

1. Record Nr.	UNINA9910792177503321
Autore	Guiness Edward
Titolo	Ace the programming interview [[electronic resource]] : 160 questions and answers for success / / Edward Guiness
Pubbl/distr/stampa	Indianapolis, IN, : John Wiley & Sons, c2013
ISBN	1-118-51862-4
Edizione	[1st edition]
Descrizione fisica	1 online resource (482 p.)
Disciplina	650.144
Soggetti	Interviewing Employment interviewing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Chapter 1: Hiring Programmers: The Inside Story; Reasons They Recruit; Talking to Managers; Preparing Your CV; Using Job Sites; Recruitment Agencies; Searching for Jobs Yourself; Emerging Alternatives; Chapter 2: Handling the Phone Interview with Confidence; Knowing What to Expect; Chapter 3: In-Person Interviews; Preparing for the Interview; The Most Important Thing; The Second Most Important Thing; Communicating Effectively; Chapter 4: Negotiating a Job Offer; Understanding the Market; Doing the Numbers; The Role of the Recruiting Agent; Start as You Mean to Go On Evaluating a Contract What to Do If Things Go Wrong; Summary of Negotiating Tips; Chapter 5: Programming Fundamentals; Understanding Binary, Octal, Hexadecimal; Understanding Data Structures; Sorting; Working with Recursion; Modeling with Object-Oriented Programming; Thinking Like a Functional Programmer; Understanding SQL; Full-Stack Web Development; Deciphering Regular Expressions; Recognizing Hard Problems; QUESTIONS; ANSWERS; Chapter 6: Code Quality; Writing Clear Code; Writing Expressive Code; Measuring Efficiency and Performance; Understanding What "Modular" Means Understanding the SOLID principles Avoiding Code Duplication; QUESTIONS; ANSWERS; Chapter 7: The Usual Suspects; Concurrent Programming; Relational Databases; Pointers; Design Issues; Bad Habits; QUESTIONS; ANSWERS; Chapter 8: Quirks and Idioms; Binary

Fractions and Floating Point Numbers; QUESTIONS; JavaScript; QUESTIONS; C#; QUESTIONS; Java; QUESTIONS; Perl; QUESTIONS; Ruby; QUESTIONS; Transact-SQL; QUESTIONS; ANSWERS; Chapter 9: Testing-Not Just for Testers; Unit Tests; Test-Driven Development; Writing Good Unit Tests; Testing Slow Things; Unit Testing Frameworks; Mock Objects; QUESTIONS
ANSWERS Chapter 10: The Right Tools; Exploring Visual Studio; QUESTIONS; Exploiting Command-Line Tools; QUESTIONS; Understanding Power Shell; QUESTIONS; Troubleshooting with Utilities from Sysinternals; QUESTIONS; Managing Source Code; QUESTIONS; QUESTIONS; QUESTIONS; ANSWERS; Chapter 11: Notorious Interview Questions; Estimating on the Spot; QUESTIONS; Solving Puzzles and Brain-Teasers; QUESTIONS; Solving Probability Problems; QUESTIONS; Coping with Concurrency; QUESTIONS; Doing Tricks with Bits; QUESTIONS; Devising Recursive Algorithms; QUESTIONS; Understanding Logic Gates; QUESTIONS
Writing Code to...Prove You Can Code QUESTIONS; Answers; Chapter 12: Programming Wisdom; QUESTIONS; ANSWERS; Appendix A: Preparing Your Cheat Sheets; General and Behavioral; Programming, General; Programming Concepts; Work History; Questions to Ask, If Given the Opportunity; Introduction; Code for this Book; How This Book is Organized

Sommario/riassunto

Be prepared to answer the most relevant interview questions and land the job. Programmers are in demand, but to land the job, you must demonstrate knowledge of those things expected by today's employers. This guide sets you up for success. Not only does it provide 160 of the most commonly asked interview questions and model answers, but it also offers insight into the context and motivation of hiring managers in today's marketplace. Written by a veteran hiring manager, this book is a comprehensive guide for experienced and first-time programmers alike. Provides
