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**KEY=EDITION - LAILA LONDON**

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## **ABSOLUTE JAVA**

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**Pearson NOTE:** *You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content If you would like to purchase MyProgrammingLab search for ISBN-10:0134243935 /ISBN-13: 9780134243931. That package includes ISBN-10: 0134041674 /ISBN-13: 9780134041674 and ISBN-10: 0134254015 /ISBN-13: 9780134254012. For courses in computer programming and engineering. Beginner to Intermediate Programming in Java Absolute Java provides a comprehensive reference to programming in the Java language. Accessible to both beginner and intermediate programmers, the text focuses around specifically using the Java language to practice programming techniques. The Sixth Edition is extremely flexible and easily applicable to a wide range of users. Standalone and optional chapters allow instructors to adapt the text to a variety of course content. Highly up-to-date with new content and information regarding the use of Java, this text introduces readers to the world of programming through a widely used and relevant language. Also Available with MyProgrammingLab™ This title is also available with MyProgrammingLab - an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. Students, if interested in purchasing this title with MyProgrammingLab, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. Interactive Practice helps students gain first-hand programming experience in an interactive online environment. Step-by-step VideoNote Tutorials enhance the programming concepts presented in your Pearson textbook by allowing*

students to view the entire problem-solving process outside of the classroom—when they need help the most. Pearson eText gives students access to their textbook anytime, anywhere. In addition to note taking, highlighting, and bookmarking, the Pearson eText offers interactive and sharing features. Rich media options let students watch lecture and example videos as they read or do their homework. Instructors can share their comments or highlights, and students can add their own, creating a tight community of learners in your class. The Pearson eText companion app allows existing subscribers to access their titles on an iPad or Android tablet for either online or offline viewing. Dynamic grading and assessment ensure your students' submissions are automatically graded, both saving you time, and offering students immediate learning opportunities. Gradebook results can be exported to Excel to use with your LMS.

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## **JAVA IN TWO SEMESTERS**

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### **FEATURING JAVAFX**

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**Springer** *This easy-to-follow textbook teaches Java programming from first principles, as well as covering design and testing methodologies. The text is divided into two parts. Each part supports a one-semester module, the first part addressing fundamental programming concepts, and the second part building on this foundation, teaching the skills required to develop more advanced applications. This fully updated and greatly enhanced fourth edition covers the key developments introduced in Java 8, including material on JavaFX, lambda expressions and the Stream API. Topics and features: begins by introducing fundamental programming concepts such as declaration of variables, control structures, methods and arrays; goes on to cover the fundamental object-oriented concepts of classes and objects, inheritance and polymorphism; uses JavaFX throughout for constructing event-driven graphical interfaces; includes advanced topics such as interfaces and lambda expressions, generics, collection classes and exceptions; explains file-handling techniques, packages, multi-threaded programs, socket programming, remote database access and processing collections using streams; includes self-test questions and programming exercises at the end of each chapter, as well as two illuminating case studies; provides additional resources at its associated website (simply go to [springer.com](http://springer.com) and search for "Java in Two Semesters"), including a guide on how to install and use the NetBeans™ Java IDE. Offering a gentle introduction to the field, assuming no prior knowledge of the subject, Java in Two Semesters is the ideal companion to undergraduate modules in software development or programming.*

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## **DATA STRUCTURES AND ALGORITHMS IN JAVA**

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**John Wiley & Sons** *The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented*

paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

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## **PYTHON FOR ABSOLUTE BEGINNERS**

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### **A STEP BY STEP GUIDE TO LEARN PYTHON PROGRAMMING FROM SCRATCH, WITH PRACTICAL CODING EXAMPLES AND EXERCISES**

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*Did you know that Python is one of the most versatile high-level programming languages ever developed? This book enables you to learn programming concepts and acquire advanced skills in Python through practical examples. It serves as a concise "how-to" code guide for various real-life scenarios, such as: Automation: If you are bored doing the same set of tasks every day, you can use Python to automate most of them. File Operations: Use Python to interact with any file type and perform various operations. Data Analysis: Data science is the future, and Python enables you to parse and analyze large data sets efficiently. Image Processing: Python can help you perform complex processes on images, an integral part of most security and entertainment systems. GUI Interfacing: Take control of your computer accessories and go even further with full-blown hardware automation. This book is equally beneficial for you no matter if you are a programming enthusiast or professional. You are going to learn many standard and external Python libraries in it, including: Scrapy Xlrd Json Csv Numpy Lol, apologies. What makes this Python programming book unique? Well, for one, it can guide you through the most critical phase of programming, i.e., Python setup. A lot of sources don't usually focus on this important aspect, which leads to frustration and confusion at an early stage. This book also provides flowcharts and other visuals to convey a particular concept. More precisely, this book will give you: A solid foundation in Python programming. Simple explanations of code, broken down into easy to follow steps. How you stand to benefit by learning Python. How to leverage the power of python to handle a variety of machine learning algorithms. A carefully organized, step-by-step guide, so easy that even your grandma could do it. At the end of every chapter, you'll find a number of exercise questions that will help you cultivate a culture of curiosity and exploration. Are you ready to delve into the world of Python programming? Buy this book today!*

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## **HEAD FIRST JAVA**

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## A BRAIN-FRIENDLY GUIDE

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**"O'Reilly Media, Inc."** *Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.*

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## THE LITERARY GAZETTE AND JOURNAL OF BELLES LETTRES, ARTS, SCIENCES

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## LLOYD'S REGISTER OF BRITISH AND FOREIGN SHIPPING

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## THE OBJECT-ORIENTED THOUGHT PROCESS

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**Pearson Education** *The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and*

*data as separate entities, OOP allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. "Programmers who aim to create high quality software—as all programmers should—must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld's The Object-Oriented Thought Process." –Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals.*

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## **THE POPULAR EDUCATOR**

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## **NETWORK WORLD**

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*For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.*

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## **LLOYD'S REGISTER OF SHIPPING 1839**

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**Lloyd's Register** *The Lloyd's Register of Shipping records the details of merchant vessels over 100 gross tonnes, which are self-propelled and sea-going, regardless of classification. Before the time, only those vessels classed by Lloyd's Register were listed. Vessels are listed alphabetically by their current name.*

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**BIBLIOGRAPHY OF AGRICULTURE**

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**PYTHON COOKBOOK**

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**RECIPES FOR MASTERING PYTHON 3**

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**"O'Reilly Media, Inc."** *If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages Network and Web Programming Concurrency Utility Scripting and System Administration Testing, Debugging, and Exceptions C Extensions*

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**LIBRARY OF UNIVERSAL KNOWLEDGE**

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**A REPRINT OF THE LAST (1880) EDINBURGH AND LONDON EDITION OF CHAMBERS'S ENCYCLOPEDIA**

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**THE INTERNATIONAL CYCLOPAEDIA**

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**A COMPENDIUM OF HUMAN KNOWLEDGE**

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**THE AMERICAN UNIVERSAL CYCLOPÆDIA**

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**A COMPLETE LIBRARY OF KNOWLEDGE. A REPRINT OF THE LAST EDINBURGH AND LONDON ED. OF CHAMBERS'S ENCYCLOPÆDIA**

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**THE INTERNATIONAL CYCLOPÆDIA**

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**A COMPENDIUM OF HUMAN KNOWLEDGE, REVISED WITH LARGE ADDITIONS**

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**INTRODUCTION TO PROGRAMMING USING JAVA**

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Orange Grove Text Plus

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**THE POPULAR EDUCATOR**

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**ROBOT OPERATING SYSTEM (ROS) FOR ABSOLUTE BEGINNERS**

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**ROBOTICS PROGRAMMING MADE EASY**

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**Apres** Learn how to get started with robotics programming using Robot Operation System (ROS). Targeted for absolute beginners in ROS, Linux, and Python, this short guide shows you how to build your own robotics projects. ROS is an open-source and flexible framework for writing robotics software. With a hands-on approach and sample projects, Robot Operating System for Absolute Beginners will enable you to begin your first robot project. You will learn the basic concepts of working with ROS and begin coding with ROS APIs in both C++ and Python. What You'll Learn Install ROS Review fundamental ROS concepts Work with frequently used commands in ROS Build a mobile robot from scratch using ROS Who This Book Is For Absolute beginners with little to no programming experience looking to learn robotics programming.

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**ABSOLUTE C++**

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**Addison-Wesley Longman** &>NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0132989921/ISBN-13: 9780132989923. That package includes ISBN-10: 013283071X/ISBN-13: 9780132830713 and ISBN-10: 0132846578/ISBN-13: 9780132846578. MyProgrammingLab should only be purchased when required by an instructor. Praised for providing an engaging balance of thoughtful examples and explanatory discussion, best-selling author Walter Savitch explains concepts and techniques in a straightforward style using understandable language and code enhanced by a suite of pedagogical tools. Absolute C++ is appropriate for both introductory and intermediate C++ programmers. This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

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## HACKER'S DELIGHT

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**Addison-Wesley** *"This is the first book that promises to tell the deep, dark secrets of computer arithmetic, and it delivers in spades. It contains every trick I knew plus many, many more. A godsend for library developers, compiler writers, and lovers of elegant hacks, it deserves a spot on your shelf right next to Knuth." --Josh Bloch (Praise for the first edition) In Hacker's Delight, Second Edition, Hank Warren once again compiles an irresistible collection of programming hacks: timesaving techniques, algorithms, and tricks that help programmers build more elegant and efficient software, while also gaining deeper insights into their craft. Warren's hacks are eminently practical, but they're also intrinsically interesting, and sometimes unexpected, much like the solution to a great puzzle. They are, in a word, a delight to any programmer who is excited by the opportunity to improve. Extensive additions in this edition include A new chapter on cyclic redundancy checking (CRC), including routines for the commonly used CRC-32 code A new chapter on error correcting codes (ECC), including routines for the Hamming code More coverage of integer division by constants, including methods using only shifts and adds Computing remainders without computing a quotient More coverage of population count and counting leading zeros Array population count New algorithms for compress and expand An LRU algorithm Floating-point to/from integer conversions Approximate floating-point reciprocal square root routine A gallery of graphs of discrete functions Now with exercises and answers*

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## THE GARDENERS' CHRONICLE AND AGRICULTURAL GAZETTE

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## JAVA FOR DUMMIES

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**John Wiley & Sons** *Start building powerful programs with Java 6—fast! Get an overview of Java 6 and begin building your own programs Even if you're new to Java programming—or to programming in general—you can get up and running on this wildly popular language in a hurry. This book makes it easy! From how to install and run Java to understanding classes and objects and juggling values with arrays and collections, you will get up to speed on the new features of Java 6 in no time. Discover how to Use object-oriented programming Work with the changes in Java 6 and JDK 6 Save time by reusing code Mix Java and Javascript with the new scripting tools Troubleshoot code problems and fix bugs All on the bonus CD-ROM Custom build of JCreator and all the code files used in the book Bonus chapters not included in the book Trial version of Jindent, WinOne, and NetCaptor freeware System Requirements: For details and complete system requirements, see the CD-ROM appendix. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.*

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## THE ILLUSTRATED LONDON NEWS

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## RISING SUN, FALLING SKIES

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## THE DISASTROUS JAVA SEA CAMPAIGN OF WORLD WAR II

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**Osprey Publishing** *Few events have ever shaken a country in the way that the Japanese attack on Pearl Harbor affected the United States. After the devastating attack, Japanese forces continued to overwhelm the Allies, attacking Malaya with its fortress of Singapore, and taking resource-rich islands in the Pacific - Borneo, Sumatra, and Java - in their own blitzkrieg offensive. Allied losses in these early months after America's entry into the war were great, and among the most devastating were those suffered during the Java Sea Campaign, where a small group of Americans, British, Dutch, and Australians were isolated in the Far East - and directly in the path of the Japanese onslaught. It was to be the first major sea battle of World War II in the Pacific.*

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## ELOQUENT JAVASCRIPT

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## A MODERN INTRODUCTION TO PROGRAMMING

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**No Starch Press** *JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: -Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.*

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## AMERICAN DICTIONARY AND CYCLOPEDIA

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### APP INVENTOR 2

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### CREATE YOUR OWN ANDROID APPS

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**"O'Reilly Media, Inc."** *Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web*

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### THINKING IN JAVA

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**Prentice Hall Professional** *An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.*

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### PYTHON FOR DATA ANALYSIS

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### DATA WRANGLING WITH PANDAS, NUMPY, AND IPYTHON

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**"O'Reilly Media, Inc."** *Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced*

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features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

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## THE ENGINEER

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## JAVASCRIPT: THE GOOD PARTS

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## THE GOOD PARTS

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**"O'Reilly Media, Inc."** *Most programming languages contain good and bad parts, but JavaScript has more than its share of the bad, having been developed and released in a hurry before it could be refined. This authoritative book scrapes away these bad features to reveal a subset of JavaScript that's more reliable, readable, and maintainable than the language as a whole—a subset you can use to create truly extensible and efficient code. Considered the JavaScript expert by many people in the development community, author Douglas Crockford identifies the abundance of good ideas that make JavaScript an outstanding object-oriented programming language—ideas such as functions, loose typing, dynamic objects, and an expressive object literal notation. Unfortunately, these good ideas are mixed in with bad and downright awful ideas, like a programming model based on global variables. When Java applets failed, JavaScript became the language of the Web by default, making its popularity almost completely independent of its qualities as a programming language. In JavaScript: The Good Parts, Crockford finally digs through the steaming pile of good intentions and blunders to give you a detailed look at all the genuinely elegant parts of JavaScript, including: Syntax Objects Functions Inheritance Arrays Regular expressions Methods Style Beautiful features The real beauty? As you move ahead with the subset of JavaScript that this book presents, you'll also sidestep the need to unlearn all the bad parts. Of course, if you want to find out more about the bad parts and how to use them badly, simply consult any other JavaScript book. With JavaScript: The Good Parts, you'll discover a beautiful, elegant, lightweight and highly expressive language that lets you create effective code, whether you're managing object libraries or just trying to get Ajax to run fast. If you develop sites or applications for the Web, this book is an absolute must.*

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## THE ALGORITHM DESIGN MANUAL

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**Springer** *"My absolute favorite for this kind of interview preparation is Steven Skiena's The Algorithm Design Manual. More than any other book it helped me understand just how astonishingly commonplace ... graph problems are -- they should be part of every*

working programmer's toolkit. The book also covers basic data structures and sorting algorithms, which is a nice bonus. ... every 1 - pager has a simple picture, making it easy to remember. This is a great way to learn how to identify hundreds of problem types." (Steve Yegge, *Get that Job at Google*) "Steven Skiena's *Algorithm Design Manual* retains its title as the best and most comprehensive practical algorithm guide to help identify and solve problems. ... Every programmer should read this book, and anyone working in the field should keep it close to hand. ... This is the best investment ... a programmer or aspiring programmer can make." (Harold Thimbleby, *Times Higher Education*) "It is wonderful to open to a random spot and discover an interesting algorithm. This is the only textbook I felt compelled to bring with me out of my student days.... The color really adds a lot of energy to the new edition of the book!" (Cory Bart, *University of Delaware*) "This is the most approachable book on algorithms I have." (Megan Squire, *Elon University*) - -- This newly expanded and updated third edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficiency. It serves as the primary textbook of choice for algorithm design courses and interview self-study, while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly *Algorithm Design Manual* provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, *Practical Algorithm Design*, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, the *Hitchhiker's Guide to Algorithms*, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations, and an extensive bibliography. NEW to the third edition: -- New and expanded coverage of randomized algorithms, hashing, divide and conquer, approximation algorithms, and quantum computing -- Provides full online support for lecturers, including an improved website component with lecture slides and videos -- Full color illustrations and code instantly clarify difficult concepts -- Includes several new "war stories" relating experiences from real-world applications -- Over 100 new problems, including programming-challenge problems from LeetCode and Hackerrank. -- Provides up-to-date links leading to the best implementations available in C, C++, and Java Additional Learning Tools: -- Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them -- Exercises include "job interview problems" from major software companies -- Highlighted "take home lessons" emphasize essential concepts -- The "no theorem-proof" style provides a uniquely accessible and intuitive approach to a challenging subject -- Many algorithms are presented with actual code (written in C) -- Provides comprehensive references to both survey articles and the primary literature Written by a well-known algorithms researcher who received the IEEE Computer Science and Engineering Teaching Award, this substantially enhanced third edition of *The Algorithm Design Manual* is an essential learning tool for students and professionals needed a solid grounding in algorithms. Professor Skiena is also the author of the popular Springer texts, *The Data Science Design Manual* and *Programming Challenges: The Programming Contest Training Manual*.

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## THE DEFINITIVE ANTLR 4 REFERENCE

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*Programmers run into parsing problems all the time. Whether it's a data format like JSON, a network protocol like SMTP, a server configuration file for Apache, a PostScript/PDF file, or a simple spreadsheet macro language--ANTLR v4 and this book will demystify the process. ANTLR v4 has been rewritten from scratch to make it easier than ever to build parsers and the language applications built on top. This completely rewritten new edition of the bestselling Definitive ANTLR Reference shows you how to take advantage of these new features. Build your own languages with ANTLR v4, using ANTLR's new advanced parsing technology. In this book, you'll learn how ANTLR automatically builds a data structure representing the input (parse tree) and generates code that can walk the tree (visitor). You can use that combination to implement data readers, language interpreters, and translators. You'll start by learning how to identify grammar patterns in language reference manuals and then slowly start building increasingly complex grammars. Next, you'll build applications based upon those grammars by walking the automatically generated parse trees. Then you'll tackle some nasty language problems by parsing files containing more than one language (such as XML, Java, and Javadoc). You'll also see how to take absolute control over parsing by embedding Java actions into the grammar. You'll learn directly from well-known parsing expert Terence Parr, the ANTLR creator and project lead. You'll master ANTLR grammar construction and learn how to build language tools using the built-in parse tree visitor mechanism. The book teaches using real-world examples and shows you how to use ANTLR to build such things as a data file reader, a JSON to XML translator, an R parser, and a Java class->interface extractor. This book is your ticket to becoming a parsing guru! What You Need: ANTLR 4.0 and above. Java development tools. Ant build system optional(needed for building ANTLR from source)*

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## MODERN JAVA IN ACTION

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### LAMBDA, STREAMS, FUNCTIONAL AND REACTIVE PROGRAMMING

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**Simon and Schuster** Summary Manning's bestselling Java 8 book has been revised for Java 9! In *Modern Java in Action*, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book *Modern Java in Action* connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of

core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling *Java 8 in Action* New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java

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## **JAVA UNIT TESTING WITH JUNIT 5**

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### **TEST DRIVEN DEVELOPMENT WITH JUNIT 5**

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**Apress** Explore the new way of building and maintaining test cases with Java test driven development (TDD) using JUnit 5. This book doesn't just talk about the new concepts, it shows you ways of applying them in TDD and Java 8 to continuously deliver code that excels in all metrics. Unit testing and test driven development have now become part of every developer's skill set. For Java developers, the most popular testing tool has been JUnit, and JUnit 5 is built using the latest features of Java. With *Java Unit Testing with JUnit 5*, you'll master these new features, including method parameters, extensions, assertions and assumptions, and dynamic tests. You'll also see how to write clean tests with less code. This book is a departure from using older practices and presents new ways of performing tests, building assertions, and injecting dependencies. What You Will Learn Write tests the JUnit 5 way Run your tests from within your IDE Integrate tests with your build and static analysis tools Migrate from JUnit 4 to JUnit 5 Who This Book Is For Java developers both with and without any prior unit testing experience.

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## SCHAUM'S OUTLINE OF DATA STRUCTURES WITH JAVA, 2ED

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**McGraw Hill Professional** *Tough Test Questions? Missed Lectures? Not Enough Time? Fortunately for you, there's Schaum's Outlines. More than 40 million students have trusted Schaum's to help them succeed in the classroom and on exams. Schaum's is the key to faster learning and higher grades in every subject. Each Outline presents all the essential course information in an easy-to-follow, topic-by-topic format. You also get hundreds of examples, solved problems, and practice exercises to test your skills. This Schaum's Outline gives you Practice problems with full explanations that reinforce knowledge Coverage of the most up-to-date developments in your course field In-depth review of practices and applications Fully compatible with your classroom text, Schaum's highlights all the important facts you need to know. Use Schaum's to shorten your study time-and get your best test scores! Schaum's Outlines-Problem Solved.*

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## MASTERING ETHEREUM

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### BUILDING SMART CONTRACTS AND DAPPS

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**O'Reilly Media** *Ethereum represents the gateway to a worldwide, decentralized computing paradigm. This platform enables you to run decentralized applications (DApps) and smart contracts that have no central points of failure or control, integrate with a payment network, and operate on an open blockchain. With this practical guide, Andreas M. Antonopoulos and Gavin Wood provide everything you need to know about building smart contracts and DApps on Ethereum and other virtual-machine blockchains. Discover why IBM, Microsoft, NASDAQ, and hundreds of other organizations are experimenting with Ethereum. This essential guide shows you how to develop the skills necessary to be an innovator in this growing and exciting new industry. Run an Ethereum client, create and transmit basic transactions, and program smart contracts Learn the essentials of public key cryptography, hashes, and digital signatures Understand how "wallets" hold digital keys that control funds and smart contracts Interact with Ethereum clients programmatically using JavaScript libraries and Remote Procedure Call interfaces Learn security best practices, design patterns, and anti-patterns with real-world examples Create tokens that represent assets, shares, votes, or access control rights Build decentralized applications using multiple peer-to-peer (P2P) components*

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## THE STRATIGRAPHIC RECORD OF GUBBIO

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## INTEGRATED STRATIGRAPHY OF THE LATE CRETACEOUS-PALEOGENE UMBRIA-MARCHE PELAGIC BASIN

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**Geological Society of America** *Since the beginning of the last century, the lower Jurassic to mid-Miocene pelagic succession exposed along the valleys of the Umbria and Marche Apennines of Italy represented a fertile playground for generations of earth scientists. This GSA Special Paper provides a reappraisal of the geological and integrated stratigraphic research, which was carried out by scores of earth scientists in the gorges around the medieval city of Gubbio over the past fifty years. Following review chapters about pioneering sedimentologic, biostratigraphic, and magnetostratigraphic studies of the Gubbio sections, a series of papers presents new, original data addressing different stratigraphical, paleoenvironmental, and structural geological aspects of particular Cretaceous to Paleogene intervals, including the still much-debated K-Pg Boundary Event in the worldwide famous site of the Bottaccione Gorge, where the Alvarez theory of global mass extinction caused by a catastrophic extraterrestrial impact was born in 1980.*