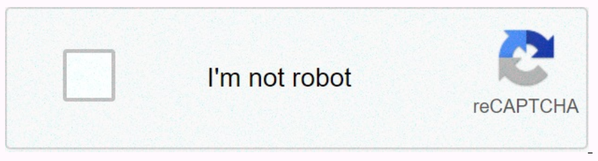

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© 1996-2015, Amazon.com, Inc. or its affiliates Robert C. Martin (1952-) have been programming professionally since 1970, however, he began making his mark as an exceptional software engineering specialist and consultant when he began developing object software in the 1980s and beyond, when he was a signatories to agile manifesto (2001), distilled part of his design experience into five well-known SOLID principles (2003) and co-developed the acceptance testing system FitNesse. He is also a highly sought after and strong keyn Robert C. Martin (1952-) has been programming professionally since the 1970s, however, he began making his mark as an exceptional software engineering specialist and consultant when he began developing object software in the 1980s and beyond, when he was a signatories to agile manifesto (2001), distilled part of his design experience into five well-known SOLID principles (2003) and co-developed the acceptance testing system FitNesse. He is also a highly sought-after and strong keynote speaker. This book is Robert C. Martin's personal reflection on what it means to be a professional software developer, given his extensive experience in the field and his uttering, any object-oriented agile software engineer or student worth his salt should pay attention to his words. Martin is a software specialist in a package that includes attitudes, behaviors, work ethics and habits, mentoring and lifelong, continuous learning. It is about working forty-hour weeks for your employer and dedicating another twenty hours a week to keeping up with your chosen area, that is, about knowing when to say yes and, more importantly, when (and how) to tell off your employer and your customers. It is about fair effort assessments, full responsibility for your work, acceptance of binding commitments, excellent craftsmanship, teamwork and cooperation, and clear communication with your team-mates, colleagues, employer and clients. It is about disciplined time management, continuous practice, the mastery of the right tools and a break when needed. Of course, you can not agree with everything Martin says; in a rare warning, he warns the reader that what he gives is right for him. For example, I disagree with his sweeping and cavalier dismissal from MDA (Model Driven Architecture) and UML. I suggest that you give some of your suggestions -pair programming, test-driven development (TDD), programming cates, timeboxing, planning poker pert based estimates- go with open minds; experience will be educational, even if you find the methods it recommends don't work for you. Martin is more of an evangelist agile object-oriented developmental techniques than an objetive evaluator, but I don't think it detracts from the book - but it may be because I happen the main essence of his recommendations ;-)Personally, I found the last chapters marked and attachment about the tools, which he welcomes interesting, but a little too short; for example, his description of the distributed version management system Git will leave readers unfamiliar with it feeling a little left out. If you haven't seen Uncle Bob Martin's larger-than-life persona action, look for a few YouTube videos of his keynote speech – he is a great showman of fire and brimstone variety. Be warned that some readers may find Martin's explanations too shallow, his strong style too self-sufficient and right and therefore unconscious. An additional plus for me, how almost modern Martin's was to journey down memory lane when dealing with his jokes about what younger readers probably have an ancient computing story: typewriter and tele-type carriage return and line channels, perforated cards, minicomputers and connections as mandatory business requirements for programmers, just to name a few. There are many reliable tips in this book, but as always, do not forget to take advantage of your critical faculties of wrestling intellectually with Martin, in my opinion, is a great way to create a character you need to be successful professionally... ... more Get Clean Code: Agile Software Craftsmanship Guide now with O'Reilly online learning. O'Reilly members experience live online training, as well as books, videos and digital content from more than 200 publishers. Even bad code can work. But if the code is not clean, it can bring the development organization to its knees. Every year, many hours and large resources are lost due to poorly written code. But that doesn't have to be the case. Noted software expert Robert C. Martin presents a revolutionary paradigm with Clean Code: Agile Software Craftsmanship Guide. Martin, along with his colleagues from Object Mentor, distills his best mobile cleaning code fly practice into a book that will serve you the values of a software master and make you a better programmer, but only if you work. What kind of work will you do? You read the code - a lot of code. And you will be challenged to think about what is right about this code, and what is wrong with it. More importantly, you will be challenged to reassess your professional values and your commitment to your craft. The clean code is divided into three parts. The first describes the principles, patterns and practices of clean code writing. The second part consists of several studies of cases of increasing complexity. Each case study is a code cleaning exercise- transforming the code base, which has certain problems, into reliable and effective. The third part is payback: one section containing a list of rebellions and odors collected in the development of case studies. The result is a knowledge base the way we think when we write, read and clean the code. Readers will come from this book understandingHow to tell the difference between good and bad codeHow to write a good code and how to turn bad code into a good codeHow to create good names, good features, good objects and good classesHow to format code for maximum readabilityHow to implement complete error management without blocking code logicHow unit test and practice test-based development This book is necessary for any developer , software engineer , a project manager, team manager or system analyst interested in better code production. Reading these books will make you a better programmer. You will understand the software development process more and reduce the technical debt as you write and rewrite the code. These three essential books will help you learn about clean coding practices that could otherwise be learned in code review or long refactorings. Disclaimer: These books are old and wiseAll the books below were written 10-25 years ago. But they passed the test of time. Although not every proposal still applies, you will see that almost all concepts and guidelines still apply today. Agile software development foundersMore the following authors were part of the original Agile software development manifesto. The basics of this are the cornerstone of modern software techniques and processes. Not surprisingly, their books continue to be influential software engineering practitioners today. The three best books to learn how to write clean codeClean code: Agile Software CraftsmanshipBy Robert C. Martin's Guide to Clean Code is not written according to a set of rules. You do not become a software master by studying the list of heuristikas. Professionalism and excellence derive from values that promote disciplines. - Clean Code: Agile Software CraftsmanshipRobert Martin Head, also known as Uncle Bob, first published this classic book in 2008. In addition to being one of the authors of agile manifesto, he has launched several principles of modern clean coding, such as solid design principles. One of his main points in this book is to have empathy when writing the code. Empathy for anyone who ends up reading your code, including your future self. Cover from clean code: Agile Software CraftsmanshipClean Code Guide is one of the most visible books on the developer's table because it is more accessible, especially for new developers. Instead of high-level processes, Clean Code focuses on specific tactical principles, such as how to write classes and functions. It's filled with some highly appreciated suggestions, such as Never write features with more than three arguments, or Never write functions for more than 15 lines. who, even if you do not agree with them, at least get think about best practices. Take a look at this Summary of the Clean Code to quickly draw up the points in the book. Code CompleteBy Steve McConnell Tries to improve the quality of the software by increasing the amount of tests is like trying to lose weight by weighing yourself more often. What you eat before you step on a scale determines how much you weigh, and the software development methods you use determine how many errors testing will find. - The code CompleteOriginally written in 1993 (Code completed) is still credited as the most practical guide to the programming process. Regardless of age, most of the principles discussed are universal and are still valid today. If you are a beginner, first carefully consider reading Clean Code. Code Complete focuses on higher level coding guidelines and the entire software development process. A lot of information will make it difficult for a new engineer to understand or apply his programming. If you are a technical lead looking to do most of your software process, this is the main book for you. It is so influential in modern coding practice that many senior technical executives have read the entire book more than once during their careers. The cover from Code Complete 2's Steve McConnellHeads up, still at a whopping 914 pages long, is a knowledge behemoth that will take time to get through. If you're not ready to work through all this, this can be a valuable reference. I wonder if concepts can be worth the length? Check out these notes for the entire code book. Pragmatic Programmer: From Journeyman to MasterBy by Andrew Hunt and David Thomas You Can't Write Perfect Software. Does it hurt? Shouldn't. Accept it as a living axiom. Take it. Celebrate it. Because the perfect software does not exist. No one has ever written the perfect software in a short computing history. It's unlikely you'll be the first. And if you do not accept this as a fact, you will end up depleting time and energy, chasing an impossible dream. - Pragmatic Programmer: From Journeyman to MasterAlthough it was written in 1999, the pragmatic programmer is a timeless read by any level of software engineer. It should be noted that in 10 years it will still be as useful as it is now. While Clean Code incorporates coding principles, and Code Complete focuses on the software process, the pragmatic programmer focuses on working on the software team. The authors deepen several behavioral practices. They write about programming almost philosophically, not with specific technical examples. This creates a reader to recognize common sense practices that should be used for the development of all software. Many of these practices are very important to the software team today. So don't be surprised if, reading, you'll see a coincidence with today's great Agile Methods. Thanks to this connection, more experienced developers can find tips on how to be common sense. For them, the value of reading is probably more suited to strengthening best practices than to revelations about how to work in a software team. Cover from Pragmatic Programmer: From Journeyman MasterIntermediate and advanced startup software developers will have the most benefit from this book. A pragmatic programmer will give them a solid introduction on how to contribute to a supported code in the team. Even junior developers recognize and agree with some concepts. They should be common sense, but decades of code filled with unnecessary technical debt prove that many programmers don't live by them. A few examples are, DRY (Don't Repeat Yourself), Don't Panic When Tuning, and Don't Gather Requirements – Dig for Them. Want to know more before you withdraw a copy? Here's a long summary of the pragmatic programmer and a brief reference to all 70 tips. Works like it would be impossible without developers as you make a purchase. While you may be able to find pirated books, please support the authors. This allows authors and publishers to present more ideas to the world. PullRequest is a code review platform designed for teams of all sizes. We have the world's largest on-demand reviewer network based on the best automation tools in our class. Because the quality of the code is important. Learn more about PullRequest PullRequest