11.

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Annexure I: Common Mistakes in English and Their Corrections. 12. Annexure II: Do's and Don'ts for Successful Job Interviews Overall, it could make you a Better You!

## **Houston, We Have a Narrative**

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

## **Innovations and Technologies for Soft Skill Development and Learning**

Scratch 3.0 has landed! Stay ahead of the curve with this fully updated guide for beginner coders. Coding is not only a highly sought-after skill in our digital world, but it also teaches kids valuable skills for life after school. This book teaches important strategies for solving problems, designing projects, and communicating ideas, all while creating games to play with their friends. Children will enjoy the step-by-step visual approach that makes even the most difficult coding concepts easy to master. They will discover the fundamentals of computer programming and learn to code through a blend of coding theory and the practical task of building computer games themselves. The reason coding theory is taught through practical tasks is so that young programmers don't just learn how computer code works - they learn why it's done that way. With Coding Games in Scratch, kids can build single and multiplayer platform games, create puzzles and memory games, race through mazes, add animation, and more. It also supports STEM education initiatives and the maker movement. Follow Simple Steps - Improve Your Skills - Share Your Games! If you like playing computer games, why not create your own? Essential coding concepts are explained using eight build-along game projects. Coding Games In Scratch guides young coders step-by-step, using visual samples, easy-to-follow instructions, and fun pixel art. This coding book for kids has everything you need to build amazing Scratch 3.0 games, including thrilling racing

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challenges, zany platform games, and fiendish puzzles. Follow the simple steps to become an expert coder using the latest version of the popular programming language Scratch 3.0 in this new edition. Improve your coding skills and create your own games before remixing and customizing them. Share your games online and challenge friends and family to beat each other's scores! In this book, you will:

- Learn about setting the scene, what makes a good game and playability
- Discover objects, rules, and goals
- Explore hacks and tweaks, camera angles, fine-tuning and controls
- And much more

Computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Add Coding Projects in Scratch and Coding Projects in Python to your collection.

## **Agile Processes in Software Engineering and Extreme Programming**

As a software developer, your technical skill set is in high demand. Devices and technology have become an integral part of our everyday lives and no digital organization can thrive without technical professionals on the payroll. However, career plateaus are inevitable in even the most high-demand field. Companies do not only need software developers; they need software developers with soft skills. In Soft

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Skills to Advance Your Developer Career, author Zsolt Nagy explores how emotional intelligence can give your software development career an edge. These subjects are not taught in school, and unfortunately the career advancement of many excellent developers can be blocked by their inability to effectively communicate their needs, assert themselves, and negotiate confidently. Throughout this book, Nagy shows you how to actively improve and prioritize your soft skills so that you can better represent the holistic interests of your team, obtain better working conditions, negotiate raises, and increase your variety of employment options by elevating your interviewing skills. Discover the obstacles standing between you and a fulfilling career by finding and improving strengths you may not have even known you had. Jump out of your box with Soft Skills to Advance Your Developer Career and leverage your expertise with effortless confidence at all stages of your professional journey.

**What You Will Learn**

- Examine why software developer careers cannot be treated similarly as any other career path
- Understand the four soft-skills you need to advance your career
- Develop a strategy for your personal brand and align it with your career plan
- Realize the role of assertive communication, and the importance of giving and receiving feedback
- Create a plan for setting yourself up for a raise or promotion
- Discover techniques for acing the behavioral and coding interview

**Who This Book Is For** Software developers who have the technical skills required for career advancement, but want a guide on how to manage their careers

## **The Clean Coder**

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.

## **Fundamentals of Software Architecture**

Programmers can learn how to become entrepreneurs, driving their career in the direction of their choosing. This guide illustrates how those in the IT field can set the direction of their careers, leading to a more fulfilling and remarkable professional life.

## **Coders**

This unique book provides you with a wealth of tips, tricks, best practices, and answers to the day-to-day questions that programmers face in their careers. It is split into three parts: Coder Skills, Freelancer Skills, and Career Skills, providing the knowledge you need

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to get ahead in programming. About This Book Over 50 essays with practical advice on improving your programming career Practical focus gives solutions to common problems, and methods to become a better coder Includes advice for existing programmers and those wanting to begin a career in programming Who This Book Is For This book is useful for programmers of any ability or discipline. It has advice for those thinking about beginning a career in programming, those already working as a fully employed programmer, and for those working as freelance developers. What You Will Learn Improve your soft skills to become a better and happier coder Learn to be a better developer Grow your freelance development business Improve your development career Learn the best approaches to breaking down complex topics Have the confidence to charge what you're worth as a freelancer Succeed in developer job interviews In Detail This is an all-purpose toolkit for your programming career. It has been built by Jordan Hudgens over a lifetime of coding and teaching coding. It helps you identify the key questions and stumbling blocks that programmers encounter, and gives you the answers to them! It is a comprehensive guide containing more than 50 insights that you can use to improve your work, and to give advice in your career. The book is split up into three topic areas: Coder Skills, Freelancer Skills, and Career Skills, each containing a wealth of practical advice. Coder Skills contains advice for people starting out, or those who are already working in a programming role but want to improve their skills. It includes such subjects as: how to study and understand complex topics, and getting past skill plateaus when learning new

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languages. Freelancer Skills contains advice for developers working as freelancers or with freelancers. It includes such subjects as: knowing when to fire a client, and tips for taking over legacy applications. Career Skills contains advice for building a successful career as a developer. It includes such subjects as: how to improve your programming techniques, and interview guides and developer salary negotiation strategies. Style and approach This unique book provides over 50 insightful essays full of practical advice for improving your programming career. The book is split into three broad sections covering different aspects of a developer's career. Each essay is self-contained and can be read individually, or in chunks.

### **The Passionate Programmer**

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. Goodliffe presents sound advice that he's learned in 15 years of professional programming. 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. Whether you're a seasoned developer, a neophyte professional, or a hobbyist, you'll find valuable tips in five independent categories: Code-level techniques for crafting lines of code, testing, debugging, and coping with complexity

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Practices, approaches, and attitudes: keep it simple, collaborate well, reuse, and create malleable code  
Tactics for learning effectively, behaving ethically, finding challenges, and avoiding stagnation  
Practical ways to complete things: use the right tools, know what “done” looks like, and seek help from colleagues  
Habits for working well with others, and pursuing development as a social activity

### **Becoming a Better Programmer**

What do flashlights, the British invasion, black cats, and seesaws have to do with computers? In *CODE*, they show us the ingenious ways we manipulate language and invent new means of communicating with each other. And through *CODE*, we see how this ingenuity and our very human compulsion to communicate have driven the technological innovations of the past two centuries. Using everyday objects and familiar language systems such as Braille and Morse code, author Charles Petzold weaves an illuminating narrative for anyone who’s ever wondered about the secret inner life of computers and other smart machines. It’s a cleverly illustrated and eminently comprehensible story—and along the way, you’ll discover you’ve gained a real context for understanding today’s world of PCs, digital media, and the Internet. No matter what your level of technical savvy, *CODE* will charm you—and perhaps even awaken the technophile within.

### **The Pragmatic Programmer**

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Presents practical advice on the disciplines, techniques, tools, and practices of computer programming and how to approach software development with a sense of pride, honor, and self-respect.

### **Hello, Startup**

Traditional education revolves around the teaching of technical skills, especially within STEM fields. However, soft skills—broadly, communication and intrapersonal skills—are essential within all fields, especially those frequently involving research and collaboration. However, the focus on teaching students to be adept communicators and team members remains woefully underdeveloped. *Innovations and Technologies for Soft Skill Development and Learning* is a pivotal reference source that explores the mental and psychological growth of individual learners at different stages of education concerning soft skills and the need for innovation and creativity to lead a successful career. Highlighting topics including higher education, emotional intelligence, and student behavior, this book is ideally designed for educators, curriculum developers, instructional designers, administrators, policymakers, academicians, researchers, and students.

### **Understanding Software**

## **A Practical Guide to Fedora and Red Hat**

## **Enterprise Linux**

This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups—whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers—this book is for you.

## **Soft Skills for Software Engineers**

Summary Soft Skills: The software developer's life manual is a unique guide, offering techniques and practices for a more satisfying life as a professional software developer. In it, developer and life coach John Sonmez addresses a wide range of important "soft" topics, from career and productivity to personal finance and investing, and even fitness and relationships, all from a developer-centric viewpoint. Forewords by Robert C. Martin (Uncle Bob) and Scott

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Hanselman. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book For most software developers, coding is the fun part. The hard bits are dealing with clients, peers, and managers, staying productive, achieving financial security, keeping yourself in shape, and finding true love. This book is here to help. **Soft Skills: The software developer's life manual** is a guide to a well-rounded, satisfying life as a technology professional. In it, developer and life coach John Sonmez offers advice to developers on important "soft" subjects like career and productivity, personal finance and investing, and even fitness and relationships. Arranged as a collection of 71 short chapters, this fun-to-read book invites you to dip in wherever you like. A Taking Action section at the end of each chapter shows you how to get quick results. **Soft Skills** will help make you a better programmer, a more valuable employee, and a happier, healthier person. What's Inside Boost your career by building a personal brand John's secret ten-step process for learning quickly Fitness advice to turn your geekiness to your advantage Unique strategies for investment and early retirement About the Author John Sonmez is a developer, teacher, and life coach who helps technical professionals boost their careers and live a more fulfilled life. Table of Contents Why this book is unlike any book you've ever read SECTION 1: CAREER Getting started with a "BANG!": Don't do what everyone else does Thinking about the future: What are your goals? People skills: You need them more than you think Hacking the interview Employment options: Enumerate your choices What kind of software developer are you? Not all companies are

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SSDs are expensive Bonus: How I retired at 33  
SECTION 6: FITNESS Why you need to hack your health Setting your fitness criteria Thermodynamics, calories, and you Motivation: Getting your butt out of the chair How to gain muscle: Nerds can have bulging biceps How to get hash-table abs Starting RunningProgram.exe Standing desks and other hacks Tech gear for fitness: Geeking out SECTION 7: SPIRIT How the mind influences the body Having the right mental attitude: Rebooting Building a positive self-image: Programming your brain Love and relationships: Computers can't hold your hand My personal success book list Facing failure head-on Parting words

## Soft Skills

Software legend Max Kanat-Alexander shows you how to succeed as a developer by embracing simplicity, with forty-three essays that will help you really understand the software you work with. About This Book Read and enjoy the superlative writing and insights of the legendary Max Kanat-Alexander Learn and reflect with Max on how to bring simplicity to your software design principles Discover the secrets of rockstar programmers and how to also just suck less as a programmer Who This Book Is For Understanding Software is for every programmer, or anyone who works with programmers. If life is feeling more complex than it should be, and you need to touch base with some clear thinking again, this book is for you. If you need some inspiration and a reminder of how to approach your work as a programmer by

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embracing some simplicity in your work again, this book is for you. If you're one of Max's followers already, this book is a collection of Max's thoughts selected and curated for you to enjoy and reflect on. If you're new to Max's work, and ready to connect with the power of simplicity again, this book is for you!

What You Will Learn See how to bring simplicity and success to your programming world Clues to complexity - and how to build excellent software Simplicity and software design Principles for programmers The secrets of rockstar programmers Max's views and interpretation of the Software industry Why Programmers suck and how to suck less as a programmer Software design in two sentences What is a bug? Go deep into debugging In Detail In Understanding Software, Max Kanat-Alexander, Technical Lead for Code Health at Google, shows you how to bring simplicity back to computer programming. Max explains to you why programmers suck, and how to suck less as a programmer. There's just too much complex stuff in the world. Complex stuff can't be used, and it breaks too easily.

Complexity is stupid. Simplicity is smart.

Understanding Software covers many areas of programming, from how to write simple code to profound insights into programming, and then how to suck less at what you do! You'll discover the problems with software complexity, the root of its causes, and how to use simplicity to create great software. You'll examine debugging like you've never done before, and how to get a handle on being happy while working in teams. Max brings a selection of carefully crafted essays, thoughts, and advice about working and succeeding in the software industry, from his

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legendary blog Code Simplicity. Max has crafted forty-three essays which have the power to help you avoid complexity and embrace simplicity, so you can be a happier and more successful developer. Max's technical knowledge, insight, and kindness, has earned him code guru status, and his ideas will inspire you and help refresh your approach to the challenges of being a developer. Style and approach Understanding Software is a new selection of carefully chosen and crafted essays from Max Kanat-Alexander's legendary blog call Code Simplicity. Max's writing and thoughts are great to sit and read cover to cover, or if you prefer you can drop in and see what you discover new every single time!

### **Soft Skills to Advance Your Developer Career**

What others in the trenches say about The Pragmatic Programmer “The cool thing about this book is that it’s great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there.” —Kent Beck, author of Extreme Programming Explained: Embrace Change “I found this book to be a great mix of solid advice and wonderful analogies!” —Martin Fowler, author of Refactoring and UML Distilled “I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost.” —Kevin Ruland, Management Science, MSG-Logistics “The wisdom and practical experience of the authors is obvious. The topics presented are

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relevant and useful. By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike.” —John Lakos, author of *Large-Scale C++ Software Design* “This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients.” —Eric Vought, Software Engineer “Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.” —Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” —Jared Richardson, Senior Software Developer, iRenaissance, Inc. “I would like to see this issued to every new employee at my company.” —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I’m putting together a project, it’s the authors of this book that I want. . . . And failing that I’d settle for people who’ve read their book.” —Ward Cunningham Straight from the programming trenches, *The Pragmatic Programmer* cuts through the increasing specialization and technicalities of

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modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

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