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KEY=MINDSTORMS - THOMAS PAOLA

PYTHON CRASH COURSE

A HANDS-ON, PROJECT-BASED INTRODUCTION TO PROGRAMMING

No Starch Press Learn Python—Fast! Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders–inspired arcade game, data visualizations with Python's super-handy libraries, and a simple web app you can deploy online. As you work through Python Crash Course you'll learn how to: *Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal *Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses *Work with data to generate interactive visualizations *Create and customize Web apps and deploy them safely online *Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

THE LINUX COMMAND LINE

A COMPLETE INTRODUCTION

No Starch Press You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

AUTOMATE THE BORING STUFF WITH PYTHON, 2ND EDITION

PRACTICAL PROGRAMMING FOR TOTAL BEGINNERS

No Starch Press The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your

computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

INTRODUCTION TO PROGRAMMING LANGUAGES

CRC Press In programming courses, using the different syntax of multiple languages, such as C++, Java, PHP, and Python, for the same abstraction often confuses students new to computer science. Introduction to Programming Languages separates programming language concepts from the restraints of multiple language syntax by discussing the concepts at an abstrac

STATISTICS DONE WRONG

THE WOEFULLY COMPLETE GUIDE

No Starch Press Scientific progress depends on good research, and good research needs good statistics. But statistical analysis is tricky to get right, even for the best and brightest of us. You'd be surprised how many scientists are doing it wrong. Statistics Done Wrong is a pithy, essential guide to statistical blunders in modern science that will show you how to keep your research blunder-free. You'll examine embarrassing errors and omissions in recent research, learn about the misconceptions and scientific politics that allow these mistakes to happen, and begin your quest to reform the way you and your peers do statistics. You'll find advice on: –Asking the right question, designing the right experiment, choosing the right statistical analysis, and sticking to the plan –How to think about p values, significance, insignificance, confidence intervals, and regression –Choosing the right sample size and avoiding false positives –Reporting your analysis and publishing your data and source code –Procedures to follow, precautions to take, and analytical software that can help Scientists: Read this concise, powerful guide to help you produce statistically sound research. Statisticians: Give this book to everyone you know. The first step toward statistics done right is Statistics Done Wrong.

WICKED COOL RUBY SCRIPTS

USEFUL SCRIPTS THAT SOLVE DIFFICULT PROBLEMS

No Starch Press Contains fifty-eight Ruby scripts to solve a variety of problems for system administration, image manipulation, and management of a Website.

THE BOOK OF JAVASCRIPT, 2ND EDITION

A PRACTICAL GUIDE TO INTERACTIVE WEB PAGES

No Starch Press Explains how to use the programming language to add interactivity and animation to Web sites, covering image swaps, functions, frames, cookies, alarms, frames, shopping carts, and Ajax.

THE BOOK OF VISUAL STUDIO .NET

A GUIDE FOR DEVELOPERS

No Starch Press Covers topics such as integrating multiple .NET technologies, cross-language integration, versioning, database and monitoring tools for application development, accessing data, and COM+.

THE LINUX COMMAND LINE, 2ND EDITION

A COMPLETE INTRODUCTION

No Starch Press You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell (or command line). Along the way you'll learn the timeless skills handed down by generations of experienced, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: Create and delete files, directories, and symlinks Administer your system, including networking, package installation, and process management Use standard input and output, redirection, and pipelines Edit files with Vi, the world's most popular text editor Write shell scripts to automate common or boring tasks Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust.

THE BOOK OF GIMP

A COMPLETE GUIDE TO NEARLY EVERYTHING

No Starch Press GIMP is a free alternative to Adobe Photoshop with tons of professional-grade features. But with so many powerful tools and menu options, GIMP can be difficult to master. Whether you're struggling to get started or trying to master some of GIMP's more complex features, you'll find the answers you're looking for in The Book of GIMP. The tutorials in the first half of the book walk you through essential GIMP skills, like resizing and cropping images, touching up spots and scratches, and customizing your work area. Illustrated, step-by-step instructions show you how to: –Improve the lighting and composition of images –Remove distortions and noise to make old and damaged photos look like new –Create stunning panoramas and digital collages using a series of photos –Make, edit, and export custom textures, logos, and animated GIFs –Work with selections, channels, and masks to edit images like a pro –Create colorful digital art, layer by layer The book's second half offers a comprehensive reference to GIMP's many features, including

color balancing, masks, filters, and plug-ins. You'll find tools described in unparalleled detail, with coverage of nearly every option and parameter. With illustrated tutorials and detailed references, The Book of GIMP is sure to become your one-stop guide to just about everything GIMP.

THE RUST PROGRAMMING LANGUAGE (COVERS RUST 2018)

No Starch Press The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

MY NEW IPAD 2

A USER'S GUIDE

No Starch Press Looks at the features and functions of the iPad 2, including the gadget's applications, synching capabilities, and customization techniques.

CYBERCRIME

INVESTIGATING HIGH-TECHNOLOGY COMPUTER CRIME

Routledge This innovative text provides an excellent introduction to technology-assisted crime and the basics of investigating such crime, from the criminal justice perspective. It presents clear, concise explanations for students and professionals, who need not be technically proficient to find the material easy-to-understand and practical. The book begins by identifying and defining the most prevalent and emerging high-technology crimes — and exploring their history, their original methods of commission, and their current methods of commission. Then it delineates the requisite procedural issues associated with investigating technology-assisted crime. In addition, the text provides a basic introduction to computer forensics, explores legal issues in the admission of digital evidence, and then examines the future of high-technology crime, including legal responses.

FOUNDATIONS AND PRACTICE OF SECURITY

6TH INTERNATIONAL SYMPOSIUM, FPS 2013, LA ROCHELLE, FRANCE, OCTOBER 21-22, 2013, REVISED SELECTED PAPERS

Springer This book constitutes the carefully refereed post-proceedings of the 6th Symposium on Foundations and Practice of Security, FPS 2013, held in La Rochelle, France, in October 2013. The 25 revised full papers presented together with a keynote address were carefully reviewed and selected from 65 submissions. The papers are organized in topical sections on security protocols, formal methods, physical security, attack classification and assessment, access control, cipher attacks, ad-hoc and sensor networks, resilience and intrusion detection.

THE NO SHELF REQUIRED GUIDE TO E-BOOK PURCHASING

American Library Association The increasingly important role that e-books and e-readers are playing in libraries makes it essential for librarians to get a handle on the ins and outs of e-book purchasing. Sue Polanka has compiled an expert-authored series of articles for this issue of Library Technology Reports that provide strategies, best practices, and case studies for meeting the unprecedented legal, technological, and vendor challenges that come with e-book purchasing.

PYTHON CRASH COURSE, 2ND EDITION

A HANDS-ON, PROJECT-BASED INTRODUCTION TO PROGRAMMING

No Starch Press The best-selling Python book in the world, with over 1 million copies sold! A fast-paced, no-nonsense, updated guide to programming in Python. If you've been thinking about learning how to code or picking up Python, this internationally bestselling guide to the most popular programming language is your quickest, easiest way to get started and go! Even if you have no experience whatsoever, Python Crash Course, 2nd Edition, will have you writing programs, solving problems, building computer games, and creating data visualizations in no time. You'll begin with basic concepts like variables, lists, classes, and loops—with the help of fun skill-strengthening exercises for every topic—then move on to making interactive programs and best practices for testing your code. Later chapters put your new knowledge into play with three cool projects: a 2D Space Invaders-style arcade game, a set of responsive data visualizations you'll build with Python's handy libraries (Pygame, Matplotlib, Plotly, Django), and a customized web app you can

deploy online. Why wait any longer? Start your engine and code!

RELIABILITY IN SCIENTIFIC RESEARCH

IMPROVING THE DEPENDABILITY OF MEASUREMENTS, CALCULATIONS, EQUIPMENT, AND SOFTWARE

Cambridge University Press Covering many techniques widely used in research, this book will help researchers in the physical sciences and engineering solve troublesome - and potentially very time consuming - problems in their work. The book deals with technical difficulties that often arise unexpectedly during the use of various common experimental methods, as well as with human error. It provides preventive measures and solutions for such problems, thereby saving valuable time for researchers. Some of the topics covered are: sudden leaks in vacuum systems, electromagnetic interference in electronic instruments, vibrations in sensitive equipment, and bugs in computer software. The book also discusses mistakes in mathematical calculations, and pitfalls in designing and carrying out experiments. Each chapter contains a summary of its key points, to give a quick overview of important potential problems and their solutions in a given area.

MUSIC

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ICMLG 2017 5TH INTERNATIONAL CONFERENCE ON MANAGEMENT LEADERSHIP AND GOVERNANCE

Academic Conferences and publishing limited

MARKETING DATA SCIENCE

MODELING TECHNIQUES IN PREDICTIVE ANALYTICS WITH R AND PYTHON

FT Press Now , a leader of Northwestern University's prestigious analytics program presents a fully-integrated treatment of both the business and academic elements of marketing applications in predictive analytics. Writing for both managers and students, Thomas W. Miller explains essential concepts, principles, and theory in the context of real-world applications. Building on Miller's pioneering program, Marketing Data Science thoroughly addresses segmentation, target marketing, brand and product positioning, new product development, choice modeling, recommender systems, pricing research, retail site selection, demand estimation, sales forecasting, customer retention, and lifetime value analysis. Starting where Miller's widely-praised Modeling Techniques in Predictive Analytics left off, he integrates crucial information and insights that were previously segregated in texts on web analytics, network science, information technology, and programming. Coverage includes: The role of analytics in delivering effective messages on the web Understanding the web by understanding its hidden structures Being recognized on the web – and watching your own competitors Visualizing networks and understanding communities within them Measuring sentiment and making recommendations Leveraging key data science methods: databases/data preparation, classical/Bayesian statistics, regression/classification, machine learning, and text analytics Six complete case studies address exceptionally relevant issues such as: separating legitimate email from spam; identifying legally-relevant information for lawsuit discovery; gleaning insights from anonymous web surfing data, and more. This text's extensive set of web and network problems draw on rich public-domain data sources; many are accompanied by solutions in Python and/or R. Marketing Data Science will be an invaluable resource for all students, faculty, and professional marketers who want to use business analytics to improve marketing performance.

WEB AND NETWORK DATA SCIENCE

MODELING TECHNIQUES IN PREDICTIVE ANALYTICS

FT Press Master modern web and network data modeling: both theory and applications. In Web and Network Data Science, a top faculty member of Northwestern University's prestigious analytics program presents the first fully-integrated treatment of both the business and academic elements of web and network modeling for predictive analytics. Some books in this field focus either entirely on business issues (e.g., Google Analytics and SEO); others are strictly academic (covering topics such as sociology, complexity theory, ecology, applied physics, and economics). This text gives today's managers and students what they really need: integrated coverage of concepts, principles, and theory in the context of real-world applications. Building on his pioneering Web Analytics course at Northwestern University, Thomas W. Miller covers usability testing, Web site performance, usage analysis, social media platforms, search engine optimization (SEO), and many other topics. He balances this practical coverage with accessible and up-to-date introductions to both social network analysis and network science, demonstrating how these disciplines can be used to solve real business problems.

LINUX NETWORKING COOKBOOK

FROM ASTERISK TO ZEBRA WITH EASY-TO-USE RECIPES

"O'Reilly Media, Inc." This soup-to-nuts collection of recipes covers everything you need to know to perform your job as a Linux network administrator, whether you're new to the job or have years of experience. With Linux Networking Cookbook, you'll dive straight into the gnarly hands-on work of building and maintaining a computer network. Running a network doesn't mean you have all the answers. Networking is a complex subject with reams of reference material that's difficult to keep straight, much less remember. If you want a book that lays out the steps for specific tasks, that clearly explains the commands and configurations, and does not tax your patience with endless ramblings and meanderings into theory and obscure RFCs, this is the book for you. You will find recipes for: Building a gateway, firewall, and wireless access point on a Linux network Building a VoIP server with Asterisk Secure remote

administration with SSH Building secure VPNs with OpenVPN, and a Linux PPTP VPN server Single sign-on with Samba for mixed Linux/Windows LANs Centralized network directory with OpenLDAP Network monitoring with Nagios or MRTG Getting acquainted with IPv6 Setting up hands-free networks installations of new systems Linux system administration via serial console And a lot more. Each recipe includes a clear, hands-on solution with tested code, plus a discussion on why it works. When you need to solve a network problem without delay, and don't have the time or patience to comb through reference books or the Web for answers, Linux Networking Cookbook gives you exactly what you need.

THE BOOK OF R

A FIRST COURSE IN PROGRAMMING AND STATISTICS

No Starch Press 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.

HACKING- THE ART OF EXPLOITATION

EH

oshean collins This text introduces the spirit and theory of hacking as well as the science behind it all; it also provides some core techniques and tricks of hacking so you can think like a hacker, write your own hacks or thwart potential system attacks.

BUSINESS EXPERIMENTS WITH R

John Wiley & Sons BUSINESS EXPERIMENTS with R A unique text that simplifies experimental business design and is dedicated to the R language Business Experiments with R offers a guide to, and explores the fundamentals of experimental business designs. The book fills a gap in the literature to provide a text on the topic of business statistics that addresses issues such as small samples, lack of normality, and data confounding. The author—a noted expert on the topic—puts the focus on the A/B tests (and their variants) that are widely used in industry, but not typically covered in business statistics textbooks. The text contains the tools needed to design and analyze two-treatment experiments (i.e., A/B tests) to answer business questions. The author highlights the strategic and technical issues involved in designing experiments that will truly affect organizations. The book then builds on the foundation in Part I and expands the multivariable testing. Since today's companies are using experiments to solve a broad range of problems, Business Experiments with R is an essential resource for any business student. This important text: Presents the key ideas that business students need to know about experiments Offers a series of examples, focusing on a specific business question Helps develop the ability to frame ill-defined problems and determine what data and analysis would provide information about that problem Written for students of general business, marketing, and business analytics, Business Experiments with R is an important text that helps to answer business questions by highlighting the strategic and technical issues involved in designing experiments that will truly affect organizations.

STEAL THIS COMPUTER BOOK 4.0

WHAT THEY WON'T TELL YOU ABOUT THE INTERNET

No Starch Press If you thought hacking was just about mischief-makers hunched over computers in the basement, think again. As seasoned author Wallace Wang explains, hacking can also mean questioning the status quo, looking for your own truths and never accepting at face value anything authorities say or do. The completely revised fourth edition of this offbeat, non-technical book examines what hackers do, how they do it, and how you can protect yourself. Written in the same informative, irreverent, and entertaining style that made the first three editions hugely successful, Steal This Computer Book 4.0 will expand your mind and raise your eyebrows. New chapters discuss the hacker mentality, social engineering and lock picking, exploiting P2P file-sharing networks, and how people manipulate search engines and pop-up ads to obtain and use personal information. Wang also takes issue with the media for "hacking" the news and presenting the public with self-serving stories of questionable accuracy. Inside, you'll discover: –How to manage and fight spam and spyware –How Trojan horse programs and rootkits work and how to defend against them –How hackers steal software and defeat copy-protection mechanisms –How to tell if your machine is being attacked and what you can do to protect it –Where the hackers are, how they probe a target and sneak into a computer, and what they do once they get inside –How corporations use hacker techniques to infect your computer and invade your privacy –How you can lock down your computer to protect your data and your personal information using free programs included on the book's CD If you've ever logged onto a website, conducted an online transaction, sent or received email, used a networked computer or even watched the evening news, you may have already been tricked, tracked, hacked, and manipulated. As the saying goes, just because you're paranoid doesn't mean they aren't after you. And, as Wallace Wang reveals, they probably are. The companion CD contains hundreds of megabytes of 100% FREE

hacking and security related programs, like keyloggers, spyware stoppers, port blockers, IP scanners, Trojan horse detectors, and much, much more. CD compatible with Windows, Mac, and Linux.

THE CULT OF MAC, 2ND EDITION

No Starch Press It's been nearly fifteen years since Apple fans raved over the first edition of the critically-acclaimed The Cult of Mac. This long-awaited second edition brings the reader into the world of Apple today while also filling in the missing history since the 2004 edition, including the creation of Apple brand loyalty, the introduction of the iPhone, and the death of Steve Jobs. Apple is a global luxury brand whose products range from mobile phones and tablets to streaming TVs and smart home speakers. Yet despite this dominance, a distinct subculture persists, which celebrates the ways in which Apple products seem to encourage self-expression, identity, and innovation. The beautifully designed second edition of The Cult of Mac takes you inside today's Apple fandom to explore how devotions--new and old--keep the fire burning. Join journalists Leander Kahney and David Pierini as they explore how enthusiastic fans line up for the latest product releases, and how artists pay tribute to Steve Jobs' legacy in sculpture and opera. Learn why some photographers and filmmakers have eschewed traditional gear in favor of iPhone cameras. Discover a community of collectors around the world who spend tens of thousands of dollars to buy, restore, and enshrine Apple artifacts, like the Newton MessagePad and Apple II. Whether you're an Apple fan or just a casual observer, this second edition of The Cult of Mac is sure to reveal more than a few surprises, offering an intimate look at some of the most dedicated members in the Apple community.

LEARN TO PROGRAM WITH SCRATCH

A VISUAL INTRODUCTION TO PROGRAMMING WITH GAMES, ART, SCIENCE, AND MATH

No Starch Press Scratch is a fun, free, beginner-friendly programming environment where you connect blocks of code to build programs. While most famously used to introduce kids to programming, Scratch can make computer science approachable for people of any age. Rather than type countless lines of code in a cryptic programming language, why not use colorful command blocks and cartoon sprites to create powerful scripts? In Learn to Program with Scratch, author Majed Marji uses Scratch to explain the concepts essential to solving real-world programming problems. The labeled, color-coded blocks plainly show each logical step in a given script, and with a single click, you can even test any part of your script to check your logic. You'll learn how to: –Harness the power of repeat loops and recursion –Use if/else statements and logical operators to make decisions –Store data in variables and lists to use later in your program –Read, store, and manipulate user input –Implement key computer science algorithms like a linear search and bubble sort Hands-on projects will challenge you to create an Ohm's law simulator, draw intricate patterns, program sprites to mimic line-following robots, create arcade-style games, and more! Each chapter is packed with detailed explanations, annotated illustrations, guided examples, lots of color, and plenty of exercises to help the lessons stick. Learn to Program with Scratch is the perfect place to start your computer science journey, painlessly. Uses Scratch 2

BASTARD CULTURE!

HOW USER PARTICIPATION TRANSFORMS CULTURAL PRODUCTION

Amsterdam University Press The computer and particularly the Internet have been represented as enabling technologies, turning consumers into users and users into producers. The unfolding online cultural production by users has been framed enthusiastically as participatory culture. But while many studies of user activities and the use of the Internet tend to romanticize emerging media practices, this book steps beyond the usual framework and analyzes user participation in the context of accompanying popular and scholarly discourse, as well as the material aspects of design, and their relation to the practices of design and appropriation.

ELOQUENT JAVASCRIPT

A MODERN INTRODUCTION TO PROGRAMMING

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.

WONDERFUL LIFE WITH THE ELEMENTS

THE PERIODIC TABLE PERSONIFIED

No Starch Press From the brilliant mind of Japanese artist Bunpei Yorifuji comes Wonderful Life with the Elements, an illustrated guide to the periodic table that gives chemistry a friendly face. In this super periodic table, every element is a unique character whose properties are represented visually: heavy elements are fat, man-made elements are robots, and noble gases sport impressive afros. Every detail is significant, from the length of an element's beard to the clothes on its back. You'll also learn about each element's discovery, its common uses, and other vital stats like whether it floats—or explodes—in water. Why bother trudging through a

traditional periodic table? In this periodic paradise, the elements are people too. And once you've met them, you'll never forget them.

PERL ONE-LINERS

130 PROGRAMS THAT GET THINGS DONE

No Starch Press Part of the fun of programming in Perl lies in tackling tedious tasks with short, efficient, and reusable code. Often, the perfect tool is the one-liner, a small but powerful program that fits in one line of code and does one thing really well. In Perl One-Liners, author and impatient hacker Peteris Krumins takes you through more than 100 compelling one-liners that do all sorts of handy things, such as manipulate line spacing, tally column values in a table, and get a list of users on a system. This cookbook of useful, customizable, and fun scripts will even help hone your Perl coding skills, as Krumins dissects the code to give you a deeper understanding of the language. You'll find one-liners that: * Encode, decode, and convert strings * Generate random passwords * Calculate sums, factorials, and the mathematical constants π and e * Add or remove spaces * Number lines in a file * Print lines that match a specific pattern * Check to see if a number is prime with a regular expression * Convert IP address to decimal form * Replace one string with another And many more! Save time and sharpen your coding skills as you learn to conquer those pesky tasks in a few precisely placed keystrokes with Perl One-Liners.

EMERGING RESEARCH, PRACTICE, AND POLICY ON COMPUTATIONAL THINKING

Springer This book reports on research and practice on computational thinking and the effect it is having on education worldwide, both inside and outside of formal schooling. With coding becoming a required skill in an increasing number of national curricula (e.g., the United Kingdom, Israel, Estonia, Finland), the ability to think computationally is quickly becoming a primary 21st century "basic" domain of knowledge. The authors of this book investigate how this skill can be taught and its resultant effects on learning throughout a student's education, from elementary school to adult learning.

PRACTICAL SQL

A BEGINNER'S GUIDE TO STORYTELLING WITH DATA

No Starch Press Practical SQL is an approachable and fast-paced guide to SQL (Structured Query Language), the standard programming language for defining, organizing, and exploring data in relational databases. The book focuses on using SQL to find the story your data tells, with the popular open-source database PostgreSQL and the pgAdmin interface as its primary tools. You'll first cover the fundamentals of databases and the SQL language, then build skills by analyzing data from the U.S. Census and other federal and state government agencies. With exercises and real-world examples in each chapter, this book will teach even those who have never programmed before all the tools necessary to build powerful databases and access information quickly and efficiently. You'll learn how to: - Create databases and related tables using your own data - Define the right data types for your information - Aggregate, sort, and filter data to find patterns - Use basic math and advanced statistical functions - Identify errors in data and clean them up - Import and export data using delimited text files - Write queries for geographic information systems (GIS) - Create advanced queries and automate tasks Learning SQL doesn't have to be dry and complicated. Practical SQL delivers clear examples with an easy-to-follow approach to teach you the tools you need to build and manage your own databases. This book uses PostgreSQL, but the SQL syntax is applicable to many database applications, including Microsoft SQL Server and MySQL.

NURSE ANESTHESIA - E-BOOK

Elsevier Health Sciences Gain the knowledge and skills you need for clinical anesthesia practice! Written specifically for nurse anesthetists, Nurse Anesthesia, 7th Edition provides a solid foundation in scientific principles and evidence-based practice. Coverage includes a review of pharmacology, pharmacokinetics and pharmacodynamics, drug receptor concepts, intravenous agents, neuromuscular blocking agents, and more, followed by a discussion of anesthesia equipment and clinical monitoring, preoperative preparation of the patient, and the use of anesthesia for a variety of surgical procedures. From a team of expert authors led by Sass Elisha, Jeremy S. Heiner, and John J. Nagelhout, this text helps you prepare for certification and also provides a key reference for CRNAs to use in daily practice. Updated information on pharmacology includes pharmacokinetics, drug delivery systems, opiate antagonists, and key induction drugs. Interactions with other anesthetic agents are integrated where appropriate, along with other important considerations. Overview of basic science provides a thorough basis for understanding nurse anesthesia. Information on Joint Commission (TJC) standards covers monitoring and administering moderate sedation/analgesia, also adding coverage of patient safety, monitoring, and pharmacology. More than 800 full-color photos and illustrations depict anatomy, procedures, concepts, and equipment. Logical organization of the text covers basic principles first, and builds on those with individual chapters for each surgical specialty. More than 800 tables and boxes summarize essential information in a quick, easy-to-reference format. UNIQUE! Expert CRNA authors provide the most up-to-date clinical information for CRNAs to use in daily practice. Handy references make it quick and easy to find the latest and most important research in the field. NEW! Updated content reflects the latest changes in the industry. NEW! Two new chapters include Crisis Resource Management and Patient Safety and Infection Control and Prevention.

SERIOUS PYTHON

BLACK-BELT ADVICE ON DEPLOYMENT, SCALABILITY, TESTING, AND MORE

No Starch Press An indispensable collection of practical tips and real-world advice for tackling common Python problems and taking your code to the next level. Features interviews with high-profile Python developers who share their tips, tricks, best practices, and real-world advice gleaned from years of experience. Sharpen your Python skills as you dive deep into the Python programming language with Serious Python. You'll cover a range of advanced topics like multithreading and memorization, get advice from experts on things like designing APIs and dealing with databases, and learn Python internals to help you gain a deeper understanding of the

language itself. Written for developers and experienced programmers, Serious Python brings together over 15 years of Python experience to teach you how to avoid common mistakes, write code more efficiently, and build better programs in less time. As you make your way through the book's extensive tutorials, you'll learn how to start a project and tackle topics like versioning, layouts, coding style, and automated checks. You'll learn how to package your software for distribution, optimize performance, use the right data structures, define functions efficiently, pick the right libraries, build future-proof programs, and optimize your programs down to the bytecode. You'll also learn how to: - Make and use effective decorators and methods, including abstract, static, and class methods - Employ Python for functional programming using generators, pure functions, and functional functions - Extend flake8 to work with the abstract syntax tree (AST) to introduce more sophisticated automatic checks into your programs - Apply dynamic performance analysis to identify bottlenecks in your code - Work with relational databases and effectively manage and stream data with PostgreSQL If you've been looking for a way to take your Python skills from good to great, Serious Python will help you get there. Learn from the experts and get seriously good at Python with Serious Python!

FROM CORPORATE TO SOCIAL MEDIA

CRITICAL PERSPECTIVES ON CORPORATE SOCIAL RESPONSIBILITY IN MEDIA AND COMMUNICATION INDUSTRIES

Routledge The corporate and the social are crucial themes of our times. In the first decade of the twenty-first century, both individual lives and society were shaped by capitalist crisis and the rise of social media. But what marks the distinctively social character of "social media"? And how does it relate to the wider social and economic context of contemporary capitalism? The concept of Corporate Social Responsibility (CSR) is based on the idea that a socially responsible capitalism is possible; this suggests that capitalist media corporations can not only enable social interaction and cooperation but also be socially responsible. This book provides a critical and provocative perspective on Corporate Social Responsibility (CSR) in media and communication industries. It examines both the academic discourse on CSR and actual corporate practices in the media sector, offering a double critique that reveals contradictions between corporate interests and social responsibilities. Marisol Sandoval's political economic analysis of Apple, AT&T, Google, HP, Microsoft, News Corp, The Walt Disney Company and Vivendi shows that media and communication in the twenty-first century are confronted with fundamental social responsibility challenges. From software patents and intellectual property rights to privacy on the Internet, from working conditions in electronics manufacturing to hidden flows of eWaste – this book encourages the reader to explore the multifaceted social (ir)responsibilities that shape commercial media landscapes today. It makes a compelling argument for thinking beyond the corporate in order to envision and bring about truly social media. It will interest students and scholars of media studies, cultural industry studies, sociology, information society studies, organization studies, political economy, business and management.

HOW SOFTWARE WORKS

THE MAGIC BEHIND ENCRYPTION, CGI, SEARCH ENGINES, AND OTHER EVERYDAY TECHNOLOGIES

No Starch Press We use software every day to perform all kinds of magical, powerful tasks. It's the force behind stunning CGI graphics, safe online shopping, and speedy Google searches. Software drives the modern world, but its inner workings remain a mystery to many. How Software Works explains how computers perform common-yet-amazing tasks that we take for granted every day. Inside you'll learn: –How data is encrypted –How passwords are used and protected –How computer graphics are created –How video is compressed for streaming and storage –How data is searched (and found) in huge databases –How programs can work together on the same problem without conflict –How data travels over the Internet How Software Works breaks down these processes with patient explanations and intuitive diagrams so that anyone can understand—no technical background is required, and you won't be reading through any code. In plain English, you'll examine the intricate logic behind the technologies you constantly use but never understood. If you've ever wondered what really goes on behind your computer screen, How Software Works will give you fascinating look into the software all around you.

THE ART OF ASSEMBLY LANGUAGE, 2ND EDITION

No Starch Press Assembly is a low-level programming language that's one step above a computer's native machine language. Although assembly language is commonly used for writing device drivers, emulators, and video games, many programmers find its somewhat unfriendly syntax intimidating to learn and use. Since 1996, Randall Hyde's The Art of Assembly Language has provided a comprehensive, plain-English, and patient introduction to 32-bit x86 assembly for non-assembly programmers. Hyde's primary teaching tool, High Level Assembler (or HLA), incorporates many of the features found in high-level languages (like C, C++, and Java) to help you quickly grasp basic assembly concepts. HLA lets you write true low-level code while enjoying the benefits of high-level language programming. As you read The Art of Assembly Language, you'll learn the low-level theory fundamental to computer science and turn that understanding into real, functional code. You'll learn how to: –Edit, compile, and run HLA programs –Declare and use constants, scalar variables, pointers, arrays, structures, unions, and namespaces –Translate arithmetic expressions (integer and floating point) –Convert high-level control structures This much anticipated second edition of The Art of Assembly Language has been updated to reflect recent changes to HLA and to support Linux, Mac OS X, and FreeBSD. Whether you're new to programming or you have experience with high-level languages, The Art of Assembly Language, 2nd Edition is your essential guide to learning this complex, low-level language.

IMPRACTICAL PYTHON PROJECTS

PLAYFUL PROGRAMMING ACTIVITIES TO MAKE YOU SMARTER

No Starch Press Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while

enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using linguistical sieves - Plan your parents' secure retirement with Monte Carlo simulation - Save the sorceress Zatanna from a stabby death using palingrams - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find endless educational, geeky fun with Impractical Python Projects.