

# February @ Softpro Books



## Best Sellers January



## NO STARCH PRESS

### RTFM/O'Reilly Coffee Mug Offer Continues.

We still have stock of great looking coffee mugs emblazoned with the distinctive Softpro RTfM logo and the cute little O'Reilly tarsier. We're selling them for \$10, but if you buy \$50 worth of O'Reilly books, we'll give you one free! Limited quantities.

1. *The Complete log4j Manual*, Gulcu, QOS.CH
2. *Learning Python 2nd Ed.*, Lutz, O'Reilly
3. *Cognitive Style of PowerPoint*, Tufte, Graphics Press
4. *UML Distilled 3rd Ed.*, Fowler, Addison-Wesley
5. *Essential CVS*, Vesperman, O'Reilly
6. *Mac OS X Panther Edition, The Missing Manual*, Pogue, O'Reilly
7. *Mastering Regular Expressions*, Freidl, O'Reilly
8. *Security Warrior*, Peikari, O'Reilly
9. *Running Mac OS X Panther*, Davidson, O'Reilly
10. *Understanding the Linux Kernel, 2nd Ed.*, Bovet, O'Reilly

### No Starch Press - 30% off this month

Since 1994, No Starch Press has published unique books on computing, including such bestsellers as the *Steal This Computer Book* series, *Hacking the Xbox*, and *Absolute OpenBSD*. They focus on open source, security, hacking, web development, programming, gaming, and alternative operating systems. Their titles have personality, their authors are passionate, and their goal is to make computing accessible to everyone.

Starting this January, No Starch is partnering with O'Reilly & Associates in an effort to extend their reach. To introduce, or reintroduce, No Starch to you, we're featuring a 30% sale on all No Starch books in stock for the month of February. No rainchecks.

No Starch books qualify for the Team O'Reilly Buy-5-Get-One-Free promotion, so make sure to get your O'Reilly card stamped when you buy a No Starch Book.

Recent Titles from No Starch include:

*Hacking: The Art of Exploitation* by Jon Erickson

*Apple Confidential 2.0: The Definitive History of the World's Most Colorful Company* by Owen Linzmayer

*Wicked Cool Shell Scripts* by Dave Taylor

and coming in February are:

*Gnome 2.0: The Developer's Guide* by Matthias Warkus

*The Linux Enterprise Cluster* by Karl Kopper

*How to Write Great Code* by Randall Hyde

In March we should see:

*How Linux Works: What Every Super-User Should Know* by Brian Ward

*Linux for Your Mom: A Hands-On, Take-it-Slow, and Have-Some-Fun Guidebook* by Rickford Grant

*The Spam Letters* by Jonathan Land

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## Forthcoming Titles from O'Reilly & Associates

These titles are announced for February and should be arriving in our stores throughout the month. We'll post them on [www.softpro.com](http://www.softpro.com) under "New Arrivals" as soon as they arrive.

Adobe Photoshop CS:  
One on One

Dancing Barefoot

Dreamweaver MX 2004:  
The Missing Manual, 2E

iPod & iTunes:  
The Missing Manual, 2E

Mac OS X Panther  
for Unix Geeks, 2E

Oracle Essentials, 3E

WebLogic:  
The Definitive Guide

## Forthcoming Titles from Syngress

Ethereal Packet Sniffing

MCSE Designing a Windows  
Server 2003 Active Directory and  
Network Infrastructure:  
Exam 70-297 Study Guide & DVD  
Training System

MCSE Designing Security for a  
Windows Server 2003 Network:  
Exam 70-298 Study Guide & DVD  
Training System

## Featured Titles from O'Reilly & Associates



### Security Warrior

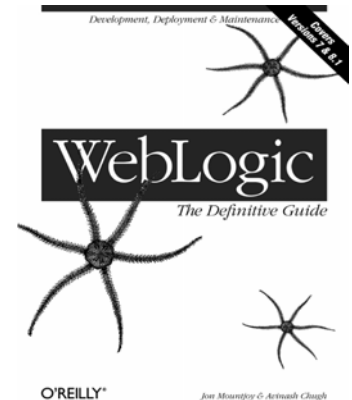
Cyrus Peikari, Anton Chuvakin  
0-596-00545-8  
552 pages

When it comes to network security, many users and administrators are running scared, and justifiably so. The sophistication of attacks against computer systems increases with each new Internet worm.

What's the worst an attacker can do? You'd better find out, right? That's what *Security Warrior* teaches you. Based on the principle that the only way to defend yourself is to understand your attacker in depth, *Security Warrior* reveals how systems can be attacked. Covering everything from reverse engineering to SQL attacks, and including topics like social engineering, antifoensics, and common attacks against UNIX and Windows systems, this book teaches you to know your enemy and how to be prepared to do battle. *Security Warrior* places

particular emphasis on reverse engineering. RE is a fundamental skill for the administrator, who must be aware of all kinds of malware that can be installed on his machines — trojaned binaries, "spyware" that looks innocuous but that sends private data back to its creator, and more. This is the only book to discuss reverse engineering for Linux or Windows CE. It's also the only book that shows you how SQL injection works, enabling you to inspect your database and web applications for vulnerability.

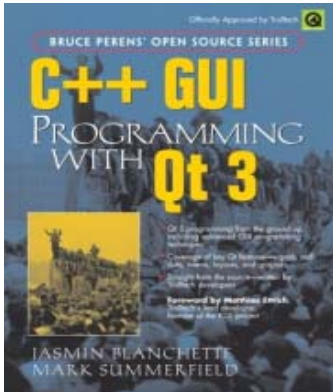
*Security Warrior* is the most comprehensive and up-to-date book covering the art of computer war: attacks against computer systems and their defenses. It's often scary, and never comforting. If you're on the front lines, defending your site against attackers, you need this book. On your shelf—and in your hands.



### WebLogic: The Definitive Guide

Jon Mountjoy &  
Avinash Chugh  
0-596-00432-X  
848 pages  
O'Reilly & Associates

WebLogic from BEA is a popular, expensive, and extremely complex application server and development environment. Customers who buy into WebLogic usually stay with it for life. But BEA's own documentation makes huge assumptions about what developers and system administrators already know, forcing customers to either pay for huge support contracts or wade through the less-than-complete offerings in previously published books. To fill this gap, *WebLogic: The Definitive Guide* takes the concept of "definitive" to a whole new level. Requested by many frustrated users, this exhaustive treatment of the WebLogic server and the management console will answer any question that developers or administrators might think to ask—and quite a few they may never have thought of.

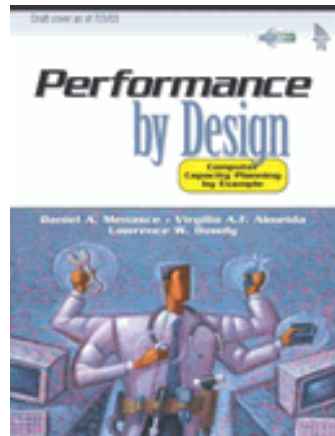


## C++ GUI Programming with Qt 3

Jasmin Blanchette,  
Mark Summerfield  
0-13-124072-2  
440 pages

*C++ GUI Programming with Qt 3* is the first official TrollTech guide to Qt 3.x programming. In this book, two TrollTech insiders provide students all they need to build industrial-strength applications with Qt 3.x and C++: applications that can run natively on Windows, Linux/Unix, Solaris, Mac OS X, and embedded Linux with no source code changes. The book teaches through example, and covers every facet of Qt 3 programming, ranging from basic user interfaces and layout managers to 2D/3D graphics, drag-and-drop, signaling, networking, XML, database integration, even internationalization and multithreading. The coverage will be appropriate for students at all levels of Qt expertise; students planning to build either open source or commercial applications; and students who wish to develop for Windows without purchasing an expensive compiler. The accompanying CD-ROM contains a complete multiplatform Qt 3.2/Borland

C++ code library and toolset, including a non-commercial version of Qt for Windows available nowhere else, as well as all of the books code examples. *C++ GUI Programming with Qt 3* is part of Bruce Perens Open Source Series, edited by Bruce Perens, one of the worlds leading authorities on open source technologies.



## Performance by Design

Daniel A. Menasce, Virgilio A. F. Almeida, Lawrence W. Dowdy  
0-13-090673-5  
462 pages

Computing systems must meet increasingly strict Quality of Service (QoS) requirements for performance, availability, security, and maintainability. To achieve these goals, designers, analysts, and capacity planners need a far more thorough understanding of QoS issues, and the implications of their decisions.

Now, three leading experts present a complete, application-driven framework for understanding and estimating performance. You'll learn exactly how to map real-life systems to accurate performance models, and use those models to make better decisions—both up front and throughout the entire system lifecycle.

Coverage includes:

- State-of-the-art quantitative analysis techniques, supported by extensive numerical examples and exercises
- QoS issues in requirements analysis, specification, design, development, testing, deployment, operation, and system evolution
- Specific scenarios, including e-Business and database services, servers, clusters, and data centers
- Techniques for identifying potential congestion at both software and hardware levels
- Performance Engineering concepts and tools
- Detailed solution techniques including exact and approximate MVA and Markov Chains
- Modeling of software contention, fork-and-join, service rate variability, and priority

The accompanying Web site provides companion Excel workbooks that implement many of the book's algorithms and numerical examples.

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## Exclusive Books

Softpro has several titles that you'll find at few, if any, other bookstores.

# Softpro<sup>®</sup>

BOOKS

As an independent bookstore, we like to support independent authors. Last month we profiled *the Complete Log4j Manual* and *Dating Design Patterns*. We are also one of the few bookstores in which you'll find *The Exim SMTP Mail Server Official Guide for Release 4*, a book we import from England.

We just picked up a new series of books from **The Pragmatic Programmer** (aka Dave Thomas and Andrew Hunt). Dave and Andrew authored *Programming Ruby* and *The Pragmatic Programmer* for Addison-Wesley and are now publishing their own books.

*The Pragmatic Starter Kit* (a set of 3 titles of which the first 2 have been published, the 3rd is forthcoming) is a set of basic, common-sense practices applicable to all software development environments. The techniques given in these books are not expensive to implement and are not hard to learn, but can make the difference between being a success and being a statistic.

The first 2 titles are *Pragmatic Version Control Using CVS* and *Pragmatic Unit Testing in Java with JUnit*. We expect the last title in the Starter Kit, an Automation book, to be published later this year. Please come by and take a look at these self-published titles.



### Pragmatic Version Control Using CVS

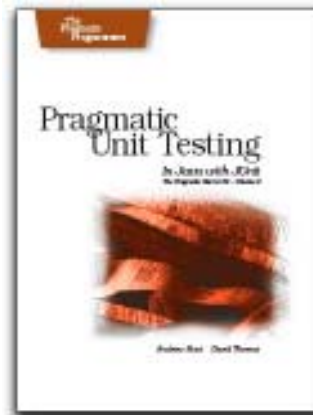
**Pragmatic Starter Kit Vol I**  
David Thomas, Andrew Hunt  
0-9745140-0-4  
2004 159 Pages

Imagine you're using the world's most sophisticated word processor: it has every function imaginable, except one. For some reason, they forgot to add support for an UNDO command. Think how carefully and slowly you'd have to type—especially as you got near the end of a large document. One mistake, and you'd have to start over. Version control gives your team a project-wide undo button: nothing is final, and mistakes are easily rolled back.

With version control, you'll never again lose a good idea because someone overwrote your file edits. You can always find out easily who made what changes to the source code—and why. You no longer have to freeze development when producing a release: a version control system allows you to support multiple releases of your software at the same time, so you can continue with the main line of development. Version control is a project-wide time machine. Now you

can dial in a date and see exactly what the project looked like yesterday, last Tuesday or even last year. AND IT'S EASY TO DO. *Pragmatic Version Control* can show you how to set up and use a version control system effectively and inexpensively.

- Keep project assets safe—never lose a great idea
- Know how to UNDO bad decisions—no matter when they were made
- Learn how to share code safely, and work in parallel
- See how to avoid costly code freezes
- Manage 3rd party code
- Understand how to go back in time, and work on previous versions



**Pragmatic Unit Testing**  
**Pragmatic Starter Kit Vol II**  
David Thomas, Andrew Hunt  
0-9745140-1-2  
2004 159 Pages

Pragmatic programmers use feedback to drive their development and personal processes. The most valuable feedback you can get while coding comes from unit testing. Without good tests in place, coding can become a frustrating game of “whack-a-

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mole.” That's the carnival game where the player strikes at a mechanical mole; it retreats and another mole pops up on the opposite side of the field. The moles pop up and down so fast that you end up flailing your mallet helplessly as the moles continue to pop up where you least expect them.

You don't test a bridge by driving a single car over it right down the middle lane on a clear, calm day. Yet many programmers approach testing that same way—one pass right down the middle and they call it “tested.” Pragmatic programmers can do better than that!

Real unit testing will make your life easier. It will make your designs better and drastically reduce the amount of time you spend debugging.

- Write better code, faster
- Discover the best hiding places where bugs breed
- Learn how to think of all the things that could go wrong
- Test pieces of code without using the whole project
- Use JUnit to simplify your test code
- Test effectively with the whole team