

# Pro Python Best Practices Debugging Testing And Maintenance

Pro Python Best Practices *Pro Python Best Practices* Debugging Effective Debugging Hands-On Software Engineering with Golang Advanced R Debugging Embedded and Real-Time Systems *Debugging by Thinking Why Programs Fail The Art of Debugging with GDB, DDD, and Eclipse* **Advanced Windows Debugging Managing Projects with GNU Make Debugging the Development Process Distributed Tracing in Practice Oracle PL/SQL Best Practices Perl Best Practices** Debugging Conceptual Blockbusting Inside Windows Debugging Software Development, Design and Coding Debugging with Fiddler *Perl Hacks Debugging Applications for Microsoft .NET and Microsoft Windows* Windows PowerShell 2.0 Best Practices Django 1.1 Testing and Debugging Practical Debugging for .NET Developers **Pro Perl Debugging Java Cookbook Practical Mod\_perl How Debuggers Work Oracle PL/SQL Best Practices** Linux Device Drivers *Mastering ServiceNow Scripting The Practice of Programming The Developer's Guide to Debugging Debugging Applications Inside Microsoft Dynamics AX 2012 Pro Python Practical Debugging in C++ BEA WebLogic Server 8.1 Unleashed*

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**Inside Windows Debugging** Apr 14 2021 Use Windows debuggers throughout the development cycle—and build better software Rethink your use of Windows debugging and tracing tools—and learn how to make them a key part of test-driven software development. Led by a member of the Windows Fundamentals Team at Microsoft, you'll apply expert debugging and tracing techniques—and sharpen your C++ and C# code analysis skills—through practical examples and common scenarios. Learn why experienced developers use debuggers in every step of the development process, and not just when bugs appear. Discover how to: Go behind the scenes to examine how powerful Windows debuggers work Catch bugs early in the development cycle with static and runtime analysis tools Gain practical strategies to tackle the most common code defects Apply expert tricks to handle user-mode and kernel-mode debugging tasks Implement postmortem techniques such as JIT and dump debugging Debug the concurrency and security aspects of your software Use debuggers to analyze interactions between your code and the operating system Analyze software behavior with Xperf and the Event Tracing for Windows (ETW) framework

*Perl Hacks* Jan 12 2021 A guide to getting the most out of Perl covers such topics as productivity hacks, user interaction, data munging, working with modules, object hacks, and debugging.

*The Art of Debugging with GDB, DDD, and Eclipse* Jan 24 2022 Debugging is crucial to successful software development, but even many experienced programmers find it challenging. Sophisticated debugging tools are available, yet it may be difficult to determine which features

are useful in which situations. The Art of Debugging is your guide to making the debugging process more efficient and effective. The Art of Debugging illustrates the use three of the most popular debugging tools on Linux/Unix platforms: GDB, DDD, and Eclipse. The text-command based GDB (the GNU Project Debugger) is included with most distributions. DDD is a popular GUI front end for GDB, while Eclipse provides a complete integrated development environment. In addition to offering specific advice for debugging with each tool, authors Norm Matloff and Pete Salzman cover general strategies for improving the process of finding and fixing coding errors, including how to: –Inspect variables and data structures –Understand segmentation faults and core dumps –Know why your program crashes or throws exceptions –Use features like catchpoints, convenience variables, and artificial arrays –Avoid common debugging pitfalls Real world examples of coding errors help to clarify the authors’ guiding principles, and coverage of complex topics like thread, client-server, GUI, and parallel programming debugging will make you even more proficient. You’ll also learn how to prevent errors in the first place with text editors, compilers, error reporting, and static code checkers. Whether you dread the thought of debugging your programs or simply want to improve your current debugging efforts, you’ll find a valuable ally in The Art of Debugging.

**Managing Projects with GNU Make** Nov 21 2021 The utility simply known as make is one of the most enduring features of both Unix and other operating systems. First invented in the 1970s, make still turns up to this day as the central engine in most programming projects; it even builds the Linux kernel. In the third edition of the classic Managing Projects with GNU make, readers will learn why this utility continues to hold its top position in project build software, despite many younger competitors. The premise behind make is simple: after you change source files and want to rebuild your program or other output files, make checks timestamps to see what has changed and rebuilds just what you need, without wasting time rebuilding other files. But on top of this simple principle, make layers a rich collection of options that lets you manipulate multiple directories, build different versions of programs for different platforms, and customize your builds in other ways. This edition focuses on the GNU version of make, which has deservedly become the

industry standard. GNU make contains powerful extensions that are explored in this book. It is also popular because it is free software and provides a version for almost every platform, including a version for Microsoft Windows as part of the free Cygwin project. *Managing Projects with GNU make, 3rd Edition* provides guidelines on meeting the needs of large, modern projects. Also added are a number of interesting advanced topics such as portability, parallelism, and use with Java. Robert Mecklenburg, author of the third edition, has used make for decades with a variety of platforms and languages. In this book he zealously lays forth how to get your builds to be as efficient as possible, reduce maintenance, avoid errors, and thoroughly understand what make is doing. Chapters on C++ and Java provide makefile entries optimized for projects in those languages. The author even includes a discussion of the makefile used to build the book.

*Advanced R* May 28 2022 An Essential Reference for Intermediate and Advanced R Programmers *Advanced R* presents useful tools and techniques for attacking many types of R programming problems, helping you avoid mistakes and dead ends. With more than ten years of experience programming in R, the author illustrates the elegance, beauty, and flexibility at the heart of R. The book develops the necessary skills to produce quality code that can be used in a variety of circumstances. You will learn: The fundamentals of R, including standard data types and functions Functional programming as a useful framework for solving wide classes of problems The positives and negatives of metaprogramming How to write fast, memory-efficient code This book not only helps current R users become R programmers but also shows existing programmers what's special about R. *Intermediate R* programmers can dive deeper into R and learn new strategies for solving diverse problems while programmers from other languages can learn the details of R and understand why R works the way it does.

**How Debuggers Work** May 04 2020 A total guide to debuggers: what they do, how they work, and how to use them to produce better programs "Debuggers are the magnifying glass, the microscope, the logic analyzer, the profiler, and the browser with which a program can be examined."-Jonathan B. Rosenberg Debuggers are an indispensable tool in the development process. In fact, during the course of the average

software project, more hours are spent debugging software than in compiling code. Yet, not many programmers really know how to constructively interpret the results they get back from debuggers. And even fewer know what makes these complex suites of algorithms and data structures tick. Now in this extremely accessible guide, Jonathan B. Rosenberg demystifies debuggers for programmers and shows them how to make better use of debuggers in their next projects. Taking a hands-on, problem-solving approach to a complex subject, Rosenberg explains how debuggers work and why programmers use them. Most importantly, he provides practical discussions of debugger algorithms and procedures for their use, accompanied by many practical examples. The author also discusses a wide variety of systems applications, from Microsoft's Win32 debug API to a large parallel architecture. Visit our Web site at: <http://www.wiley.com/compbooks/>

**Conceptual Blockbusting** May 16 2021 The best-selling guide to overcoming creative blocks and unleashing a torrent of great ideas—updated for a new generation of problem solvers.

The Practice of Programming Dec 31 2019 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* .

*Django 1.1 Testing and Debugging* Oct 09 2020 This book teaches by example. It walks in detail through development of a sample application, illustrating each step via complete working code and either screenshots or console snippets. The cumbersome and time consuming task of debugging will be a cake walk with this book. If you are a Django application developer who wants to create robust applications quickly that work well and are easy to maintain in the long term, this book is for you. This book is the right pick if you want to be smartly tutored to make best use of Django's rich testing and debugging support and make testing an effortless task. Basic knowledge of Python, Django, and the overall structure of a database-driven web application is assumed. However, the code samples are fully explained so that even beginners who are new to the area can learn a great deal from this book.

*BEA WebLogic Server 8.1 Unleashed* Jun 24 2019 With the release of WebLogic Server 7.0 in June 2002, BEA positioned WebLogic Server as the premier J2EE Web Services development platform. With the next release in late 2002, WLS will integrate WebLogic Workshop and other key tools to provide developers with a stable, market-leading product designed for the next generation of Java applications based on Web Services on the latest J2EE platform. BEA WebLogic Server is the leading J2EE application server, holding almost 40% of the market share in this competitive category. WebLogic Server Unleashed is designed to be the definitive reference work for the WLS developer, offering an in-depth look at the capabilities provided by WLS 7.X and illustrating the best development practices.

**Java Cookbook** Jul 06 2020 From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from

debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

**Advanced Windows Debugging** Dec 23 2021 The First In-Depth, Real-World, Insider's Guide to Powerful Windows Debugging For Windows developers, few tasks are more challenging than debugging—or more crucial. Reliable and realistic information about Windows debugging has always been scarce. Now, with over 15 years of experience two of Microsoft's system-level developers present a thorough and practical guide to Windows debugging ever written. Mario Hewardt and Daniel Pravat cover debugging throughout the entire application lifecycle and show how to make the most of the tools currently available—including Microsoft's powerful native debuggers and third-party solutions. To help you find real solutions fast, this book is organized around real-world debugging scenarios. Hewardt and Pravat use detailed code examples to illuminate the complex debugging challenges professional developers actually face. From core Windows operating system concepts to security, Windows® Vista™ and 64-bit debugging, they address emerging topics head-on—and nothing is ever oversimplified or glossed over!

Pro Python Best Practices Nov 02 2022 Learn software engineering and coding best practices to write Python code right and error free. In this book you'll see how to properly debug, organize, test, and maintain your code, all of which leads to better, more efficient coding. Software

engineering is difficult. Programs of any substantial length are inherently prone to errors of all kinds. The development cycle is full of traps unknown to the apprentice developer. Yet, in Python textbooks little attention is paid to this aspect of getting your code to run. At most, there is a chapter on debugging or unit testing in your average basic Python book. However, the proportion of time spent on getting your code to run is much higher in the real world. Pro Python Best Practices aims to solve this problem. What You'll Learn Learn common debugging techniques that help you find and eliminate errors Gain techniques to detect bugs more easily discover best practices to prevent bugs carry out automated testing discover problems faster use maintain a project over a long time Learn techniques to keep your project under control

Who This Book Is For Experienced Python coders from web development, big data, and more.

**Practical Mod\_perl** Jun 04 2020 This book gives detailed instructions on how to use, optimize, and troubleshoot mod\_perl. It shows how to get this Apache module running quickly and easily.

**The Developer's Guide to Debugging** Nov 29 2019 This book covers the full range of real-world debugging tasks as well as basic and advanced source code debugging topics. Complete with small examples and exercises, it can be a student's text or professional's reference.

Debugging Jun 16 2021 Written in a frank but engaging style, this guide provides simple, foolproof principles guaranteed to help find any hardware or software bug quickly. It is applicable for any system in any circumstance. (Computer Books)

**Inside Microsoft Dynamics AX 2012** Sep 27 2019 Dig into the architecture and internals of Microsoft Dynamics AX 2012—with firsthand insights from the team that designed and developed it. Targeted for solution developers and system implementers, this guide focuses on programming and customization capabilities—including key architectural principles, the application model, framework, and tools. Topics include: Architecture and development environment, including MorphX Microsoft Visual Studio tools for Microsoft Dynamics AX X++ programming language Microsoft SQL Server reporting and analytics Models Core development concepts Extending and customizing

Microsoft Dynamics AX Performance and security considerations  
Workflow Best practices Note: Readers should have working knowledge of SQL and OOP concepts to gain max benefit from this book.

Practical Debugging for .NET Developers Sep 07 2020 The ability to solve difficult problems is what makes a good engineer great. This book teaches techniques and tools for developers to tackle even the most persistent bugs. You'll find that tough issues can be made simple with the right knowledge, tools, and practices. Practical Debugging for .NET Developers will transform you into the guy or gal who everyone turns to for help. Issues covered include .NET Core, C#, Memory Leaks, Performance Problems, ASP.NET, Performance Counters, ETW Events, Production Debugging, Memory Pressure, Visual Studio, Hangs, Profiling, Deadlocks, Crashes, Memory Dumps, and Azure. \* Discover the best tools in the industry to diagnose and fix problems \* Learn advanced debugging techniques with Visual Studio \* Fix memory leaks and memory pressure issues \* Detect, profile, and fix performance problems \* Find the root cause of crashes and hangs \* Debug production code and third-party code \* Analyze ASP.NET applications for slow performance, failed requests, and hangs \* Use dump files, Performance Counters, and ETW events to investigate what happens under the hood \* Troubleshoot cloud environments, including Azure VMs and App Services \* Code samples in C# \* Covering .NET Core, .NET Framework, Windows, and Linux

*Practical Debugging in C++* Jul 26 2019 Appropriate as a supplementary text for any course teaching C++ programming or using C++ as a programming language in departments of Computer Science, Engineering, CIS, MIS, IT, and Continuing Education. Practical Debugging in C++ is the first debugging text written expressly for the beginning to intermediate level programmer. For the beginning programmer, it is a short, clear debugging guide that serves as a valuable companion to their introductory programming text when writing C++ programs. For the more advanced programmer, the guide provides a quick primer in C++ debugging with a series of examples of common syntax and semantic errors and how they can be detected and corrected. The authors cover both tracing and interactive debugger techniques.

**Debugging Applications** Oct 28 2019 "John Robbins has done for

Windows debugging what Charles Petzold did for Windows programming." -Jeffrey Richter, author, Programming Applications for Microsoft Windows How can you prevent bugs from creeping into your programs-even before you begin writing code? What practices separate the debugging gods from the mere mortals? **DEBUGGING APPLICATIONS** describes a powerful, Windows-focused methodology for debugging on the offensive-starting at the requirements phase-so you catch and fix bugs at the source, before customers ever see your software. Expert bugslayer John Robbins reveals lethally effective real-world techniques for resolving just a bout any debugging problem-from memory bugs and disappearing threads to the hairiest multithreaded deadlock. \* Learn the coding techniques that help you introduce fewer errors into your program and spend less time debugging \* Use version control systems, bug tracking software, and other infrastructure tools to maximize product quality \* Exploit the advanced debugging capabilities in the Microsoft Visual C++ and Visual Basic development systems so you debug faster and more effectively \* Cushion crashes with structured exception handling and C++ exception handling \* Decipher the x86 assembly language you see in the Disassembly window \* Master the tools and tactics for debugging multithreaded deadlocks, cross-machine processes, multilanguage problems, Windows 2000 services and dynamic-link libraries (DLLs) that load into services, and other challenging situations Along with John's expert guidance, you also get eight of his battle-tested, professional-level utilities for solving many of the nastiest bugs you'll encounter. In all, the CD-ROM packs over 2.5 megabytes of source code to study and reuse. With **DEBUGGING APPLICATIONS**, you'll learn the proven practices the industry's best developers use to eradicate bugs at the source-and deliver better software faster!

**Distributed Tracing in Practice** Sep 19 2021 Most applications today are distributed in some fashion. Monitoring the health and performance of these distributed architectures requires a new approach. Enter distributed tracing, a method of profiling and monitoring applications—especially those that use microservice architectures. There's just one problem: distributed tracing can be hard. But it doesn't have to be. With this practical guide, you'll learn what distributed

tracing is and how to use it to understand the performance and operation of your software. Key players at Lightstep walk you through instrumenting your code for tracing, collecting the data that your instrumentation produces, and turning it into useful, operational insights. If you want to start implementing distributed tracing, this book tells you what you need to know. You'll learn: The pieces of a distributed tracing deployment: Instrumentation, data collection, and delivering value Best practices for instrumentation (the methods for generating trace data from your service) How to deal with or avoid overhead, costs, and sampling How to work with spans (the building blocks of request-based distributed traces) and choose span characteristics that lead to valuable traces Where distributed tracing is headed in the future

*Effective Debugging* Jul 30 2022 Every software developer and IT professional understands the crucial importance of effective debugging. Often, debugging consumes most of a developer's workday, and mastering the required techniques and skills can take a lifetime. In *Effective Debugging*, Diomidis Spinellis helps experienced programmers accelerate their journey to mastery, by systematically categorizing, explaining, and illustrating the most useful debugging methods, strategies, techniques, and tools. Drawing on more than thirty-five years of experience, Spinellis expands your arsenal of debugging techniques, helping you choose the best approaches for each challenge. He presents vendor-neutral, example-rich advice on general principles, high-level strategies, concrete techniques, high-efficiency tools, creative tricks, and the behavioral traits associated with effective debugging. Spinellis's 66 expert techniques address every facet of debugging and are illustrated with step-by-step instructions and actual code. He addresses the full spectrum of problems that can arise in modern software systems, especially problems caused by complex interactions among components and services running on hosts scattered around the planet. Whether you're debugging isolated runtime errors or catastrophic enterprise system failures, this guide will help you get the job done—more quickly, and with less pain. Key features include High-level strategies and methods for addressing diverse software failures Specific techniques to apply when programming, compiling, and running code Better ways to make the most of your debugger General-purpose skills

and tools worth investing in Advanced ideas and techniques for escaping dead-ends and the maze of complexity Advice for making programs easier to debug Specialized approaches for debugging multithreaded, asynchronous, and embedded code Bug avoidance through improved software design, construction, and management

**Software Development, Design and Coding** Mar 14 2021 Learn the principles of good software design, and how to turn those principles into great code. This book introduces you to software engineering — from the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With *Software Development, Design and Coding*, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including Scrum and Lean programming Leverage the capabilities of modern computer systems with parallel programming Work with design patterns to exploit application development best practices Use modern tools for development, collaboration, and source code controls Who This Book Is For Early career software developers, or upper-level students in software engineering courses

**Oracle PL/SQL Best Practices** Apr 02 2020 In this book, Steven Feuerstein, widely recognized as one of the world's experts on the Oracle PL/SQL language, distills his many years of programming, writing, and teaching about PL/SQL into a set of PL/SQL language "best practices"--rules for writing code that is readable, maintainable, and efficient. Too often, developers focus on simply writing programs that run without errors--and ignore the impact of poorly written code upon both system performance and their ability (and their colleagues' ability) to maintain that code over time. *Oracle PL/SQL Best Practices* is a concise, easy-to-

use reference to Feuerstein's recommendations for excellent PL/SQL coding. It answers the kinds of questions PL/SQL developers most frequently ask about their code: How should I format my code? What naming conventions, if any, should I use? How can I write my packages so they can be more easily maintained? What is the most efficient way to query information from the database? How can I get all the developers on my team to handle errors the same way? The book contains 120 best practices, divided by topic area. It's full of advice on the program development process, coding style, writing SQL in PL/SQL, data structures, control structures, exception handling, program and package construction, and built-in packages. It also contains a handy, pull-out quick reference card. As a helpful supplement to the text, code examples demonstrating each of the best practices are available on the O'Reilly web site. Oracle PL/SQL Best Practices is intended as a companion to O'Reilly's larger Oracle PL/SQL books. It's a compact, readable reference that you'll turn to again and again--a book that no serious developer can afford to be without.

Linux Device Drivers Mar 02 2020 Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

*Debugging by Thinking* Mar 26 2022 Debugging by Thinking: A Multi-Disciplinary Approach is the first book to apply the wisdom of six disciplines--logic, mathematics, psychology, safety analysis, computer science, and engineering--to the problem of debugging. It uses the methods of literary detectives such as Sherlock Holmes, the techniques of mathematical problem solving, the results of research into the cognitive psychology of human error, the root cause analyses of safety experts, the compiler analyses of computer science, and the processes of modern engineering to define a systematic approach to identifying and correcting software errors. \* Language Independent Methods: Examples are given in Java and C++ \* Complete source code shows actual bugs, rather than contrived examples \* Examples are accessible with no more knowledge than a course in Data Structures and Algorithms requires \* A "thought process diary" shows how the author actually resolved the problems as they occurred

Debugging with Fiddler Feb 10 2021 Fiddler is a Web Debugging Proxy

platform that monitors and modifies web traffic. This freeware tool enables developers, testers, and enthusiasts to inspect traffic, set breakpoints, and "fiddle" with incoming or outgoing data. Fiddler includes powerful event-based scripting, and can be extended using any .NET language. FiddlerCore, the core proxy engine underlying Fiddler, is available to integrate into any .NET application. In this book, you'll learn to fully exploit the power of Fiddler to debug traffic from virtually any web-related application, including Internet Explorer, Google Chrome, Apple Safari, Mozilla Firefox, Opera, and thousands more. You'll see how to debug HTTPS traffic, and use Fiddler with popular devices like iPhone/iPod/iPad, Windows Phone, and others. After exploring the hundreds of built-in features, you'll learn to extend Fiddler using the FiddlerScript engine or build your own applications atop the FiddlerCore class library.

*Pro Python Best Practices* Oct 01 2022 Learn software engineering and coding best practices to write Python code right and error free. In this book you'll see how to properly debug, organize, test, and maintain your code, all of which leads to better, more efficient coding. Software engineering is difficult. Programs of any substantial length are inherently prone to errors of all kinds. The development cycle is full of traps unknown to the apprentice developer. Yet, in Python textbooks little attention is paid to this aspect of getting your code to run. At most, there is a chapter on debugging or unit testing in your average basic Python book. However, the proportion of time spent on getting your code to run is much higher in the real world. *Pro Python Best Practices* aims to solve this problem. What You'll Learn Learn common debugging techniques that help you find and eliminate errors Gain techniques to detect bugs more easily discover best="" practices="" to="" prevent="" bugs Carry out automated testing to discover problems fasterbrliUse best practices to maintain a project over a long timebr/liliLearn techniques to design larger software seamlesslybr/li/uldivbWho This Book Is For/bbr/divdivbr/divdivExperienced Python coders from web development, big data, and more./divdivbr/divdivdiv/div

*Hands-On Software Engineering with Golang* Jun 28 2022 Explore software engineering methodologies, techniques, and best practices in Go programming to build easy-to-maintain software that can effortlessly

scale on demand

### Key Features

- Apply best practices to produce lean, testable, and maintainable Go code to avoid accumulating technical debt
- Explore Go's built-in support for concurrency and message passing to build high-performance applications
- Scale your Go programs across machines and manage their life cycle using Kubernetes

### Book Description

Over the last few years, Go has become one of the favorite languages for building scalable and distributed systems. Its opinionated design and built-in concurrency features make it easy for engineers to author code that efficiently utilizes all available CPU cores. This Golang book distills industry best practices for writing lean Go code that is easy to test and maintain, and helps you to explore its practical implementation by creating a multi-tier application called Links 'R' Us from scratch. You'll be guided through all the steps involved in designing, implementing, testing, deploying, and scaling an application. Starting with a monolithic architecture, you'll iteratively transform the project into a service-oriented architecture (SOA) that supports the efficient out-of-core processing of large link graphs. You'll learn about various cutting-edge and advanced software engineering techniques such as building extensible data processing pipelines, designing APIs using gRPC, and running distributed graph processing algorithms at scale. Finally, you'll learn how to compile and package your Go services using Docker and automate their deployment to a Kubernetes cluster. By the end of this book, you'll know how to think like a professional software developer or engineer and write lean and efficient Go code. What you will learn

- Understand different stages of the software development life cycle and the role of a software engineer
- Create APIs using gRPC and leverage the middleware offered by the gRPC ecosystem
- Discover various approaches to managing package dependencies for your projects
- Build an end-to-end project from scratch and explore different strategies for scaling it
- Develop a graph processing system and extend it to run in a distributed manner
- Deploy Go services on Kubernetes and monitor their health using Prometheus

Who this book is for

This Golang programming book is for developers and software engineers looking to use Go to design and build scalable distributed systems effectively. Knowledge of Go programming and basic networking principles is required.

*Pro Python* Aug 26 2019 You've learned the basics of Python, but how do you take your skills to the next stage? Even if you know enough to be productive, there are a number of features that can take you to the next level in Python. *Pro Python, Second Edition* explores concepts and features normally left to experimentation, allowing you to be even more productive and creative. In addition to pure code concerns, *Pro Python* develops your programming techniques and approaches, which will help make you a better Python programmer. This book will improve not only your code but also your understanding and interaction with the many established Python communities. This book takes your Python knowledge and coding skills to the next level. It shows you how to write clean, innovative code that will be respected by your peers. With this book, make your code do more with introspection and meta-programming. And learn and later use the nuts and bolts of an application, tier-by-tier as a complex case study along the way. For more information, including a link to the source code referenced in the book, please visit <http://propython.com/>.

**Debugging the Development Process** Oct 21 2021 The author explains how he organized and supervised effective software development teams at the Microsoft company to come up with timely and high-quality commercial applications, offering a candid look at the group dynamics of software development. Original. (Advanced).

Windows PowerShell 2.0 Best Practices Nov 09 2020 Apply best practices for automating system administration with Windows PowerShell 2.0 and optimize your operational efficiency and results. This guide captures the field-tested tips, real-world lessons, and candid advice of practitioners across the range of business and technical scenarios and across the scripting life cycle. Discover how to: Take advantage of new features and cmdlets in Windows PowerShell 2.0 Plan scripting usage scenarios and define standards Deploy Windows PowerShell 2.0 to desktops and servers Configure scripting environments Optimize remote scripting capabilities Work with Active Directory and WMI Design functions and modules Optimize input and output Handle errors Document scripts Test and troubleshoot scripts Avoid scripting pitfalls The companion CD includes a fully searchable eBook and sample scripts. For customers who purchase an ebook

version of this title, instructions for downloading the CD files can be found in the ebook.

**Why Programs Fail** Feb 22 2022 This fully updated second edition includes 100+ pages of new material, including new chapters on Verifying Code, Predicting Errors, and Preventing Errors. Cutting-edge tools such as FindBUGS and AGITAR are explained, techniques from integrated environments like Jazz.net are highlighted, and all-new demos with ESC/Java and Spec#, Eclipse and Mozilla are included. This complete and pragmatic overview of debugging is authored by Andreas Zeller, the talented researcher who developed the GNU Data Display Debugger(DDD), a tool that over 250,000 professionals use to visualize the data structures of programs while they are running. Unlike other books on debugging, Zeller's text is product agnostic, appropriate for all programming languages and skill levels. *Why Programs Fail* explains best practices ranging from systematically tracking error reports, to observing symptoms, reproducing errors, and correcting defects. It covers a wide range of tools and techniques from hands-on observation to fully automated diagnoses, and also explores the author's innovative techniques for isolating minimal input to reproduce an error and for tracking cause and effect through a program. It even includes instructions on how to create automated debugging tools. The new edition of this award-winning productivity-booster is for any developer who has ever been frustrated by elusive bugs. Brand new chapters demonstrate cutting-edge debugging techniques and tools, enabling readers to put the latest time-saving developments to work for them. Learn by doing. New exercises and detailed examples focus on emerging tools, languages and environments, including AGITAR, FindBUGS, Python and Eclipse. The text includes exercises and extensive references for further study, and a companion website with source code for all examples and additional debugging resources.

*Debugging Applications for Microsoft .NET and Microsoft Windows*

Dec 11 2020 Offers application debugging techniques for Microsoft .NET Framework and Windows, covering topics such as exception monitoring, crash handlers, and multithreaded deadlocks.

Debugging Aug 31 2022 When the pressure is on to resolve an elusive software or hardware glitch, what's needed is a cool head courtesy of a

set of rules guaranteed to work on any system, in any circumstance. Written in a frank but engaging style, this book provides simple, foolproof principles guaranteed to help find any bug quickly. Recognized tech expert and author David Agans changes the way you think about debugging, making those pesky problems suddenly much easier to find and fix. Agans identifies nine simple, practical rules that are applicable to any software application or hardware system, which can help detect any bug, no matter how tricky or obscure. Illustrating the rules with real-life bug-detection war stories, *Debugging* shows you how to: Understand the system: how perceiving the "roadmap" can hasten your journey Quit thinking and look: when hands-on investigation can't be avoided Isolate critical factors: why changing one element at a time can be an essential tool Keep an audit trail: how keeping a record of the debugging process can win the day Whether the system or program you're working on has been designed wrong, built wrong, or used wrong, *Debugging* helps you think correctly about bugs, so the problems virtually reveal themselves.

*Mastering ServiceNow Scripting* Jan 30 2020 Understand the ServiceNow scripting and build an efficient customized ServiceNow instance Key Features Customize your ServiceNow instance according to your organization's needs Learn to work with inbuilt JavaScript APIs in ServiceNow Take your ServiceNow experience to the next level by learning to script Book Description Industry giants like RedHat and NetApp have adopted ServiceNow for their operational needs, and it is evolving as the number one platform choice for IT Service management. ServiceNow provides their clients with an add-on when it comes to baseline instances, where scripting can be used to customize and improve the performance of instances. It also provides inbuilt JavaScript API for scripting and improving your JavaScript instance. This book will initially cover the basics of ServiceNow scripting and the appropriate time to script in a ServiceNow environment. Then, we dig deeper into client-side and server-side scripting using JavaScript API. We will also cover advance concepts like on-demand functions, script actions, and best practices. *Mastering ServiceNow Scripting* acts as an end-to-end guide for writing, testing, and debugging scripts of ServiceNow. We cover update sets for moving customizations between ServiceNow

instances, jelly scripts for making custom pages, and best practices for all types of script in ServiceNow. By the end of this book, you will have hands-on experience in scripting ServiceNow using inbuilt JavaScript API. What you will learn Customize your ServiceNow instance according to your organization's needs Explore the ServiceNow-exposed JavaScript APIs and libraries Discover the method for using ServiceNow scripting functions Take your ServiceNow experience to the next level by understanding advanced scripting Learn to build, test, and debug custom applications Use your customized instance efficiently with the help of best practices Who this book is for This book is targeted toward ServiceNow administrators or anyone willing to learn inbuilt JavaScript APIs used to script and customize ServiceNow instances. Prior experience with ServiceNow is required.

Debugging Embedded and Real-Time Systems Apr 26 2022 Debugging Embedded and Real-Time Systems: The Art, Science, Technology and Tools of Real-Time System Debugging gives a unique introduction to debugging skills and strategies for embedded and real-time systems. Practically focused, it draws on application notes and white papers written by the companies who create design and debug tools. Debugging Embedded and Real Time Systems presents best practice strategies for debugging real-time systems, through real-life case studies and coverage of specialized tools such as logic analysis, JTAG debuggers and performance analyzers. It follows the traditional design life cycle of an embedded system and points out where defects can be introduced and how to find them and prevent them in future designs. It also studies application performance monitoring, the execution trace recording of individual applications, and other tactics to debug and control individual running applications in the multitasking OS. Suitable for the professional engineer and student, this book is a compendium of best practices based on the literature as well as the author's considerable experience as a tools' developer. Provides a unique reference on Debugging Embedded and Real-Time Systems Presents best practice strategies for debugging real-time systems Written by an author with many years of experience as a tools developer Includes real-life case studies that show how debugging skills can be improved Covers logic analysis, JTAG debuggers and performance analyzers that are used for designing and

debugging embedded systems

**Perl Best Practices** Jul 18 2021 Many programmers code by instinct, relying on convenient habits or a "style" they picked up early on. They aren't conscious of all the choices they make, like how they format their source, the names they use for variables, or the kinds of loops they use. They're focused entirely on problems they're solving, solutions they're creating, and algorithms they're implementing. So they write code in the way that seems natural, that happens intuitively, and that feels good. But if you're serious about your profession, intuition isn't enough. Perl Best Practices author Damian Conway explains that rules, conventions, standards, and practices not only help programmers communicate and coordinate with one another, they also provide a reliable framework for thinking about problems, and a common language for expressing solutions. This is especially critical in Perl, because the language is designed to offer many ways to accomplish the same task, and consequently it supports many incompatible dialects. With a good dose of Aussie humor, Dr. Conway (familiar to many in the Perl community) offers 256 guidelines on the art of coding to help you write better Perl code--in fact, the best Perl code you possibly can. The guidelines cover code layout, naming conventions, choice of data and control structures, program decomposition, interface design and implementation, modularity, object orientation, error handling, testing, and debugging. They're designed to work together to produce code that is clear, robust, efficient, maintainable, and concise, but Dr. Conway doesn't pretend that this is the one true universal and unequivocal set of best practices. Instead, Perl Best Practices offers coherent and widely applicable suggestions based on real-world experience of how code is actually written, rather than on someone's ivory-tower theories on how software ought to be created. Most of all, Perl Best Practices offers guidelines that actually work, and that many developers around the world are already using. Much like Perl itself, these guidelines are about helping you to get your job done, without getting in the way. Praise for Perl Best Practices from Perl community members: "As a manager of a large Perl project, I'd ensure that every member of my team has a copy of Perl Best Practices on their desk, and use it as the basis for an in-house style guide."-- Randal Schwartz "There are no more excuses for writing bad

Perl programs. All levels of Perl programmer will be more productive after reading this book."-- Peter Scott "Perl Best Practices will be the next big important book in the evolution of Perl. The ideas and practices Damian lays down will help bring Perl out from under the embarrassing heading of "scripting languages". Many of us have known Perl is a real programming language, worthy of all the tasks normally delegated to Java and C++. With Perl Best Practices, Damian shows specifically how and why, so everyone else can see, too."-- Andy Lester "Damian's done what many thought impossible: show how to build large, maintainable Perl applications, while still letting Perl be the powerful, expressive language that programmers have loved for years."-- Bill Odom "Finally, a means to bring lasting order to the process and product of real Perl development teams."-- Andrew Sundstrom "Perl Best Practices provides a valuable education in how to write robust, maintainable Perl, and is a definitive citation source when coaching other programmers."-- Bennett Todd "I've been teaching Perl for years, and find the same question keeps being asked: Where can I find a reference for writing reusable, maintainable Perl code? Finally I have a decent answer."-- Paul Fenwick "At last a well researched, well thought-out, comprehensive guide to Perl style. Instead of each of us developing our own, we can learn good practices from one of Perl's most prolific and experienced authors. I recommend this book to anyone who prefers getting on with the job rather than going back and fixing errors caused by syntax and poor style issues."-- Jacinta Richardson "If you care about programming in any language read this book. Even if you don't intend to follow all of the practices, thinking through your style will improve it."-- Steven Lembark "The Perl community's best author is back with another outstanding book. There has never been a comprehensive reference on high quality Perl coding and style until Perl Best Practices. This book fills a large gap in every Perl bookshelf."-- Uri Guttman

**Oracle PL/SQL Best Practices** Aug 19 2021 In this compact book, Steven Feuerstein, widely recognized as one of the world's leading experts on the Oracle PL/SQL language, distills his many years of programming, teaching, and writing about PL/SQL into a set of best practices-recommendations for developing successful applications. Covering the latest Oracle release, Oracle Database 11gR2, Feuerstein

has rewritten this new edition in the style of his bestselling Oracle PL/SQL Programming. The text is organized in a problem/solution format, and chronicles the programming exploits of developers at a mythical company called My Flimsy Excuse, Inc., as they write code, make mistakes, and learn from those mistakes-and each other. This book offers practical answers to some of the hardest questions faced by PL/SQL developers, including: What is the best way to write the SQL logic in my application code? How should I write my packages so they can be leveraged by my entire team of developers? How can I make sure that all my team's programs handle and record errors consistently? Oracle PL/SQL Best Practices summarizes PL/SQL best practices in nine major categories: overall PL/SQL application development; programming standards; program testing, tracing, and debugging; variables and data structures; control logic; error handling; the use of SQL in PL/SQL; building procedures, functions, packages, and triggers; and overall program performance. This book is a concise and entertaining guide that PL/SQL developers will turn to again and again as they seek out ways to write higher quality code and more successful applications. "This book presents ideas that make the difference between a successful project and one that never gets off the ground. It goes beyond just listing a set of rules, and provides realistic scenarios that help the reader understand where the rules come from. This book should be required reading for any team of Oracle database professionals." -- Dwayne King, President, KRIDAN Consulting

**Pro Perl Debugging** Aug 07 2020 \*Surpasses archaic debugging practices. \*Introduces advanced debugger topics such as customization, optimization and extension. \*Serves as a valuable resource for developing and deploying rock-solid Perl applications. \*There is no direct competition for an advanced and comprehensive debugging book.