

## Little Leaps Setup Codes

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Programmed Visions  
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The Psychosocial Implications of Disney Movies  
Paper Towns  
Learn Python 3 the Hard Way  
Arduino Robotics

### Effective Programming

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

### RESTful Web Services

An in-depth treatment of algorithms and standards for perceptual coding of high-fidelity audio, this self-contained reference surveys and addresses all aspects of the field. Coverage includes signal processing and perceptual (psychoacoustic) fundamentals, details on relevant research and signal models, details on standardization and applications, and details on performance measures and perceptual measurement systems. It includes a comprehensive bibliography with over 600 references, computer exercises, and MATLAB-based projects for use in EE multimedia, computer science, and DSP courses. An ftp site containing supplementary material such as wave files, MATLAB programs and workspaces for the students to solve some of the numerical problems and computer exercises in the book can be found at [ftp://ftp.wiley.com/public/sci\\_tech\\_med/audio\\_signal](ftp://ftp.wiley.com/public/sci_tech_med/audio_signal)

### Programmed Visions

The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises

(with downloadable solutions) take you from theory to practice, as you learn: -The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops -Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R -How to access R's thousands of functions, libraries, and data sets -How to draw valid and useful conclusions from your data -How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data analysis.

### **Bayesian Methods for Hackers**

In The Art and Science of Java, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of The Art and Science of C. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

### **Beginning Ubuntu Linux**

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

### **Double Vision: Code Name 711**

During the past decade there has been an explosion in computation and information technology. With it have come vast amounts of data in a variety of fields such as medicine, biology, finance, and marketing. The challenge of understanding these data has led to the development of new tools in the field of statistics, and spawned new areas such as data mining, machine learning, and bioinformatics. Many of these tools have common underpinnings but are often expressed with different terminology. This book describes the important ideas in these areas in a common conceptual framework. While the approach is statistical, the emphasis is on concepts rather than mathematics. Many examples are given, with a liberal use of color graphics. It should be a valuable resource for statisticians and anyone interested in data mining in science or industry. The book's coverage is broad, from supervised learning (prediction) to unsupervised learning. The many topics include neural networks, support vector machines, classification trees and boosting---the first comprehensive treatment of this topic in any book. This major new edition features many topics not covered in the original, including graphical models, random forests, ensemble methods, least angle regression & path algorithms for the lasso, non-negative matrix factorization, and spectral clustering.

There is also a chapter on methods for “wide” data (p bigger than n), including multiple testing and false discovery rates. Trevor Hastie, Robert Tibshirani, and Jerome Friedman are professors of statistics at Stanford University. They are prominent researchers in this area: Hastie and Tibshirani developed generalized additive models and wrote a popular book of that title. Hastie co-developed much of the statistical modeling software and environment in R/S-PLUS and invented principal curves and surfaces. Tibshirani proposed the lasso and is co-author of the very successful *An Introduction to the Bootstrap*. Friedman is the co-inventor of many data-mining tools including CART, MARS, projection pursuit and gradient boosting.

### **Subversion 1.6 Official Guide**

This updated second edition includes a bounty of time-saving diagnostic tables, charts, and illustrations that help users quickly pinpoint equipment problems. In addition, unique reference guides and numerous rules of thumb and tricks of the trade enable users to troubleshoot a wide array of electrical/electronic devices and products. 200 illustrations.

### **Digital VLSI Systems Design**

"Every developer working with the Web needs to read this book." -- David Heinemeier Hansson, creator of the Rails framework "RESTful Web Services finally provides a practical roadmap for constructing services that embrace the Web, instead of trying to route around it." -- Adam Trachtenberg, PHP author and EBay Web Services Evangelist You've built web sites that can be used by humans. But can you also build web sites that are usable by machines? That's where the future lies, and that's what RESTful Web Services shows you how to do. The World Wide Web is the most popular distributed application in history, and Web services and mashups have turned it into a powerful distributed computing platform. But today's web service technologies have lost sight of the simplicity that made the Web successful. They don't work like the Web, and they're missing out on its advantages. This book puts the "Web" back into web services. It shows how you can connect to the programmable web with the technologies you already use every day. The key is REST, the architectural style that drives the Web. This book: Emphasizes the power of basic Web technologies -- the HTTP application protocol, the URI naming standard, and the XML markup language Introduces the Resource-Oriented Architecture (ROA), a common-sense set of rules for designing RESTful web services Shows how a RESTful design is simpler, more versatile, and more scalable than a design based on Remote Procedure Calls (RPC) Includes real-world examples of RESTful web services, like Amazon's Simple Storage Service and the Atom Publishing Protocol Discusses web service clients for popular programming languages Shows how to implement RESTful services in three popular frameworks -- Ruby on Rails, Restlet (for Java), and Django (for Python) Focuses on practical issues: how to design and implement RESTful web services and clients This is the first book that applies the REST design philosophy to real web services. It sets down the best practices you need to make your design a success, and the techniques you need to turn your design into working code. You can harness the power of the Web for programmable applications: you just have to work with the Web instead of against it. This book shows you how.

## **Archive**

### **Audio Signal Processing and Coding**

LIFE Magazine is the treasured photographic magazine that chronicled the 20th Century. It now lives on at LIFE.com, the largest, most amazing collection of professional photography on the internet. Users can browse, search and view photos of today's people and events. They have free access to share, print and post images for personal use.

### **The Elements of Statistical Learning**

With iOS 5, Apple added more than 200 new features to the iPad 2, but there's still no printed guide to using all its amazing capabilities. That's where this full-color Missing Manual comes in. You'll learn how to stuff your iPad with media, organize your personal life, wirelessly stream content to and from your tablet, stay connected to friends, and much more. The important stuff you need to know: Build your media library. Fill your iPad with music, movies, TV shows, eBooks, eMagazines, photos, and more. Go wireless. Sync content between your computer and iPad—no wires needed. Get online. Connect through WiFi or Wi-Fi + 3G, and surf the Web using the iPad's new tabbed browser. Consolidate email. Read and send messages from any of your email accounts. Get social. Use built-in apps like iMessage, Twitter, and Ping to stay in touch. Store stuff in iCloud. Stash your content online for free, and sync up all your devices automatically. Interact with your iPad. Learn new finger moves and undocumented tips, tricks, and shortcuts.

### **Game Character Creation with Blender and Unity**

One of the most cited books in physics of all time, Quantum Computation and Quantum Information remains the best textbook in this exciting field of science. This 10th anniversary edition includes an introduction from the authors setting the work in context. This comprehensive textbook describes such remarkable effects as fast quantum algorithms, quantum teleportation, quantum cryptography and quantum error-correction. Quantum mechanics and computer science are introduced before moving on to describe what a quantum computer is, how it can be used to solve problems faster than 'classical' computers and its real-world implementation. It concludes with an in-depth treatment of quantum information. Containing a wealth of figures and exercises, this well-known textbook is ideal for courses on the subject, and will interest beginning graduate students and researchers in physics, computer science, mathematics, and electrical engineering.

### **Bulletin of the Atomic Scientists**

Covers Expression, Structure, Common Blunders, Documentation, & Structured Programming Techniques

### **The Art & Science of Java**

A theoretical examination of the surprising emergence of software as a guiding metaphor for our neoliberal world. New media thrives on cycles of obsolescence and renewal: from celebrations of cyber-everything to Y2K, from the dot-com bust to the next big things—mobile mobs, Web 3.0, cloud computing. In *Programmed Visions*, Wendy Hui Kyong Chun argues that these cycles result in part from the ways in which new media encapsulates a logic of programmability. New media proliferates “programmed visions,” which seek to shape and predict—even embody—a future based on past data. These programmed visions have also made computers, based on metaphor, metaphors for metaphor itself, for a general logic of substitutability. Chun argues that the clarity offered by software as metaphor should make us pause, because software also engenders a profound sense of ignorance: who knows what lurks behind our smiling interfaces, behind the objects we click and manipulate? The combination of what can be seen and not seen, known (knowable) and not known—its separation of interface from algorithm and software from hardware—makes it a powerful metaphor for everything we believe is invisible yet generates visible, logical effects, from genetics to the invisible hand of the market, from ideology to culture.

### **Digital SLR Astrophotography**

Want to join the technological revolution that’s taking the world of finance by storm? *Mastering Bitcoin* is your guide through the seemingly complex world of bitcoin, providing the requisite knowledge to help you participate in the internet of money. Whether you’re building the next killer app, investing in a startup, or simply curious about the technology, this practical book is essential reading. Bitcoin, the first successful decentralized digital currency, is still in its infancy and it’s already spawned a multi-billion dollar global economy. This economy is open to anyone with the knowledge and passion to participate. *Mastering Bitcoin* provides you with the knowledge you need (passion not included). This book includes: A broad introduction to bitcoin—ideal for non-technical users, investors, and business executives An explanation of the technical foundations of bitcoin and cryptographic currencies for developers, engineers, and software and systems architects Details of the bitcoin decentralized network, peer-to-peer architecture, transaction lifecycle, and security principles Offshoots of the bitcoin and blockchain inventions, including alternative chains, currencies, and applications User stories, analogies, examples, and code snippets illustrating key technical concepts

### **Studies in the Literary Achievement of Louise Erdrich, Native American Writer**

If you are really passionate about games and have always wanted to write your own, this book is perfect for you. It will help you get started with programming in C++ and explore the immense functionalities of UE4.

### **UML for Java Programmers**

### **InfoWorld**

In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

### **White Space Is Not Your Enemy**

In the last few years, digital SLR cameras have taken the astrophotography world by storm. It is now easier to photograph the stars than ever before! They are compact and portable, flexible to adapt with different lenses and for telescope use, and above all DSLR cameras are easy and enjoyable to use. In this concise guide, experienced astrophotography expert Michael Covington outlines the simple, enduring basics that will enable you to get started, and help you get the most from your equipment. He covers a wide selection of equipment, simple and advanced projects, technical considerations and image processing techniques. Unlike other astrophotography books, this one focuses specifically on DSLR cameras, not astronomical CCDs, non-DSLR digital cameras, or film. This guide is ideal for astrophotographers who wish to develop their skills using DSLR cameras and as a friendly introduction to amateur astronomers or photographers curious about photographing the night sky.

### **Learning C++ by Creating Games with UE4**

CUDA is a computing architecture designed to facilitate the development of parallel programs. In conjunction with a comprehensive software platform, the CUDA Architecture enables programmers to draw on the immense power of graphics processing units (GPUs) when building high-performance applications. GPUs, of course, have long been available for demanding graphics and game applications. CUDA now brings this valuable resource to programmers working on applications in other domains, including science, engineering, and finance. No knowledge of graphics programming is required—just the ability to program in a modestly extended version of C. *CUDA by Example*, written by two senior members of the CUDA software platform team, shows programmers how to employ this new technology. The authors introduce each area of CUDA development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the book details the techniques and trade-offs associated with each key CUDA feature. You'll discover when to use each CUDA C extension and how to write CUDA software that delivers truly outstanding performance. Major topics covered include Parallel programming Thread cooperation Constant memory and events Texture memory Graphics

interoperability Atomics Streams CUDA C on multiple GPUs Advanced atomics  
Additional CUDA resources All the CUDA software tools you'll need are freely available for download from NVIDIA. <http://developer.nvidia.com/object/cuda-by-example.html>

### **Programming Embedded Systems**

A complete guide to creating usable, realistic game characters with two powerful tools. Creating viable game characters requires a combination of skills. This book teaches game creators how to create usable, realistic game assets using the power of an open-source 3D application and a free game engine. It presents a step-by-step approach to modeling, texturing, and animating a character using the popular Blender software, with emphasis on low polygon modeling and an eye for using sculpting and textures, and demonstrates how to bring the character into the Unity game engine. Game creation is a popular and productive pursuit for both hobbyists and serious developers; this guide brings together two effective tools to simplify and enhance the process. Artists who are familiar with Blender or other 3D software but who lack experience with game development workflow will find this book fills important gaps in their knowledge. Provides a complete tutorial on developing a game character, including modeling, UV unwrapping, sculpting, baking displacements, texturing, rigging, animation, and export. Emphasizes low polygon modeling for game engines and shows how to bring the finished character into the Unity game engine. Whether you're interested in a new hobby or eager to enter the field of professional game development, this book offers valuable guidance to increase your skills.

### **Educating Everybody's Children**

#### **iPad 2: The Missing Manual**

Ubuntu Linux is the fastest growing Linux-based operating system, and Beginning Ubuntu Linux, Fifth Edition teaches all of us—including those who have never used Linux—how to use it productively, whether you come from Windows or the Mac or the world of open source. Beginning Ubuntu Linux, Fifth Edition shows you how to take advantage of Lucid Lynx. Based on the best-selling previous edition, Emilio Raggi maintains a fine balance between teaching Ubuntu and introducing new features. Whether you aim to use it in the home or in the office, you'll be introduced to the world of Ubuntu Linux, from simple word processing to using cloud services. You'll learn how to control the Ubuntu system, which you just installed from the book's DVD, as you are guided through common tasks such as configuring the system's graphical user interface (GUI), listening to audio CDs and MP3s, producing documents, using VoIP and chat, and of course, general system maintenance. This book also supplies a series of comprehensive tutorials on Ubuntu administration and security—essential for any Ubuntu user—while not neglecting matters pertaining to office applications and the cloud.

### **Time**

White Space Is Not Your Enemy is a practical graphic design and layout guide that introduces concepts and practices necessary for producing effective visual communication across a variety of formats—from web to print. Sections on Gestalt theory, color theory, and WET layout are expanded to offer more in-depth content on those topics. This new edition features new covering current trends in web design—Mobile-first, UI/UX design, and web typography—and how they affect a designer’s approach to a project. The entire book will receive an update using new examples and images that show a more diverse set of graphics that go beyond print and web and focus on tablet, mobile and advertising designs.

### **MacUser**

This is an introduction to a Didactique, research program that has been going on in France since the '70s and whose importance is now widely recognized, but whose content is still not easy access to anglophones. The work of Dr. Guy Brousseau has remained largely, in his native France, untranslated and largely unknown. This book will unlock the secrets of Didactique and provide an opportunity for researchers, teacher educators, and students to learn of this important methodology. The field of Didactique is rich, deep and extensive. To a large extent, it owes its shape and even its existence to the energy and inspiration poured in by Guy Brousseau starting in the 1960's. Many others have since added their ideas and energies to produce a unique, vibrant, multi-faceted research program. Invitation to Didactique provides an easily accessible general introduction to the field, hitting the high spots and focusing largely on the contributions of Brousseau himself. Teaching Fractions through Situations: a Fundamental Experiment takes one fundamental aspect and examines it in a great deal more depth from several perspectives. It gives a detailed description of a particularly interesting way of teaching fractions and decimals which should be interesting to any reader who enjoys seeing children learn mathematics. It then examines two other aspects of the lesson sequence, first describing the exciting and challenging role of the teachers handling a highly unfamiliar approach and then placing the whole experience in its context in the very earliest phases of the development of this very important field of research.

### **Electronic Troubleshooting**

This collection of critical essays draws on Louise Erdrich's, Chippeawa and German-American heritage. Erdrich has produced a body of work whose pervasive mythical landscape and the cast of interconnected characters has been credited with bringing Native American literature to the literary mainstream and inspiring an entire generation of Native American writing.

### **Becoming a Better Programmer**

If you’re passionate about programming and want to get better at it, you’ve come to the right source. Code Craft author Pete Goodliffe presents a collection of useful techniques and approaches to the art and craft of programming that will help boost your career and your well-being. Goodliffe presents sound advice that he’s learned in 15 years of professional programming. The book’s standalone chapters span the

range of a software developer's life—dealing with code, learning the trade, and improving performance—with no language or industry bias. Whether you're a seasoned developer, a neophyte professional, or a hobbyist, you'll find valuable tips in five independent categories: Code-level techniques for crafting lines of code, testing, debugging, and coping with complexity Practices, approaches, and attitudes: keep it simple, collaborate well, reuse, and create malleable code Tactics for learning effectively, behaving ethically, finding challenges, and avoiding stagnation Practical ways to complete things: use the right tools, know what "done" looks like, and seek help from colleagues Habits for working well with others, and pursuing development as a social activity

### **LIFE**

This book provides step-by-step guidance on how to design VLSI systems using Verilog. It shows the way to design systems that are device, vendor and technology independent. Coverage presents new material and theory as well as synthesis of recent work with complete Project Designs using industry standard CAD tools and FPGA boards. The reader is taken step by step through different designs, from implementing a single digital gate to a massive design consuming well over 100,000 gates. All the design codes developed in this book are Register Transfer Level (RTL) compliant and can be readily used or amended to suit new projects.

### **Mastering Bitcoin**

In the second book of the action-packed Double Vision series, ordinary twelve-year-old Linc Baker must go undercover in Washington, DC, to stop a CIA mole from assassinating the president. With an unforgettably funny voice, high-stakes espionage, and real American spy history dating back to the Revolutionary War, this is the latest adventure in the Double Vision series that ALA Booklist says "fans of Alex Rider and 39 Clues will love." After the government receives a threat on the president's life from someone named Dagger, supersecret spy agency Pandora wants Linc to go to Washington, DC, to protect the first daughter, Amy, and find the dangerous double of George Washington's legendary coat, rumored to make its wearer invincible. Unfortunately for Linc, his by-the-book agent nemesis, Ben Green, is already on the case and making him look bad. With Amy's help, Linc will have to dig deep into the history of America's first spies—the Culper Ring—to beat Ben at his own game and stop Dagger before it's too late.

### **InfoWorld**

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

### **CUDA by Example**

The Bulletin of the Atomic Scientists is the premier public resource on scientific and technological developments that impact global security. Founded by Manhattan

Project Scientists, the Bulletin's iconic "Doomsday Clock" stimulates solutions for a safer world.

### **Invitation to Didactique**

You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Python 3 the Hard Way*, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment

Organize and write code  
Fix and break code  
Basic mathematics  
Variables  
Strings and text  
Interact with users  
Work with files  
Looping and logic  
Data structures using lists and dictionaries  
Program design  
Object-oriented programming  
Inheritance and composition  
Modules, classes, and objects  
Python packaging  
Automated testing  
Basic game development  
Basic web development

It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For

Total beginners with zero programming experience  
Junior developers who know one or two languages  
Returning professionals who haven't written code in years  
Seasoned professionals looking for a fast, simple, crash course in Python 3

### **The Elements of Programming Style**

This is the official guide and reference manual for Subversion 1.6 - the popular open source revision control technology.

### **The Mother Code**

Master Bayesian Inference through Practical Examples and Computation-Without Advanced Mathematical Analysis Bayesian methods of inference are deeply natural and extremely powerful. However, most discussions of Bayesian inference rely on intensely complex mathematical analyses and artificial examples, making it inaccessible to anyone without a strong mathematical background. Now, though, Cameron Davidson-Pilon introduces Bayesian inference from a computational perspective, bridging theory to practice—freeing you to get results using computing power. *Bayesian Methods for Hackers* illuminates Bayesian inference through probabilistic programming with the powerful PyMC language and the closely related Python tools NumPy, SciPy, and Matplotlib. Using this approach, you can reach effective solutions in small increments, without extensive mathematical intervention. Davidson-Pilon begins by introducing the concepts underlying Bayesian inference, comparing it with other techniques and guiding you through building and training your first Bayesian model. Next, he introduces PyMC through a series of detailed examples and intuitive explanations that have been refined

after extensive user feedback. You'll learn how to use the Markov Chain Monte Carlo algorithm, choose appropriate sample sizes and priors, work with loss functions, and apply Bayesian inference in domains ranging from finance to marketing. Once you've mastered these techniques, you'll constantly turn to this guide for the working PyMC code you need to jumpstart future projects. Coverage includes

- Learning the Bayesian "state of mind" and its practical implications
- Understanding how computers perform Bayesian inference
- Using the PyMC Python library to program Bayesian analyses
- Building and debugging models with PyMC
- Testing your model's "goodness of fit"
- Opening the "black box" of the Markov Chain Monte Carlo algorithm to see how and why it works
- Leveraging the power of the "Law of Large Numbers"
- Mastering key concepts, such as clustering, convergence, autocorrelation, and thinning
- Using loss functions to measure an estimate's weaknesses based on your goals and desired outcomes
- Selecting appropriate priors and understanding how their influence changes with dataset size
- Overcoming the "exploration versus exploitation" dilemma: deciding when "pretty good" is good enough
- Using Bayesian inference to improve A/B testing
- Solving data science problems when only small amounts of data are available

Cameron Davidson-Pilon has worked in many areas of applied mathematics, from the evolutionary dynamics of genes and diseases to stochastic modeling of financial prices. His contributions to the open source community include lifelines, an implementation of survival analysis in Python. Educated at the University of Waterloo and at the Independent University of Moscow, he currently works with the online commerce leader Shopify.

## The Book of R

**ABOUT THE BOOK** Jeff Atwood began the Coding Horror blog in 2004, and is convinced that it changed his life. He needed a way to keep track of software development over time - whatever he was thinking about or working on. He researched subjects he found interesting, then documented his research with a public blog post, which he could easily find and refer to later. Over time, increasing numbers of blog visitors found the posts helpful, relevant and interesting. Now, approximately 100,000 readers visit the blog per day and nearly as many comment and interact on the site. **Effective Programming: More Than Writing Code** is your one-stop shop for all things programming. Jeff writes with humor and understanding, allowing for both seasoned programmers and newbies to appreciate the depth of his research. From such posts as "The Programmer's Bill of Rights" and "Why Cant Programmers Program?" to "Working With the Chaos Monkey," this book introduces the importance of writing responsible code, the logistics involved, and how people should view it more as a lifestyle than a career.

**TABLE OF CONTENTS** - Introduction - The Art of Getting Shit Done - Principles of Good Programming - Hiring Programmers the Right Way - Getting Your Team to Work Together - The Batcave: Effective Workspaces for Programmers - Designing With the User in Mind - Security Basics: Protecting Your Users' Data - Testing Your Code, So it Doesn't Suck More Than it Has To - Building, Managing and Benefiting from a Community - Marketing Weasels and How Not to Be One - Keeping Your Priorities Straight

**EXCERPT FROM THE BOOK** As a software developer, you are your own worst enemy. The sooner you realize that, the better off you'll be. I know you have the best of intentions. We all do. We're software developers; we love writing code. It's what we do. We never met a problem we couldn't solve with some duct

tape, a jury-rigged coat hanger and a pinch of code. But Wil Shipley argues that we should rein in our natural tendencies to write lots of code: The fundamental nature of coding is that our task, as programmers, is to recognize that every decision we make is a trade-off. To be a master programmer is to understand the nature of these trade-offs, and be conscious of them in everything we write. In coding, you have many dimensions in which you can rate code: Brevity of code, Featurefulness, Speed of execution, Time spent coding, Robustness, Flexibility. Now, remember, these dimensions are all in opposition to one another. You can spend three days writing a routine which is really beautiful and fast, so you've gotten two of your dimensions up, but you've spent three days, so the "time spent coding" dimension is way down. So, when is this worth it? How do we make these decisions? The answer turns out to be very sane, very simple, and also the one nobody, ever, listens to: Start with brevity. Increase the other dimensions as required by testing. I couldn't agree more. I've given similar advice when I exhorted developers to Code Smaller. And I'm not talking about a *reductio ad absurdum* contest where we use up all the clever tricks in our books to make the code fit into less physical space. I'm talking about practical, sensible strategies to reduce the volume of code an individual programmer has to read to understand how a program works. Here's a trivial little example of what I'm talking about: `if (s == String.Empty) if (s == "")` It seems obvious to me that the latter case is buy the book to read more!

## Quantum Computation and Quantum Information

The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

## The Psychosocial Implications of Disney Movies

This book will show you how to use your Arduino to control a variety of different robots, while providing step-by-step instructions on the entire robot building process. You'll learn Arduino basics as well as the characteristics of different types of motors used in robotics. You also discover controller methods and failsafe methods, and learn how to apply them to your project. The book starts with basic robots and moves into more complex projects, including a GPS-enabled robot, a robotic lawn mower, a fighting bot, and even a DIY Segway-clone. Introduction to the Arduino and other components needed for robotics Learn how to build motor controllers Build bots from simple line-following and bump-sensor bots to more complex robots that can mow your lawn, do battle, or even take you for a ride

Please note: the print version of this title is black & white; the eBook is full color.

## **Paper Towns**

Designed to promote reflection, discussion, and action among the entire learning community, *Educating Everybody's Children* encapsulates what research has revealed about successfully addressing the needs of students from economically, ethnically, culturally, and linguistically diverse groups and identifies a wide range of effective principles and instructional strategies. Although good teaching works well with all students, educators must develop an extensive repertoire of instructional tools to meet the varying needs of students from diverse backgrounds. Those tools and the knowledge base behind them are the foundation of this expanded and revised second edition of *Educating Everybody's Children*. Each strategy discussed in the book includes classroom examples and a list of the research studies that support it. The most important thing we have learned as a result of the education reform movement is that student achievement stands or falls on the motivation and skills of teachers. We must ensure that all teachers are capable of delivering a standards-based curriculum that describes what students should know and be able to do, and that these standards are delivered by means of a rich and engaging "pedagogy of plenty." By these two acts we can ensure that all schools will be ready and able to educate everybody's children.

## **Learn Python 3 the Hard Way**

"In this mind-bending debut novel, Carole Stivers explores what it means to be a mother in a world that is more chilling and precarious than ever. It is 2049. When a U.S. attempt at stealth biowarfare goes awry, a team of scientists is engaged to ensure human survival on earth. Their best efforts fail, and they must turn to their last resort: a plan to place genetically engineered children inside the cocoons of large-scale robots--to be incubated, birthed, and raised by these machines, which have been programmed with the latest advances in artificial intelligence: the Mother Code. Kai is born in America's desert Southwest, his only companion his robotic Mother, Rho-Z. Equipped with the knowledge and intuition of a human mother, Rho-Z raises Kai and teaches him how to survive. As children like him come of age, their Mothers transform too--in ways that were never predicted. When government survivors decide that the machines who raised the children must be destroyed, Kai must fight to save the only parent he has ever known"--

## **Arduino Robotics**

Special edition slipcase edition of John Green's *Paper Towns*, with pop-up paper town. From the bestselling author of *The Fault in our Stars*. Quentin Jacobsen has always loved Margo Roth Spiegelman, for Margo (and her adventures) are the stuff of legend at their high school. So when she one day climbs through his window and summons him on an all-night road trip of revenge he cannot help but follow. But the next day Margo doesn't come to school and a week later she is still missing. Q soon learns that there are clues in her disappearance . . . and they are for him. But as he gets deeper into the mystery - culminating in another awesome road trip across America - he becomes less sure of who and what he is looking for.

Masterfully written by John Green, this is a thoughtful, insightful and hilarious coming-of-age story.

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