

# Some general software notes

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## **Abstract**

This is a simple document that discusses the basis and basics of Bayes.

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This is a little bit inspired by

<https://www.quora.com/What-skills-do-self-taught-programmers-commonly-lack>

## 1 Algorithms

Heap's algorithm

Steinhaus Johnson Trotter algorithm

## 2 Books

Introduction to Algorithms Paperback, T Cormen

Clean Code: A Handbook of Agile Software Craftsmanship (Robert C. Martin)

The Robert C. Martin Clean Code Collection (Collection) (Robert C. Martin Series)

The Pragmatic Programmer Paperback, by Andrew Hunt

## 3 References

[https://en.wikipedia.org/wiki/Bayesian\\_inference](https://en.wikipedia.org/wiki/Bayesian_inference)

[https://en.wikipedia.org/wiki/Bayes%27\\_theorem](https://en.wikipedia.org/wiki/Bayes%27_theorem)

Croom et al. (2004)

## References

Croom S. M., Smith R. J., Boyle B. J., Shanks T., Miller L., Outram P. J.,  
Loaring N. S., 2004, MNRAS, 349, 1397