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The Practice Of Programming

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.

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Amazon.com: Practice of Programming, The (Addison-Wesley

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The Practice of Programming by Brian W. Kernighan and Rob Pike. Addison-Wesley, Inc., 1999. ISBN 0-201-61586-X.

The Practice of Programming

First, the book should have been called The Practice of Programming in C and C++. The intro chapters say Java, Perl, and others would be discussed, but I'd estimate the C languages make up 90% of the examples and advice. The long discussions of memory management, pointers, and portability do not apply to any of the other language

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The Practice of Programming by Brian W. Kernighan

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.

The Practice of Programming - Wikipedia

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The practice of programming is more than just writing code. Programmers

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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, ...

Programming/Software Engineering

The practice of programming / Brian W. Kernighan, Rob Pike, p. cm. -(Addison-Wesley professional computing series) Includes bibliographical references. ISBN 0-201-61586-X 1.

The Practice of Programming - pearsoncmg.com

Practice of Programming: The Book The book is 18 years old. It covers C programming. It handles issues like signed versus unsigned integers, piping data between mismatched byte systems and a few other topics that do not affect my programming, nor most of the folks I know.

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The Practice of Programming: 18 Years Later

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The Practice of Programming ()

If you want to practice programming on your own time, use the Internet to find coding exercises and challenges to practice as well as improve your knowledge by working on open source projects or taking online courses. To hone your programming skills in a real-world setting, work on programming projects. Method 1

Simple Ways to Practice Programming: 8 Steps (with Pictures)

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