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The Practice Of Programming Addison

Coauthored by Brian Kernighan, one of the pioneers of the C programming language, The Practice of Programming is a manual of good programming style that will help any C/C++ or Java developer create faster, more maintainable code. Early sections look at some of the pitfalls of C/C++, with numerous real-world excerpts of confusing or incorrect code.

The Practice of Programming (Addison-Wesley Professional ...

The Practice of Programming (ISBN 0-201-61586-X) by Brian W. Kernighan and Rob Pike is a 1999 book about computer programming and software engineering, published by Addison-Wesley. [1]

The Practice of Programming - Wikipedia

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Brief Summary of Book: The Practice of Programming (Addison-Wesley Professional Computing Series) by Brian W. Kernighan Here is a quick description and cover image of book The Practice of Programming (Addison-Wesley Professional Computing Series) written by Brian W. Kernighan which was published in 1999-2-9.

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The Practice of Programming by Brian W. Kernighan and Rob Pike. Addison-Wesley, Inc., 1999. ISBN 0-201-61586-X. 267 + xii pp. \$24.95 Table of Contents From the Preface From Chapter 5, Debugging Source code from the book Errata A war story that didn't appear in the book. Links. Addison-Wesley page; An article from the April 1999 issue of Dr. Dobbs Journal

The Practice of Programming

The book describes itself as a practical guide to general programming in the real world, but for the most part, doesn't deliver on that promise for a number of reasons. First, the book should have been called The Practice of Programming in C and C++.

The Practice of Programming by Brian W. Kernighan

aspect of programming practice. Chapter 1 discusses programming style. Good style is so important to good programming that we have chosen to cover it first. Well-written programs are better than badly-written ones—they have fewer errors and are easier to debug and to modify— so it is important to think about style from the beginning.

The Practice of Programming

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.

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The Practice of Programming [Book] - O'Reilly Media

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