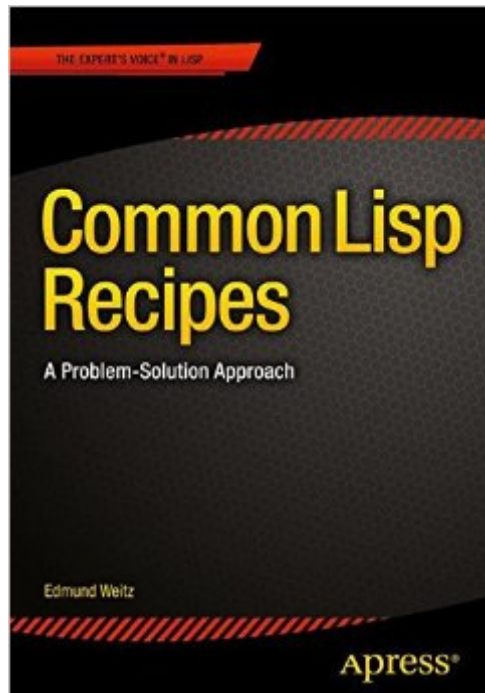# The book was found

Common Lisp Recipes: A Problem-Solution Approach

Synopsis

Find solutions to problems and answers to questions you are likely to encounter when writing real-world applications in Common Lisp. This book covers areas as diverse as web programming, databases, graphical user interfaces, integration with other programming languages, multi-threading, and mobile devices as well as debugging techniques and optimization, to name just a few. Â Written by an author who has used Common Lisp in many successful commercial projects over more than a decade, Common Lisp Recipes is also the first Common Lisp book to tackle such advanced topics as environment access, logical pathnames, Gray streams, delivery of executables, pretty printing, setf expansions, or changing the syntax of Common Lisp. The book is organized around specific problems or questions each followed by ready-to-use example solutions and clear explanations of the concepts involved, plus pointers to alternatives and more information. Each recipe can be read independently of the others and thus the book will earn a special place on your bookshelf as a reference work you always want to have within reach. Common Lisp Recipes is aimed at programmers who are already familiar with Common Lisp to a certain extent but do not yet have the experience you typically only get from years of hacking in a specific computer language. It is written in a style that mixes hands-on no-frills pragmatism with precise information and prudent mentorship. If you feel attracted to Common Lisp's mix of breathtaking features and down-to-earth utilitarianism, you'll also like this book.

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Customer Reviews

Edi Weitz has extreme credentials to write this book. The original author of hunchentoot and cl-ppcre, he knows the nitty gritty of the language.Edi is an engineer. And it shows in this book. Not only are the basic datatypes and datastructures of Lisp represented, but the stuff that a software professional needs to know about: concurrency, debugging, optimization, dates, times, calling C/Java/C++, dealing with JSON and XML, quicklisp, HTTP, GUIs, organizing projects with asdf, relational databases, hooking into the garbage collector, extending the reader, disassembly, and more.If you're ready to go beyond an academic approach to lisp (and are tired of reading meandering blog posts about it from people who never took the time to learn it), this book turn you into a full on Lisp software engineer.A word of caution, however. If you are new to Lisp, I would not suggest this book. It's not that you couldn't learn the language from it. You could. But it would take lots of discipline, and a lot of stuff is taken for granted. This is more for someone who already knows Lisp, but wants to round out what they already know with things they'll run into when using Lisp. If you are newer, the book recommends Practical Common Lisp. I'd second that recommendation.

A perfect companion piece to Peter Seibel's Practical Common Lisp, Weitz's Common Lisp Recipes is a really, really good examination of how to actually use the language, as well as a good examination of some of the more arcane corners of the language (e.g. I actually feel like I understand logical pathnames now). It's a joy to read, and despite programming in Lisp for over a decade I felt like I learned something in nearly every recipe.I can't recommend it highly enough.

Well, yeah - but this book is from the 21st century. And by that I mean not only the publication date; no, Edmund Weitz takes the current state of the Lisp community, and submits it to the interested reader.Of course, the most important achievement of the last few years is QUICKLISP; that is described in the book, as well as the most often used libraries.But that does not exhaust the book, not by far; 11 pages alone for the contents, and 36 pages for the index should be sufficient evidence of the large amount of the material discussed.Several implementations and many interesting topics are discussed - from multithreading to the integration of external (C-) libraries in Common Lisp (via eg. FFI), turning to the use of LISP in C, Java, and other programs, the condition system, optimizations, displaying GUIs, ...And for all that relevant libraries, common problems, and tips and tricks are mentioned. That makes this book (as the author says himself) not that useful for Lisp Beginners; but all those who have had or will have contact with Lisp and want to learn some new things will be very well off with this book.-- translated from[...]

Many programmers experienced in more popular languages come to Common Lisp and become confused and frustrated. Tasks they believe are simple are not obvious to newcomers in Common Lisp. Edmund Weitz's CL text is the perfect remedy. While Seibel's Practical Common Lisp is a good introduction to programming in the language, Weitz, like a mentor, takes you to the next level of solving common programming problems using one of the most powerful languages around. This book is one of the rare computing language texts that will retain its value for years to come.

You cannot be involved in the Lisp community without hearing about Dr. Edi Weitz; this man has a long list of accomplishments. His book does not disappoint either.He describes a problem and then analyzes various solutions to it in a no-nonsense, logical, easy to understand way.In each example you can tell he has tried the solutions he writes about, and has learned lessons along the way.In issues I had personally encountered, it was interesting to see him scrutinize the various programming choices, the problems with those choices and their outcome.Whether you are a beginner or experienced programmer this book is a valuable resource for solving many common Lisp programming problems.For the beginner this is a reference to have ready to address future issues you will most certainly encounter. For the experienced programmer, you can see many different approaches to problems you have already encountered, and see the flaws in your past choices, or to use as a reference for future issues.One thing I particularly enjoyed was how the author would discuss how one algorithm, while not wrong, might be received negatively by peers and why. This is especially good for those autonomous programmers who lack such feedback.I highly recommend this book as a supplement to such books as: Practical Common Lisp, Successful Lisp, or Onlisp.

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