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Any Perl book can have a title, but only this book is affectionately known by all Perl programmers as "The Camel."This third edition of Programming Perl has been expanded to cover version 5.6 of this maturing language. New topics include threading, the compiler, Unicode, and other new features that have been added since the previous edition.

Programming Perl: Amazon.co.uk: Larry Wall, Tom ...

Editions for Programming Pearls: 0201657880 (Paperback published in 1999), (Kindle Edition published in 2016), 0201103311 (Paperback published in 1986), ...

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This reviewer still has the original edition of Bentley's book, 14-years-old now. Bentley's influential and eponymous columns first appeared in Communications of the ACM.Programming Pearls contains 15 of these--now updated--columns.. In his book Bentley assumes little more than a working knowledge of C, but it's in no way a guide to C.

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

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by Jon Bentley. Addison-Wesley, Inc., 2000. ISBN 0-201-65788-0. 239 + xi pp. \$24.95 This book is a collection of essays about a glamorous aspect of software: programming pearls whose origins lie beyond solid engineering, in the realm of insight and creativity. This book provides a guide for both students and experienced programmers about how to design and create programs, and how to think about programming.

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## Read Online Programming Pearls 3rd Edition

In July 2000, the third edition of Programming Perl was published. This version was again rewritten, this time by Wall, Christiansen and Jon Orwant, and covered the Perl 5.6 language. The fourth edition constitutes a major update and rewrite of the book for Perl version 5.14, and improves the coverage of Unicode usage in Perl. The fourth edition was published in February 2012.

Programming Perl - Wikipedia

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Programming pearls is a compendium of 15 columns previously published in Communications of the ACM. The columns cover a wide range of topics related to programming: from requirements gathering to performance tuning. The focus is primarily on coding techniques and algorithms. Each column has been reorganized as a chapter.

Programming Pearls 2, Bentley Jon, eBook - Amazon.com

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

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

Software -- Software Engineering.

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

ready to demonstrate your skills verbally, in contests, on GitHub, and more Technical jobs require the skillset, but you won't get hired unless you are able to effectively and efficiently demonstrate that skillset under pressure, in competition with hundreds of others with the same background. Programming Interviews Exposed teaches you the interview skills you need to stand out as the best applicant to help you get the job you want.

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

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

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

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

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.

This book is about coding interview questions from software and Internet companies. It covers five key factors which determine performance of candidates: (1) the basics of programming languages, data structures and algorithms, (2) approaches to writing code with high quality, (3) tips to solve difficult problems, (4) methods to optimize code, (5) soft skills required in interviews. The basics of languages, algorithms and data structures are discussed as well as questions that explore how to write robust solutions after breaking down problems into manageable pieces. It also includes examples to focus on modeling and creative problem solving. Interview questions from the most popular companies in the IT industry are taken as examples to illustrate the five factors above. Besides solutions, it contains detailed analysis, how interviewers evaluate solutions, as well as why they like or dislike them. The author makes clever use of the fact that interviewees will have limited time to program meaningful solutions which in turn, limits the options an interviewer has. So the author covers those bases. Readers will improve their interview performance after reading this book. It will be beneficial for them even after they get offers, because its topics, such as approaches to analyzing difficult problems, writing robust code and optimizing, are all essential for high-performing coders.

