

El Libro Negro Del Programador

Desarrollar un proyecto emprendedor, digital o no, es una actividad apasionante, creativa y la puerta para posicionarte como mejor profesional, mejorar tus ingresos y crecer. Pero... ¿qué ocurre una vez que has puesto tu proyecto a disposición de los usuarios? Las ventas nunca llegan solas. La gestión posterior al lanzamiento es igual o más importante que la solución, producto o servicio que ofreces. Siguiendo la metodología "lean", con el método Lean MP y su Matriz de Procedimientos, tienes una forma sencilla, práctica y ágil de gestionar, controlar y mejorar todos los aspectos de tu negocio, sin necesidad de un MBA de renombre ni de contratar a un CEO multimillonario. Con este libro, aprenderás a responder a las siguientes preguntas: ¿Cómo gestiono y hago progresar el proyecto después de sacarlo a la luz? ¿Hay un modo de automatizar y sistematizar ese trabajo? ¿Cómo puedo conseguir que avance sin tener que dedicarle todo mi tiempo y poder delegar? ¿Se puede sistematizar la gestión de un negocio y, por tanto, sus resultados? ¿Cómo aplico la metodología "lean" para avanzar y progresar en mi proyecto emprendedor? Por el fundador de Picly.io y autor de El Libro Negro del Programador y El Libro Práctico del Programador Ágil. This is the second edition of the book Token Economy originally published in June 2019. The basic structure of this second edition is the same as the first edition, with slightly updated content of existing chapters and four additional chapters: "User-Centric

Identities," "Privacy Tokens," "Lending Tokens," and How to Design a Token System and more focus on the Web3. //Part one outlines the fundamental building blocks of the Web3, including the role of cryptography and user-centric digital identities. Part two explains Web3 applications like smart contracts, DAOs & tokens. The last two parts of the book focus on tokens as the atomic unit of the Web3, explaining the properties and functions of money and outlining the emerging field of decentralized finance (DeFi) that might power a potential future digital barter economy. Use cases such as asset tokens, purpose driven tokens, BAT (Basic Attention Token), social media tokens (Steemit, Hive and Reddit), privacy tokens, and stable tokens are explored, including the role of CBDCs (Central Bank Digital Currencies) and Facebook's Libra.//Tokens - often referred to as cryptocurrencies - can represent anything from an asset to an access right, such as gold, diamonds, a fraction of a Picasso painting or an entry ticket to a concert. Tokens could also be used to reward social media contributions, incentivize the reduction of CO2 emissions, or even ones attention for watching an ad. While it has become easy to create a token, which is collectively managed by a public Web3 infrastructure like a blockchain network, the understanding of how to apply these tokens is still vague. This book attempts to summarize existing knowledge about blockchain networks and other distributed ledgers as the backbone of the Web3, and contextualize the socio-economic implications of the Web3 applications such as smart contracts, tokens, and DAOs to the concepts of money, economics, governance and

decentralized finance (DeFi).//The industry keeps referring to “Blockchain” as different from “Bitcoin,” creating an artificial divide that is often misleading. There seems to be too little understanding about the fact that Bitcoin is a blockchain network, which is (a) globally managed by people who mostly do not know each other, and (b) enabled by the consensus protocol that (c) incentivizes all network actors for their contributions with a native token. The governance rules are tied to the minting of a native blockchain token. The Bitcoin token can, therefore, be seen as the currency of a distributed Internet tribe, called the Bitcoin network, where network actors are rewarded with Bitcoins, just as the Ether is the currency of the distributed Internet tribe Ethereum network, or Sia is the native currency of the Sia network. The Bitcoin network and other distributed ledgers all represent a collectively maintained public infrastructure and are the backbone of the next generation Internet, what the crypto community refers to as the Web3.

"Analyzing data is not easy, due to the fact that you have to figure out which type of data analytics you are going to use, as well as defeat the challenges that you will come up against when it comes to analyzing data. With this book, it is our goal to show you the easiest way to work with data analytics and how you are going to avoid some of the challenges and risks that you will be putting yourself up against when you are working with data. You will realize that analyzing data is not the easiest thing in the world. However, it is going to get easier the more that you practice. Just guarantee that you

are taking the time to practice and do not put too much pressure on yourself. In this book, you are going to learn: The risks of data analytics The types of data analytics that are out there in the world What the decision tree is The benefits of using data analytics Real world examples that will show you how you are going to be able to take this knowledge and apply it to your everyday life. Data analysis happens no matter what line of work you are in, and it is my hope that with this book, you are able to learn everything that pushes you further in your knowledge of data analysis!"--

Embarking on a career (or hobby) in app design can be intimidating, especially when information is scattered, confusing and hard to find. *Designing Mobile Apps* is a complete guide for those getting started, providing step-by-step details on how to design useful, attractive mobile applications. Authors Javier "Simón" Cuello and José Vittone share their experiences in the world of app design, revealing tricks of the trade based on their work at companies like Yahoo, Zara and Telefónica. Apps for Android, iOS and Windows Phone How do operating systems differ? How does one go about transferring from one OS to another? *Designing Mobile Apps* answers these questions and more, using real-life examples and visual comparisons. The Complete Design Process From the initial concept to app store publication, *Designing Mobile Apps* covers the full app creation process in simple, easy-to-use terms. It includes numerous examples and doesn't use a single line of code. Interviews with Top Professionals *Designing Mobile Apps* contains interviews with leading designers and developers,

including Loren Brichter, Irene Pereyra, Erik Spiekermann and Dustin Mierau. They share the secrets they've learned while working at some of the best companies in the world. Written Especially for Designers and Developers Not sure how to prepare your design for the programmer? Know how to program, but fuzzy on the details in making your app truly appealing and easy to use? With *Designing Mobile Apps*, designers and developers can learn all they need to know to work together and create a successful app.

If you're new to ActionScript 3.0, or want to enhance your skill set, this bestselling book is the ideal guide. Designers, developers, and programmers alike will find *Learning ActionScript 3.0* invaluable for navigating ActionScript 3.0's learning curve. You'll learn the language by getting a clear look at essential topics such as logic, event handling, displaying content, classes, and much more. Updated for Flash Professional CS5, this revised and expanded edition delivers hands-on exercises and full-color code samples to help you increase your abilities as you progress through the book. Topics are introduced with basic syntax and class-based examples, so you can set your own pace for learning object-oriented programming. Harness the power and performance of ActionScript 3.0 Control sound and video, including new access to microphone data Create art with code by drawing vectors and pixels at runtime Manipulate text with unprecedented typographic control Animate graphics, create particle systems, and apply simple physics Avoid common coding mistakes and reuse code for improved

productivity Load SWF, image, text, HTML, CSS, and XML file formats, and more
Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation, revealing ways you can use code for practical, everyday projects.

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

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El siglo XXI es el de la sociedad de la información y las nuevas tecnologías: todo ello no sería posible sin la enorme industria del software que le sirve de base. No obstante, los desarrolladores de software no aprovechan todas las oportunidades para desempeñar una carrera profesional de éxito, cometiendo siempre los mismos errores una y otra vez. Un buen proyecto software tiene que ver con habilidades creativas y artísticas más que aquellas necesariamente técnicas. El Libro Negro del Programador muestra qué distingue a un programador neófito de quien actúa y trabaja profesionalmente. En la era del emprendimiento y de la nueva economía, el desarrollo profesional de software es su pilar fundamental. Si como programador quieres llegar a ser no sólo bueno sino profesional, no puedes dejar de conocer las gemas de sabiduría que contiene El Libro Negro del Programador. Más información en www.rafablanes.com Segunda Edición - 2017

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 LEARN PYTHON IN THE FASTEST AND EASIEST WAY Learn Python in a weekend offers you a learning method that will allow you to learn Python in a short period of time, specifically in a weekend! Our experience has demonstrated us that the best way to learn is to do it while having fun and with a methodology that will teach you progressively all the concepts you need to know. In the first part of the book you will find an explanation of the programming language along with an introduction to the programming environment. In the second part of the book you will find a total of 100 exercises of progressive difficulty in which, in addition to guiding you step by step, we explain all the theoretical concepts of programming that you need to know to be able to carry them out. The book contains downloadable material! INDEX 1. Introduction 2.- What do I need to start? 3.- Learning process 4.- Python 5.- Development environment 6.-

Handling of messages on the screen7.- Use of basic data types8.- Control of the flow of a program9.- Loops10.- Project 111.- Functions12.- Project 213.- Basic object-oriented programming14.- Project 315.- Advanced object-oriented programming16.- Working with files17.- Exception control18.- Project 419.- Final Project20.- Annexes

Peter Seibel interviews 15 of the most interesting computer programmers alive today in *Coders at Work*, offering a companion volume to Apress's highly acclaimed best-seller *Founders at Work* by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the *Coders at Work* web site: www.codersatwork.com. The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstrong: Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford: JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla

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Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal
Dan Ingalls: Smalltalk implementor and designer
Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler
Donald Knuth: Author of The Art of Computer Programming and creator of TeX
Peter Norvig: Director of Research at Google and author of the standard text on AI
Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress
Ken Thompson: Inventor of UNIX
Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

El desarrollador de software profesional tiene más a su alcance el emprendimiento digital, por la simple razón de que su lenguaje es la tecnología, la ciencia técnica que domina cada vez más todos los aspectos de nuestra vida en sociedad. En ello, el software tiene un papel esencial. En este libro, Rafael Gómez Blanes (autor de El Libro Negro del Programador, entre otros) describe un paradigma de desarrollo para la creación de proyectos emprendedores escalables, basado en su experiencia lanzando proyectos como 'Hub de Libros - Plataforma Editorial de Publicación Abierta' (www.hubdelibros.com). Pero emprender no es solo una cuestión técnica, también lo es de desarrollo personal, por esa razón este libro es en realidad un tándem compuesto de las técnicas para la creación de sistemas escalables y, además, las estrategias de desarrollo personal necesarias para emprender. Lista de capítulos: Prólogo, por José Murillo, CEO de Smart IoT Labs
Introducción
Qué Es Hub de Libros
Componetización Radical
El Poder de las Microtareas
Mantra Framework
Repositorio

de Ejemplo Kaizen Multirepositorios Red Entities - el ORM de Hub de Libros Trabaja Concentrado Metodología Lean Gestión de Formularios Sistemas y Rutinas sobre Objetivos Repositorios Dinámicos ¿Cuándo Termina un Proyecto? Flujos de Trabajo Dudas Gestión de Tareas en Segundo Plano Analíticas Disciplina Estrategias de Alto Rendimiento Afilando el Hacha Actualizaciones Seguridad Economía Gig Eventos y Orquestación de Componentes Tecnologías y Herramientas Tres, dos, uno... Procedimientos Simplifica Epílogo Publica con Hub de Libros El Autor Bibliografía Otros Trabajos de Rafael Gómez Blanes Si Te Ha Gustado Este Trabajo...

JavaScript is everywhere, both as a pure language and in popular libraries like Angular, jQuery and Knockout, but users of modern object-oriented languages like Java and C# often find JavaScript frustrating to use and hard to extend to large-scale applications. TypeScript is an innovative open source language from Microsoft that combines powerful language features and enhanced tooling support with the key attractions of JavaScript as a flexible, dynamic language that can run in any browser and on any operating system. Pro TypeScript tells you everything you need to know about this exciting new language and how to use it in your applications. Starting with an introduction to the language and its features, the book takes you through some of the major features of TypeScript in depth, from working with the type system through object-orientation to understanding the runtime and the TypeScript compiler. The book then covers some of the factors you need to consider when running a TypeScript application

in the browser, including interacting with the DOM, making asynchronous requests, and working with useful browser APIs, followed by a demonstration of server-side TypeScript using the popular Node.js framework. Because TypeScript compiles to plain JavaScript, exception handling, memory management and garbage collection can differ depending on where you run your program, so these topics get a chapter to themselves. You'll also find out how to include popular JavaScript frameworks in your applications, so you can combine the benefits of TypeScript with some of the best JavaScript code that's already out there waiting to be used. The final chapter gives an overview of automated testing for TypeScript applications. Pro TypeScript offers a balanced and practical guide to a language that will transform your experience of JavaScript development.

Emprender cualquier tipo de proyecto requiere de una hoja de ruta, una guía, una brújula que te conduzca al éxito así como de ciertas habilidades personales y estrategias técnicas y organizativas. En este breve trabajo, Rafael Gómez Blanes describe las doce claves imprescindibles para cualquier emprendedor que quiera tener éxito en sus proyectos: desde kaizen, gestión por microtarefas y un enfoque lean e iterativo hasta habilidades suaves de desarrollo personal. Basado en su experiencia en proyectos emprendedores como Hub de Libros, Green Kiwi Games y Picly.io, entre otros.

“This short book makes you smarter than 99% of the population. . . . The concepts

within it will increase your company's 'organizational intelligence.' . . . It's more than just a must-read, it's a 'have-to-read-or-you're-fired' book"—Geoffrey James, INC.com From the author of the forthcoming *An Illustrated Book of Loaded Language*, here's the antidote to fuzzy thinking, with furry animals! Have you read (or stumbled into) one too many irrational online debates? Ali Almosawi certainly had, so he wrote *An Illustrated Book of Bad Arguments!* This handy guide is here to bring the internet age a much-needed dose of old-school logic (really old-school, a la Aristotle). Here are cogent explanations of the straw man fallacy, the slippery slope argument, the ad hominem attack, and other common attempts at reasoning that actually fall short—plus a beautifully drawn menagerie of animals who (adorably) commit every logical faux pas. Rabbit thinks a strange light in the sky must be a UFO because no one can prove otherwise (the appeal to ignorance). And Lion doesn't believe that gas emissions harm the planet because, if that were true, he wouldn't like the result (the argument from consequences). Once you learn to recognize these abuses of reason, they start to crop up everywhere from congressional debate to YouTube comments—which makes this geek-chic book a must for anyone in the habit of holding opinions.

Legendary leadership and elite performance expert Robin Sharma introduced The 5am Club concept over twenty years ago, based on a revolutionary morning routine that has helped his clients maximize their productivity, activate their best health and bulletproof their serenity in this age of overwhelming complexity. Now, in this life-changing book,

handcrafted by the author over a rigorous four-year period, you will discover the early-rising habit that has helped so many accomplish epic results while upgrading their happiness, helpfulness and feelings of aliveness. Through an enchanting—and often amusing—story about two struggling strangers who meet an eccentric tycoon who becomes their secret mentor, *The 5am Club* will walk you through: How great geniuses, business titans and the world’s wisest people start their mornings to produce astonishing achievements A little-known formula you can use instantly to wake up early feeling inspired, focused and flooded with a fiery drive to get the most out of each day A step-by-step method to protect the quietest hours of daybreak so you have time for exercise, self-renewal and personal growth A neuroscience-based practice proven to help make it easy to rise while most people are sleeping, giving you precious time for yourself to think, express your creativity and begin the day peacefully instead of being rushed “Insider-only” tactics to defend your gifts, talents and dreams against digital distraction and trivial diversions so you enjoy fortune, influence and a magnificent impact on the world Part manifesto for mastery, part playbook for genius-grade productivity and part companion for a life lived beautifully, *The 5am Club* is a work that will transform your life. Forever.

Step-by-step guide that introduces novices to using all major features of Eclipse 3 Eclipse is an open source extensible integrated development environment (IDE) that helps Java programmers build best-of-breed integrated tools covering the whole

software lifecycle-from conceptual modeling to deployment Eclipse is fast becoming the development platform of choice for the Java community Packed with code-rich, real-world examples that show programmers how to speed up the development of applications by reusing and extending existing Eclipse components Describes SWT and JFace (Eclipse's alternative to the Java AWT and Swing) and demonstrates them in practice in a JavaLayer based MP3 player Shows how Eclipse can be used as a tool platform and application framework

Un buen programador no solo escribe código sino que, además, incorpora en su vida rutinas, trucos y actitudes que le permiten ser más productivo, más creativo y un profesional aún mejor. Reptelas y asmelas como algo natural hasta convertirlas en hábitos y, solo entonces, habrás dado un salto de nivel en tu carrera. Lo único que distingue a un buen profesional de otro del montón, son sus hábitos. No es necesario trabajar muchas más horas, sino hacerlo con más eficacia, productividad y más concentrado. No generes software con tantos bugs sino que programa mejor con las buenas prácticas de diseño y código limpio. Adopta las 'soft-skills' necesarias para un programador. Tampoco es necesario esforzarse hasta la extenuación, sino asumir de verdad los hábitos de un programador experto y más cotizado. Y así hasta completar las treinta y nueve palabras de sabiduría descritas en el libro que te van a llevar varios pasos más allá en tu carrera. Comprenderás por qué hay quienes hacen mucho más con menos esfuerzo, y quienes se esfuerzan mucho y consiguen poco. En 'The Coder

Habits: Los 39 hbitos del programador profesional', estn descritos todos estos hbitos, entre tcnicos y de otra naturaleza, que multiplicarn tus resultados y te permitirn entrar en el grupo del 10% de los mejores. Por el autor de 'El Libro Negro del Programador' (n1 en ventas en Amazon en su categoria), 'El Libro Prctico del Programador gil' y 'El Mtodo Lean MP'. Libro eclctico y nico en su gnero, 'The Coder Habits' demuestra que no puede haber desarrollo tcnico sin desarrollo personal, y que solo sumando ambas facetas, sers un gran profesional.

Write code that's clean, concise, and to the point: code that others will read with pleasure and reuse. Comparing your code to that of expert programmers is a great way to improve your coding skills. Get hands-on advice to level up your coding style through small and understandable examples that compare flawed code to an improved solution. Discover handy tips and tricks, as well as common bugs an experienced Java programmer needs to know. Make your way from a Java novice to a master craftsman. This book is a useful companion for anyone learning to write clean Java code. The authors introduce you to the fundamentals of becoming a software craftsman, by comparing pieces of problematic code with an improved version, to help you to develop a sense for clean code. This unique before-and-after approach teaches you to create clean Java code. Learn to keep your booleans in check, dodge formatting bugs, get rid of magic numbers, and use the right style of iteration. Write informative comments when needed, but avoid them when they are not. Improve the understandability of your

code for others by following conventions and naming your objects accurately. Make your programs more robust with intelligent exception handling and learn to assert that everything works as expected using JUnit5 as your testing framework. Impress your peers with an elegant functional programming style and clear-cut object-oriented class design. Writing excellent code isn't just about implementing the functionality. It's about the small important details that make your code more readable, maintainable, flexible, robust, and faster. Java by Comparison teaches you to spot these details and trains you to become a better programmer. What You Need: You need a Java 8 compiler, a text editor, and a fresh mind. That's it.

Would you like to start programming with Python from scratch? This is the easiest way you can find it! What are you waiting for? Keep reading! This boxset includes: Python Programming for Beginners: The Ultimate Beginner's Guide to Learning the Basics of Python in a Great Crash Course Full of Notions, Tips, and Tricks The PROGRAMMING LANGUAGES ACADEMY has created a targeted learning path within reach of anyone who wants to start programming without appropriate skills. In this book, you will find a real step by step path that will take you from 0 to 100 in a few days!!! Once you start reading, you will appreciate a simple, straightforward, and essential guide. Python Workbook: Learn How to Quickly and Effectively Program with Exercises, Projects, and Solutions Python is easy to read because the code looks a lot like regular English, but don't let this simplicity deceive you: it's one of the most influential and versatile programming languages out there! It powers many of your favorite websites and services, including Instagram, Spotify, and even Google! This book takes you on

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a practical journey through the fantastic features of Python. Unlike books that focus on theoretical concepts only, this book will show you how Python is used - and encourage you to get creative! Here's what you'll find in this book: Practical programming exercises that will help you apply programming concepts to real-life situations Debugging activities that will teach you to notice errors in Python code quickly Fun projects that will test your knowledge and motivate you to practice even more Valuable tips for mastering Python quickly Learning the basics of any programming language may seem a bit boring at first, but once you've written your first program that does something - even if it's just printing text on the screen - your excitement and motivation will become unstoppable. Are you ready to start writing Python apps that work? If you're prepared to learn the basics of python programming 7 DAYS FROM TODAY, get a copy of this book today!

No es lo mismo programar que desarrollar una carrera profesional como programador. En este segundo volumen de "De Qué Hablo Cuando Hablo de Programar", Rafael Gómez Blanes recopila una selección de los artículos más visitados y vinculados en su web (www.rafablanes.com). Corregidos, revisados y hasta elaborados de nuevo, y enriquecidos con su experiencia de los últimos años, cada capítulo aborda un aspecto diferente del desarrollo de software. Al igual que el primer volumen, el contenido de este libro es imprescindible para cualquier desarrollador amateur, júnior o sénior: desde por qué se produce la deuda técnica, cómo documentar correctamente un proyecto software, cómo reconocer a un mal gestor y por qué es útil realizar paradas técnicas y retrospectivas hasta cómo trabajar con mejor orden y con ciertas habilidades de desarrollo personal, aspectos que te ayudarán, sin duda, a ser mejor profesional y avanzar más rápido en tu carrera. En palabras

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del mismo autor: "Este es uno de esos libros que me hubiese gustado leer tan pronto como terminé mi etapa académica, habría cometido menos errores, progresado mucho más rápido y con menos dificultades". Por el autor de El Libro Negro del Programador, El Libro Práctico del Programador Ágil, Legacy Code, The Coder Habits, El Arte del Emprendedor Digital y otros.

Lista de capítulos: INTRODUCCIÓN 1. DECÁLOGO DE UNA APLICACIÓN NO PROFESIONAL 2. NO DEJES QUE SER UN BUEN TÉCNICO TE ARRUINE 3. LA CALIDAD Y LA GESTIÓN DE PROYECTOS SOFTWARE 4. IDEAS CONTRAINTUITIVAS EN EL DESARROLLO DE SOFTWARE 5. LA TIRANÍA DEL SIEMPRE-DISPONIBLE 6. PRODUCTOS VS PROYECTOS 7. LA TEORÍA DE LA ÚLTIMA MILLA 8. POR QUÉ EL SOFTWARE SE CORROMPE 9. 15 AÑOS DE EXPERIENCIA... REPETIDA 10. REFINAMIENTO CONTINUO 11. SOBRE LA ADMINISTRACIÓN Y EL MANTENIMIENTO 12. ACUMULA LECCIONES APRENDIDAS 13. EL PODER DE LAS PEQUEÑAS TAREAS 14. REFACTORIZAR PARA GANAR VELOCIDAD 15. ESCUCHA ACTIVAMENTE A TUS CLIENTES 16. SÓLO LOS PRINCIPIOS PERMANECEN 17. EMPRENDIENDO PROYECTOS DE SOFTWARE 18. DESARROLLANDO PARA EL CORTO O EL LARGO PLAZO 19. PRIMERO EL "QUÉ", DESPUÉS EL "CÓMO" 20. CUÁNDO DESPLEGAR UNA NUEVA SOLUCIÓN 21. UNA GESTIÓN DE TAREAS SENCILLA Y EFICAZ 22. EXCEL, MAILS, TARES Y FLUJOS DE TRABAJO 23. SOBRE EL RENDIMIENTO 24. LA SEGURIDAD FORMA PARTE DEL DISEÑO 25. COMO UNA NOVELA 26. CUIDADO CON LO QUE LEES 27. UN PROYECTO COMIENZA POR SUS REQUISITOS 28. PRINCIPIOS SÓLIDOS 29. EL HÁBITO DE PROCEDIMENTAR 30. CÓMO USAR REPOSITORIOS DE DATOS 31. FRAMEWORKS CORPORATIVOS 32. DE QUÉ HABLO CUANDO HABLO DE PROGRAMAR

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El Libro Negro Del ProgramadorCómo Conseguir una Carrera de éxito Desarrollando Software y Cómo Evitar Los Errores HabitualesCreateSpace

"A vision that encompasses two worlds and weaves the lessons of both into a fine tapestry."?Clarissa Pinkola Éstes.

INTERNATIONAL BESTSELLER "For anyone who wants to understand capitalism not as economists or politicians have pictured it but as it actually operates, this book will be invaluable."-Observer (UK) If you've wondered how we did not see the economic collapse coming, Ha-Joon Chang knows the answer: We didn't ask what they didn't tell us about capitalism. This is a lighthearted book with a serious purpose: to question the assumptions behind the dogma and sheer hype that the dominant school of neoliberal economists-the apostles of the freemarket-have spun since the Age of Reagan. Chang, the author of the international bestseller *Bad Samaritans*, is one of the world's most respected economists, a voice of sanity-and wit-in the tradition of John Kenneth Galbraith and Joseph Stiglitz. *23 Things They Don't Tell You About Capitalism* equips readers with an understanding of how global capitalism works-and doesn't. In his final chapter, "How to Rebuild the World," Chang offers a vision of how we can shape capitalism to humane ends, instead of becoming slaves of the market.

This book aims to cover all aspects of clean architecture, and its role in the field of coding, programming, and software engineering, alike. This book will highlight all the revolutions that have been brought forward using the application of the principles of clean architecture and how it has helped the field of designing new and innovative software programs change and reshape for the better. The book proceeds systemically, beginning with the advent of architecture, and

progressing towards how architecture systems have been helping out greatly in the field of software and programming, and why they are considered so important to be made a vital part of the software architecture system. The book also covers topics like why clean architecture becomes necessary or when it is applied. This book can be used by students - undergraduates, and postgraduates alike, for it will provide an understanding of the use of clean architecture and will help give the reader insight into how to incorporate clean architecture into future projects. The book naturally piques the interest of the readers as they move from one page to the other. It has been arranged in a way that the readers will always be left with a burning curiosity to learn more and more about the topic that they just discovered. This book will make sure all questions of the readers regarding this topic are answered, and all queries regarding the concept are made clear so that it can continue to serve keen individuals on a daily basis. The flow charts, graphs, and texts shown in the book have been made as interactive as possible, with the sole purpose of keeping the reader engaged while instilling the knowledge regarding a very important and crucial tool that has been developed in the field of software engineering and programming. This book will also discuss the strategies that one can execute for the development of a different kind of application according to the platform and program of their choice, all the while keeping and implementing the principles of clean architecture in mind to make the most use of this development. The book discusses a wide range of topics that will definitely keep all the computer junkies and software enthusiasts hooked until the very end. The readers will learn more than they initially asked for! We have tried our best to incorporate not only knowledge but also a passion for coding and programming. We have quoted and displayed the highest level of brilliant coding and programming related examples that are

definitely going to coax all the software enthusiasts, and programming geeks to come out with bigger and better Apps on their own. We hope that you are inspired to try coding software applications on your own once you've completed reading this amazing book! So what are you waiting for? Let's get started by clicking the Buy Now button.

Un buen programador no solo escribe código sino que, además, incorpora en su día a día rutinas, trucos y actitudes que le permiten ser más productivo, más creativo y un profesional aún mejor. Repítelas y asúmelas como algo natural hasta convertirlas en hábitos y, solo entonces, habrás dado un salto de nivel en tu carrera. Lo único que distingue a un buen profesional de otro del montón, son sus hábitos. No es necesario trabajar muchas más horas, sino hacerlo con más eficacia, productividad y más concentrado. No generes software con tantos bugs sino que programa mejor con las buenas prácticas de diseño y código limpio. Adopta las 'soft-skills' necesarias para un programador. Tampoco es necesario esforzarse hasta la extenuación, sino asumir de verdad los hábitos de un programador experto y más cotizado. Y así hasta completar las treinta y nueve píldoras de sabiduría descritas en el libro que te van a llevar varios pasos más allá en tu carrera. Comprenderás por qué hay quienes hace mucho más con menos esfuerzo, y quienes se esfuerzan mucho y consiguen poco. En 'The Coder Habits: Los 39 hábitos del programador profesional', están descritos todos estos hábitos, entre técnicos y de otra naturaleza, que multiplicarán tus resultados y te permitirán entrar en el grupo del 10% de los mejores. Por el autor de 'El Libro Negro del Programador' (nº1 en ventas en Amazon en su categoría), 'El Libro Práctico del Programador Ágil' y 'El Método Lean MP'. Libro ecléctico y único en su género, 'The Coder Habits' demuestra que no puede haber desarrollo técnico sin desarrollo personal, y que solo sumando ambas facetas,

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serás un gran profesional. A continuación tienes la lista de capítulos: Introducción #1 - Aplica la regla 50/50 #2 - Aprende cada semana algo nuevo #3 - Conoce y utiliza correctamente estructuras de datos y algoritmos #4 - No cometas el mismo error dos veces #5 - Escribe código legible #6 - Empieza por lo más difícil (o lo que te da más pereza) #7 - Teclea fluidamente #8 - Termina lo que comienza #9 - Aplica principios de diseño y patrones #10 - No implementes característica no solicitadas #11 - Implementa código modular y flexible #12 - Desarrolla soft-skills #13 - Comentar lo imprescindible #14 - Lleva a cabo un control de versiones exhaustivo #15 - Ante cada nuevo proyecto, hazte estas preguntas #16 - Utiliza el editor productivamente #17 - Trabaja productivamente #18 - Evita el sobrediseño #19 - Productiviza #20 - Escribe código traceable #21 - Evita un entorno caótico para trabajar #22 - Sé un experto sobre prácticas de código limpio y refactorings #23 - Reutiliza partes de tus propios proyectos #24 - Escribe código homogéneo #25 - Trabaja concentrado #26 - Identifica los 'bad smells' #27 - Trabaja en proyectos personales #28 - Testea hasta la saciedad y evita el 'happy path' #29 - Hazte experto solo en algunas algunas áreas #30 - Lee, continuamente #31 - Comienza por lo que aporta más valor #32 - No fomentes islas de conocimiento #33 - Lee proyectos realizados por otros #34 - Trabaja siempre en tareas planificadas #35 - Piensa y trabaja para el cliente #36 - Invierte en tu formación #37 - Aplica la mejora continua #38 - Cuida de los detalles #39 - Aprende a ser criticado Para terminar

Creative Coding in Python presents over 30 creative projects that teach kids how to code in the easy and intuitive programming language, Python. Creative Coding in Python teaches the fundamentals of computer programming and demonstrates how to code 30+ fun, creative projects using Python, a free, intuitive, open-source programming language that's one of the

top five most popular worldwide and one of the most popular Google search terms in the U.S. Computer science educator Sheena Vaidyanathan helps kids understand the fundamental ideas of computer programming and the process of computational thinking using illustrations, flowcharts, and pseudocode, then shows how to apply those essentials to code exciting projects in Python: Chatbots: Discover variables, strings, integers, and more to design conversational programs. Geometric art: Use turtle graphics to create original masterpieces. Interactive fiction: Explore booleans and conditionals to invent "create your own adventure" games. Dice games: Reuse code to devise games of chance. Arcade games and apps: Understand GUI (graphical user interfaces) and create your own arcade games and apps. What's next? Look at exciting ways to use your powerful new skills and expand your knowledge of coding in Python. Creative Coding in Python gives kids the tools they need to create their own computer programs.

The Robert C. Martin Clean Code Collection consists of two bestselling eBooks: Clean Code: A Handbook of Agile Software Craftmanship The Clean Coder: A Code of Conduct for Professional Programmers In Clean Code, legendary software expert Robert C. 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. You will be challenged to think about what's right about that code and what's wrong with it. More important, you will be challenged to reassess your professional values and your commitment to your craft. In The Clean Coder, 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 of this collection will come away 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
- 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

¿Cómo mejorar de forma sencilla y poco a poco código que ha crecido demasiado rápido y quizá de forma desorganizada? ¿Cómo modernizar una aplicación "heredada"? En catorce pasos, Rafael Gómez Blanes muestra un método fácil con el que "modernizar" con el menor esfuerzo posible un proyecto software que presenta déficit de buen diseño y con demasiada deuda técnica. Por el autor entre otros de El Libro Negro del Programador (nº1 en ventas en Amazon en su categoría), The Coder Habits y El Libro Práctico del Programador Ágil.

www.rafablanes.com

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No es lo mismo programar que desarrollar una carrera profesional como programador. En este primer volumen de "De Qué Hablo Cuando Hablo de Programar", Rafael Gómez Blanes recopila una selección de los artículos más visitados y vinculados en su web (www.rafablanes.com). Corregidos, revisados y hasta elaborados de nuevo, y enriquecidos con su experiencia de los últimos años, cada capítulo aborda un aspecto diferente del desarrollo de software. El contenido de este libro es imprescindible para cualquier desarrollador amateur, junior o senior: desde por qué se produce la deuda técnica, cómo documentar correctamente un proyecto software, cómo reconocer a un mal gestor y por qué es útil realizar paradas técnicas y retrospectivas hasta cómo trabajar con mejor orden y con ciertas habilidades de desarrollo personal, aspectos que te ayudarán, sin duda, a ser mejor profesional y avanzar más rápido en tu carrera. En palabras del mismo autor: "Este es uno de esos libros que me hubiese gustado leer tan pronto como terminé mi etapa académica, habría cometido menos errores, progresado mucho más rápido y con menos dificultades". Por el autor de El Libro Negro del Programador, El Libro Práctico del Programador Ágil, Legacy Code, The Coder Habits, El Arte del Emprendedor Digital y otros. Lista de capítulos: INTRODUCCIÓN 1. EL PROGRAMADOR KAIZEN 2. QUÉ ES LA DEUDA TÉCNICA Y CÓMO SE PRODUCE 3. SIMPLIFICA 4. QUÉ ES LA LEGIBILIDAD 5. EL CÓDIGO NO CUENTA TODA LA HISTORIA 6. ¿ES TU JEFE UN BUEN GESTOR DE PROYECTOS SOFTWARE? 7. SOBRE LA ESTIMACIÓN DE PROYECTOS POR HORAS 8. REFACTORIZA LA ESTRUCTURA DE UN PROYECTO 9. MICROMEJORAS 10. SOBRE LA OPERACIÓN DE UN SISTEMA 11. EXTRAE SUBPROYECTOS DE UN PROYECTO 12. GESTIONAR LA INCERTIDUMBRE 13. ¿DESARROLLADOR AMATEUR, JÚNIOR O

SÉNIOR? 14. SOBRE LA ARQUITECTURA SOFTWARE 15. LAS DOCE CLAVES PARA EMPRENDER 16. HAZ PARADAS TÉCNICAS 17. NO FOMENTES ISLAS DE CONOCIMIENTO 18. EVENTOS Y ORQUESTACIÓN DE COMPONENTES 19. REFLEXIONES SOBRE EL TRABAJO EN REMOTO 20. ¿CUÁNDO ESTÁ TERMINADO UN PROYECTO SOFTWARE? 21. HAZ RETROSPECTIVAS 22. EL ARTE DEL EMPRENDEDOR DIGITAL 23. LOS DIEZ HÁBITOS DE UN BUEN DESARROLLADOR 24. INVIERTE EN TI MISMO 25. MEJORANDO CUANDO SE TRABAJA EN PROYECTOS 26. MALDITAS INTERRUPTIONES 27. CONTRATANDO A LOS MEJORES 28. EL VIEJO TEST DE JOEL 29. ESTO TIENE QUE ESTAR PARA MAÑANA 30. LA ESCALABILIDAD NO DEPENDE DE LA BASE DE DATOS 31. CREA ENTORNOS DE TRABAJO SENCILLOS Y EFICIENTES 32. AMA LO QUE HACES O DEDÍCATE A OTRA COSA 33. PROTOTIPANDO UNA NUEVA APLICACIÓN 34. EL HAPPY PATH EN LOS TESTS (O LOS TESTS FELICES)

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.

El siglo XXI es el de la sociedad de la información y las nuevas tecnologías: todo ello no sería posible sin la enorme industria del software que le sirve de base. No obstante, los desarrolladores de software no aprovechan todas las oportunidades para desempeñar una carrera profesional de éxito, cometiendo siempre los mismos errores una y otra vez. Un buen proyecto software tiene que ver con habilidades creativas y artísticas más que aquellas necesariamente técnicas. El Libro Negro del Programador muestra qué distingue a un programador neófito de quien actúa y trabaja profesionalmente. En la era del emprendimiento

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y de la nueva economía, el desarrollo profesional de software es su pilar fundamental. Si como programador quieres llegar a ser no sólo bueno sino profesional, no puedes dejar de conocer las gemas de sabiduría que contiene El Libro Negro del Programador. Más información en www.ellibronegrodelprogramador.com

The best-seller finally in English Without prior knowledge. Learn to manage and query databases quickly and easily. Are you developing a webpage and you want to use MySQL to store information? Are you studying and you are stuck on the database management subject? Do you want to learn SQL to improve your curriculum or change your career? Or simply, do you have curiosity to learn this language and its possibilities? To all of you, welcome. You have found the appropriate book. Over 100 examples, numerous exercises, and additional subjects to learn the necessary to use SQL in your projects. Table of Contents PREFACE CHAPTER 1.1 - INTRODUCTION CHAPTER 1.2 - WHAT IS A RELATIONAL DATABASE? CHAPTER 1.3 - PREPARING THE ENVIRONMENT CHAPTER 1.4 - WHAT CAN I STORE IN A DATABASE? CHAPTER 1.5 - YOUR FIRST DATABASE CHAPTER 1.6 - CREATING TABLES CHAPTER 1.7 - STORE AND QUERY DATA CHAPTER 1.8 - FIRST DAY SUMMARY CHAPTER 2.1 - SQL LANGUAGE CHAPTER 2.2 - CREATE, ALTER AND DROP TABLE CHAPTER 2.3 - INSERT INTO CHAPTER 2.4 - USAGE OF PRIMARY KEY CHAPTER 2.5 - BASIC SELECT CHAPTER 2.6 - SELECT + WHERE CHAPTER 2.7 - JOIN CHAPTER 2.8 - UNION AND EXCEPT CHAPTER 2.9 - UPDATE AND DELETE CHAPTER 2.10 - SECOND DAY SUMMARY CHAPTER 3.1 - FUNCTIONS CHAPTER 3.2 - GROUP BY CHAPTER 3.3 - SUBQUERIES CHAPTER 3.4 - VIEWS CHAPTER 3.5 - OUTER JOIN CHAPTER 3.6 - OPERATIONS WITH DATETIME CHAPTER 3.7 - FINAL PROJECT

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A guide to writing computer code covers such topics as variable naming, presentation style, error handling, and security.

Este libro está enfocado en los equipos de cómputo personal para la productividad o el uso profesional, ya sean de escritorio o portátiles. Está fundamentado en el sistema operativo Microsoft Windows 10. Ofrece una guía imparcial para coadyuvar a que el lector tome la mejor decisión para sus soluciones de cómputo productivo. Está dividido en tres secciones: En la primera se desglosa la importancia y la configuración del equipo en el entorno productivo, entre lo que se incluyen aspectos de seguridad. En la segunda se desmenuza el tema de las evaluaciones de rendimiento para comprenderlas y allanar el camino de elegir la que mejor se adapte a las necesidades. En la tercera se ofrecen apéndices con información complementaria, entre lo que se encuentra una guía para hacer una imagen de software basada en Windows 10.

Users can dramatically improve the design, performance, and manageability of object-oriented code without altering its interfaces or behavior. "Refactoring" shows users exactly how to spot the best opportunities for refactoring and exactly how to do it, step by step.

Stories are a powerful means to promote cooperation and to teach many things and user stories, as we know, are no exception to this condition. The user stories allow you to create a link between the users or consumers and the product developers. This relationship is the first major step towards the creation and achievement of the pinnacle of admirable products, which positively influence the people who use or consume them and even change them to improve their lifestyle. This book is a compilation of many previous articles the authors published on their blogs and other specialized sites: Learned lessons (<http://www.lecciones->

aprendidas.info/) Gazafatonario (<http://www.gazafatonarioit.com/>) All this added to totally new material and numerous practical examples that enrich and extend the original work. In this, the anatomy of user stories is described in detail, the meaning of each of the INVEST attributes is intensely addressed and different patterns are treated to divide stories, with illustrative lessons. It also raises different ways of representing a user story, emphasizing that the most representative of this instrument are the conversations that it fosters. The underlying message is that the stories are to tell them, not to write them. In the final part, the authors present a Canvas to Talk about User Stories, a visual tool to document different aspects or dimensions of new or existing user stories in the product backlog. As the authors say in the foreword, they present some of the ways of doing things when it comes to user stories, it is a view, supported by their experience of many years not only in projects and development efforts with Agile and Lean thinking, but with other approaches and methods that at this point are considered traditionalists. In any case, the motivation for continuous improvement is present throughout the book and that is perhaps the only certainty left by its author

Python para Todos está diseñado para introducir a los estudiantes en la programación y el desarrollo de software a través de un enfoque en la exploración de datos. Puedes pensar en Python como una herramienta para resolver problemas que están más allá de las capacidades de una simple hoja de cálculo. Python es un lenguaje de programación fácil de usar y sencillo de aprender, disponible de forma gratuita para equipos Macintosh, Windows, o Linux. Una vez que aprendes Python, puedes utilizarlo el resto de tu carrera sin necesidad de comprar ningún software. Existen copias electrónicas gratuitas de este libro en varios formatos, así como material de soporte para el libro, que puedes encontrar en es.py4e.com. Los materiales del curso

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están disponibles bajo una Licencia Creative Commons, de modo que puedes adaptarlos para enseñar tu propio curso de Python.

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Learn computer programming right from the start, in a visual and simple way, through Java language. This book is a different way to introduce our kids to programming, and an alternative path for those adults who want to learn to code in a playful and easy going manner. Learn at your own pace, through practice and with no need to invest huge amounts of time in tedious theory. Master the foundations of computer programming, with Java as your tool. What you will learn: Express your ideas through algorithms Compile your code Become acquainted with structured programming Know about the different data types and when to use them Build your own classes and methods Use decision-making statements Play with loops Handle exceptions in the code Access your system's files Invest in learning best practices This book presents the concepts as simple stories and explanations, dressed with illustrations and metaphores that fit the children's minds and favor abstraction. Every activity has been designed as an experiment, and all of them can be done with just a text editor. You won't need to install an IDE or other specific software to write code, and of course you won't need any previous coding skills. You will start writing your own scripts from Chapter 0 and will follow on building your very own apps throughout the book, as the activities become more challenging. This book also includes two extra activities to make you build your programs following the real world software development lifecycle: design, plan, write, test, refactor! What you won't find in this book This is not an

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ordinary programming guide, and is not a summary of clumsy Java documentation that only connoisseurs can decypher. You won't go deeper than what you need at every stage, and everything you will learn you will use afterwards. The goal is for the kid to feel he's progressing, to keep him or her motivated and eager to learn. The student's self-sufficiency is vital. Why Java? Java is one of the most popular languages, therefore there is a huge online community and tons of free resources to continue learning It's one of the most demanded languages in the software industry It's a high level language, so it's syntax is more nice and understandable for beginners It's an object oriented language, the most important programming paradigm today. Your kid will be able to keep on growing with it for a very long time -or even forever It's free! You don't need to pay for the developer toolkit Java runs everywhere

Una introducción al ciclo completo de desarrollo de software desde un enfoque ágil. Este libro reúne las prácticas más habituales de código limpio, refactoring, principios de diseño, testing y gestión de la configuración, junto con reflexiones acerca de la naturaleza creativa y artística del software y técnicas de productividad para desarrolladores. Si te gustó El Libro Negro del Programador, en este nuevo trabajo de Rafael Gómez Blanes, encontrarás las claves esenciales para cualquier programador profesional, con decenas de ejemplos extraídos de proyectos reales en C# y Javascript. Con presentación de Aurelio Gandarillas, experto en testing y calidad de software.

"Have you, like the rest of the world, speculated as to the identity of Satoshi Nakamoto, anonymous creator of Bitcoin? The world's first cryptocurrency, Bitcoin went online in 2009 and has since revolutionized our concepts of currency and money. Not supported by any government or central bank, completely electronic, Bitcoin is a virtual currency based on

advanced cryptographic systems. Like the currency he created, the identity of Bitcoin's creator Satoshi Nakamoto is virtual, existing only online. The Nakamoto persona, which may represent an individual or a group, exists only in the online publications that introduced and explained Bitcoin during its earliest days. Here, collected and professionally published for the first time are the essential writings that detail Bitcoin's creation. Included are: Satoshi Nakamoto Emails and Posts on Computer Forums Presented in Chronological Order; Bitcoin Fundamentals Presented in Layman's Terms; Bitcoin's Potential and Profound Economic Implications; The Seminal Paper Which Started It All. The Book of Satoshi provides a convenient way to parse through what Bitcoin's creator wrote over the span of the two years that constituted his "public life" before he disappeared from the Internet ... at least under the name Satoshi Nakamoto. Beginning on November 1st 2009 with the publication of the seminal paper describing Bitcoin, this public life ends at about the time PC World speculated as to a possible link between Bitcoin and WikiLeaks, the infamous website that publishes leaked classified materials. Was there a connection? You be the judge. Nakamoto's true identity may never be known. Therefore the writings reproduced here are probably all the world will ever hear from him concerning Bitcoin's creation, workings, and theoretical basis. Want to learn more about Bitcoin? Go directly to the source - the writings of the creator himself, Satoshi Nakamoto!"--Amazon.com viewed October 1, 2014.

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