

# Extreme Programming Pocket Guide

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extreme programming xp is a radical new approach to software development that has been accepted quickly because its core practices the need for constant testing programming in pairs inviting customer input and the communal ownership of code resonate with developers everywhere although many developers feel that xp is rooted in commonsense its vastly different approach can bring challenges frustrations and constant demands on your patience unless you ve got unlimited time and who does these days you can t always stop to thumb through hundreds of pages to find the piece of information you need the extreme programming pocket guide is the answer concise and easy to use this handy pocket guide to xp is a must have quick reference for anyone implementing a test driven development environment the extreme programming pocket guide covers xp assumptions principles events artifacts roles and resources and more it concisely explains

the relationships between the xp practices if you want to adopt xp in stages the extreme programming pocket guide will help you choose what to apply and when you ll be surprised at how much practical information is crammed into this slim volume o reilly s pocket guides have become a favorite among developers everywhere by providing a wealth of important details in a concise well organized format these handy books deliver just what you need to complete the task at hand when you ve reached a sticking point in your work and need to get to a solution quickly the new extreme programming pocket guide is the book you ll want to have beside your keyboard

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any time you need quick answers for developing or debugging java programs this pocket guide is the ideal reference to standard features of the java programming language and its platform youâ ll find helpful programming examples tables figures and lists fastâ including java 9 features such as modular source code and the new jshell interactive command line repl itâ s a handy companion whether youâ re in the office in the lab or on the road this book also provides material to help you prepare for the oracle certified associate java programmer exam quickly find java language details such as naming conventions types statements and blocks and object oriented programming get details on the java se platform including development basics memory management concurrency and generics use new features in java 9 including modular source code and jshell browse through information on basic input output nio 2 0 the java collections framework and the java scripting api get supplemental references to fluent apis third party tools and basics of the unified modeling language uml

when you need quick answers for developing or debugging java programs

this pocket guide provides a handy reference to standard features of the java programming language and its platform you ll find helpful programming examples tables figures and lists as well as java 8 features such as lambda expressions and the date and time api it s an ideal companion whether you re in the office in the lab or on the road this book also provides material to help you prepare for the oracle certified associate java programmer exam quickly find java language details such as naming conventions types statements and blocks and object oriented programming get details on the java se platform including development basics memory management concurrency and generics browse through information on basic input output nio 2 0 the java collections framework and the java scripting api get supplemental references to fluent apis third party tools and basics of the unified modeling language uml

when you need quick answers for developing or debugging java programs this pocket guide provides a handy reference to the standard features of the java programming language and its platform you ll find helpful programming examples tables figures and lists as well as supplemental information about topics including the java scripting api third party tools and the basics of the unified modeling language uml updated for new features through java se 7 this little book is an ideal companion whether you re in the office in the lab or on the road quickly find java language details such as naming conventions fundamental types and object oriented programming elements get details on the java se 7 platform including development basics memory management concurrency and generics browse through basic information on nio 2 0 the g1 garbage collector and project coin jsr 334 features get supplemental references to development cm and test tools libraries ides and java related scripting languages find information to help you prepare for the oracle certified associate java se 7 programmer i exam

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mastering the sockets interface is essential for computer network

programmers and practitioners who want to learn how to write programs that communicate using the network this book provides an introduction to socket programming

software engineer's pocket book provides a concise discussion on various aspects of software engineering the book is comprised of six chapters that tackle various areas of concerns in software engineering chapter 1 discusses software development and chapter 2 covers programming languages chapter 3 deals with operating systems the book also tackles discrete mathematics and numerical computation data structures and algorithms are also explained the text will be of great use to individuals involved in the specification design development implementation testing maintenance and quality assurance of software

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