

Infinite Loop: How Apple, The World's Most Insanely Great Company, Went Insane

Become a master of Python programming using the small yet powerful Raspberry Pi Zero About This Book This is the first book on the market that teaches Python programming with Raspberry Pi Zero Develop exciting applications such as a mobile robot and home automation controller using Python This step-by-step guide helps you make the most out of Raspberry Pi Zero using Python programming Who This Book Is For This book is aimed at hobbyists and programmers who want to learn Python programming and develop applications using the Pi Zero. They should have basic familiarity with electronics. What You Will Learn Configure Raspberry Pi using Python Control loops to blink an LED using simple arithmetic operations Understand how interface sensors, actuators, and LED displays work Get to grips with every aspect of Python programming using practical examples Explore machine vision, data visualization, and scientific computations Build a mobile robot using the Raspberry Pi as the controller Build a voice-activated home automation controller In Detail Raspberry Pi Zero is a super-small and super-affordable product from Raspberry Pi that is packed with a plethora of features and has grabbed the notice of programmers, especially those who use Python. This step-by-step guide will get you developing practical applications in Python using a Raspberry Pi Zero. It will become a valuable resource as you learn the essential details of interfacing sensors and actuators to a Raspberry Pi, as well as acquiring and displaying data. You will get started by writing a Python program that blinks an LED at 1-second intervals. Then you will learn to write simple logic to execute tasks based upon sensor data (for example, to control a motor) and retrieve data from the web (such as to check e-mails to provide a visual alert). Finally, you will learn to build a home automation system with Python where different appliances are controlled using the Raspberry Pi. The examples discussed in each chapter of this book culminate in a project that help improve the quality of people's lives. Style and approach This will be a learning, step-by-step guide to teach Python programming using the famous Raspberry Pi Zero. The book is packed with practical examples at every step along with tips and tricks for the Raspberry Pi fans

INSIDE APPLE reveals the secret systems, tactics and leadership strategies that allowed Steve Jobs and his company to churn out hit after hit and inspire a cult-like following for its products. If Apple is Silicon Valley's answer to Willy Wonka's Chocolate Factory, then author Adam Lashinsky provides readers with a golden ticket to step inside. In this primer on leadership and innovation, the author will introduce readers to concepts like the "DRI" (Apple's practice of assigning a Directly Responsible Individual to every task) and the Top 100 (an annual ritual in which 100 up-and-coming executives are tapped a la Skull & Bones for a secret retreat with company founder Steve Jobs). Based on numerous interviews, the book offers exclusive new information about how Apple innovates, deals with its suppliers and is handling the transition into the Post Jobs Era. Lashinsky, a Senior Editor at

Large for Fortune, knows the subject cold: In a 2008 cover story for the magazine entitled **The Genius Behind Steve: Could Operations Whiz Tim Cook Run The Company Someday** he predicted that Tim Cook, then an unknown, would eventually succeed Steve Jobs as CEO. While **Inside Apple** is ostensibly a deep dive into one, unique company (and its ecosystem of suppliers, investors, employees and competitors), the lessons about Jobs, leadership, product design and marketing are universal. They should appeal to anyone hoping to bring some of that Apple magic to their own company, career, or creative endeavor.

The free book "**Fundamentals of Computer Programming with C#**" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: **Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book)** ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler,

Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

AppleScript in a Nutshell is the first complete reference to AppleScript, the popular programming language that gives both power users and sophisticated enterprise customers the important ability to automate repetitive tasks and customize applications. As the Macintosh continues to expand and solidify its base in the multimedia and publishing industries, AppleScript is the tool of choice on this platform for creating sophisticated time- and money-saving workflow applications (applets). These applets automate the processing and management of digital video, imaging, print, and web-based material. AppleScript is also gaining a foothold in scientific programming, as technical organizations adopt G4 CPU-based systems for advanced computing and scientific analysis. Finally, "power users" and script novices will find that AppleScript is a great everyday Mac programming tool, similar to Perl on Windows NT or Unix. In this well-organized and concise reference, AppleScript programmers will find: Detailed coverage of AppleScript Version 1.4 and beyond on Mac OS 9 and Mac OS X. Complete descriptions of AppleScript language features, such as data types, flow-control statements, functions, object-oriented features (script objects and libraries), and other syntactical elements. Descriptions and hundreds of code samples on programming the various "scriptable" system components, such as the Finder, File Sharing, File Exchange, Network scripting, Web scripting, Apple System Profiler, the ColorSync program, and the numerous powerful language extensions called "osax" or scripting additions. Most other AppleScript books are hopelessly out of date. AppleScript in a Nutshell covers the latest updates and improvements with practical, easy to understand tips, including: Using AppleScript as a tool for distributed computing, an exciting development that Apple Computer calls "program linking over IP." Programmers can now do distributed computing with Macs over TCP/IP networks, including controlling remote applications with AppleScript and calling AppleScript methods on code libraries that are located on other machines. Using the Sherlock find application to automate web and network searching. Insights on scripting new

Apple technologies such as Apple Data Detectors, Folder Actions, Keychain Access, and Apple Verifier. AppleScript in a Nutshell is a high-end handbook at a low-end price--an essential desktop reference that puts the full power of this user-friendly programming language into every AppleScript user's hands.

Learn Python in 7 Days

Designed by Apple in California

Java: A Beginner's Guide, Sixth Edition

The Infinite Game

Endless Loop

The C Programming Language

"Endless Loop" chronicles the complete history of the BASIC programming language--from its humble beginnings at Dartmouth College, to its widespread adoption and dominance in education, to its decline and subsequent modern rebirth. In the early morning hours of 1964, Dartmouth College birthed fraternal twins: BASIC, the Beginner's All-purpose Symbolic Instruction Code programming language, and, simultaneously, the Dartmouth Sharing System (DTSS). It hadn't been an easy birth, and the gestation period was likely difficult. BASIC was primarily the idea of one man, mathematics professor John Kemeny, a brilliant Hungarian mathematician who had once been an assistant to Albert Einstein, while the DTSS satisfied the vision of another, mathematics and statistics professor Thomas Kurtz, who had brought a democratizing spirit to Dartmouth's campus in the form of free computer access for all. BASIC and DTSS caught on at Dartmouth quickly, with a vast majority of undergraduates (and faculty) making use of the computer system via teletypewriters within several years after its inception. But by the early 1970s, with the personal computer market fast approaching, Kemeny and Kurtz began to lose control over BASIC as it achieved widespread popularity outside of Dartmouth. The language was being adapted to run on a wide variety of computers, some much too short of memory to contain the full set of Dartmouth BASIC features. Most notably, Microsoft built its business on the back of RISC-based BASIC interpreters for a variety of microcomputers. Although the language was ubiquitous in schools by the early 1980s, it came under attack by such notables as computer scientist Edsger W. Dijkstra for its lack of structure as well as by Kemeny and Kurtz themselves, who viewed non-Dartmouth "Street BASIC" as blasphemous and saw it as their mission to right the ship through language standardization and the release of True BASIC. But by then it was too late: the era of BASIC's global dominance was over. In "Endless Loop," author Mark Jones Lorenzo documents the history and development of Dartmouth BASIC, True BASIC, Tiny BASIC, Microsoft BASIC--including Altair BASIC, Applesoft BASIC, Color BASIC, Commodore BASIC, TRS-80 Level II BASIC, TI BASIC, IBM BASIC/A/GW-BASIC, QuickBASIC/QBASIC, Visual Basic, and Small Basic--as well as 9845 BASIC, Atari BASIC, BBC BASIC, CBASIC, Locomotive BASIC, MacBASIC, QB64, Simons' BASIC, Sinclair BASIC, SuperBASIC, and Turbo Basic/PowerBASIC, among a number of other implementations. The ascendance of BASIC paralleled the emergence of the personal computer, so the story of BASIC is first and foremost a story--actually, many interlocking stories--about computers. But it is also a tale of talented people who built the language out of a set of primal ingredients: sweat, creativity, rivalry, jealousy, cooperation, and plain hard work, and then set the language loose in a world filled with unintended consequences. How those unintended consequences played out, leading to the demise

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most popular computer language the world has ever known, is the focus of "Endless L
If you know basic high-school math, you can quickly learn and apply the core concepts
computer science with this concise, hands-on book. Led by a team of experts, you'll qu
understand the difference between computer science and computer programming, and
learn how algorithms help you solve computing problems. Each chapter builds on mate
introduced earlier in the book, so you can master one core building block before movin
the next. You'll explore fundamental topics such as loops, arrays, objects, and classes,
the easy-to-learn Ruby programming language. Then you'll put everything together in t
last chapter by programming a simple game of tic-tac-toe. Learn how to write algorithm
solve real-world problems Understand the basics of computer architecture Examine th
tools of a programming language Explore sequential, conditional, and loop programming
structures Understand how the array data structure organizes storage Use searching
techniques and comparison-based sorting algorithms Learn about objects, including ho
build your own Discover how objects can be created from other objects Manipulate fil
use their data in your software

Get the basics on four key web programming tools in one great book! PHP, JavaScript,
HTML5 are essential programming languages for creating dynamic websites that work
the MySQL database. PHP and MySQL provide a robust, easy-to-learn, open-source sol
for creating superb e-commerce sites and content management. JavaScript and HTML5
support for the most current multimedia effects. This one-stop guide gives you what
to know about all four! Seven self-contained minibooks cover web technologies, HTML5
CSS3, PHP programming, MySQL databases, JavaScript, PHP with templates, and web
applications. Addresses how PHP, MySQL, JavaScript, and HTML5 are vital tools for
creating dynamic, database-driven websites and are especially important for e-comm
Serves as essential reading for web designers who are new to these technologies, off
crash course covering all of these powerful technologies in this handy volume of sever
contained minibooks Covers how to program in PHP and how to create and administer
MySQL database as well as how to manipulate MySQL data via a web interface Shows
create a secure website and how to code popular e-business applications such as logi
programs and shopping carts With seven books in one, PHP, MySQL, JavaScript & HTML
All-in-One For Dummies will turn your website into the center of attention in no time a
Infinite LoopHow the World's Most Insanely Great Computer Company Went

InsaneBroadway Business

Steve Jobs: Apple iCon

Java Programming

Computer Science Programming Basics in Ruby

10 PRINT CHR\$(205.5+RND(1)); : GOTO 10

Revolution in The Valley

Python Programming with Raspberry Pi

Introduce your beginning programmers to the power of Java for developing applications with the engaging, hands-on approach in Farrell's JAVA PROGRAMMING, 8E. With this text, even first-time programmers can quickly develop useful programs while learning the basic principles of structured and object-oriented programming. The text incorporates the latest version of Java with a reader-friendly presentation

and meaningful real-world exercises that highlight new Java strengths. Updated Programming Exercises and a wealth of case problems help students build skills critical for ongoing programming success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Former Wall Street Journal technology reporter Yukari Iwatani Kane delves deep inside Apple in the two years since Steve Jobs's death, revealing the tensions and challenges CEO Tim Cook and his team face as they try to sustain Jobs's vision and keep the company moving forward. Steve Jobs's death raised one of the most pressing questions in the tech and business worlds: Could Apple stay great without its iconic leader? Many inside the company were eager to prove that Apple could be just as innovative as it had been under Jobs. Others were painfully aware of the immense challenge ahead. As its business has become more complex and global, Apple has come under intense scrutiny, much of it critical. Maintaining market leadership has become crucial as it tries to conquer new frontiers and satisfy the public's insatiable appetite for "insanely great" products. Based on over two hundred interviews with current and former executives, business partners, Apple watchers and others, *Haunted Empire* is an illuminating portrait of Apple today that offers clues to its future. With nuanced insights and colorful details that only a seasoned journalist could glean, Kane goes beyond the myths and headlines. She explores Tim Cook's leadership and its impact on Jobs's loyal lieutenants, new product development, and Apple's relationships with Wall Street, the government, tech rivals, suppliers, the media, and consumers. Hard-hitting yet fair, *Haunted Empire* reveals the perils and opportunities an iconic company faces when it loses its visionary leader.

The secret history of the invention that changed everything—and became the most profitable product in the world.

NATIONAL BESTSELLER Shortlisted for the Financial Times Business Book of the Year Award One of the Best Business Books of 2016 - CNBC, Bloomberg, 1-800-CEO-Read "The One Device is a tour de force, with a fast-paced edge and heaps of analytical insight." -Ashlee Vance, New York Times bestselling author of *Elon Musk* "A stunning book. You will never look at your iPhone the same way again." -Dan Lyons, New York Times bestselling author of *Disrupted Odds* are that

as you read this, an iPhone is within reach. But before Steve Jobs introduced us to "the one device," as he called it, a cell phone was merely what you used to make calls on the go. How did the iPhone transform our world and turn Apple into the most valuable company ever? Veteran technology journalist Brian Merchant reveals the inside story you won't hear from Cupertino-based on his exclusive interviews with the engineers, inventors, and developers who guided every stage of the iPhone's creation. This deep dive takes you from inside One Infinite Loop to 19th century France to WWII America, from the driest place on earth to a Kenyan pit of toxic e-waste, and even deep inside Shenzhen's notorious "suicide factories." It's a firsthand look at how the cutting-edge tech that makes the world work—touch screens, motion trackers, and even AI—made their way into our pockets. The One Device is a roadmap for design and engineering genius, an anthropology of the modern age, and an unprecedented view into one of the most secretive companies in history. This is the untold account, ten years in the making, of the device that changed everything.

Become an Ethereum Blockchain developer using a blend of concepts and hands-on implementations

Key Features

- Understand the Ethereum Ecosystem and its differences from its rich cousin Bitcoin
- Explore the Solidity programming language and smart contract optimizations
- Get a developer's perspective of Blockchain-as-a-technology with exposure to common challenges faced while building decentralized applications

Book Description Ethereum is a public, blockchain-based distributed computing platform featuring smart contract functionality. This book is your one-stop guide to blockchain and Ethereum smart contract development. We start by introducing you to the basics of blockchain. You'll learn about hash functions, Merkle trees, forking, mining, and much more. Then you'll learn about Ethereum and smart contracts, and we'll cover Ethereum virtual machine (EVM) in detail. Next, you'll get acquainted with DApps and DAOs and see how they work. We'll also delve into the mechanisms of advanced smart contracts, taking a practical approach. You'll also learn how to develop your own cryptocurrency from scratch in order to understand the business behind ICO. Further on, you'll get to know the key concepts of the Solidity programming language, enabling you to build decentralized blockchain-based applications. We'll

also look at enterprise use cases, where you'll build a decentralized microblogging site. At the end of this book, we discuss blockchain-as-a-service, the dark web marketplace, and various advanced topics so you can get well versed with the blockchain principles and ecosystem. What you will learn Know how to build your own smart contracts and cryptocurrencies Understand the Solidity language Find out about data types, control structure, functions, inheritance, mathematical operations, and much more See the various types of forks and discover how they are related to Ethereum Get to know the various concepts of web3.js and its APIs so you can build client-side apps Build a DAO from scratch and acquire basic knowledge of DApps on Ethercast Be guided through the project so you can optimize EVM for smart contracts Build your own decentralized applications (DApps) by taking a practical approach Who this book is for If you want to know the ins and outs of the Ethereum network and build your own decentralized applications, then this book is what you need! This book is for anyone who is interested in blockchain and wants to become an Ethereum developer. It's ideal for existing Ethereum developers who want to develop Ethereum using smart contracts. Basic knowledge of cryptography is expected but is not mandatory.

Haunted Empire

Accidental Empires

The Secret History of the iPhone

Beginning AppleScript

Ethereum Smart Contract Development

A science-fiction series that asks the age-old question, "What would you risk for a chance at true love?" Teddy, a young woman who lives in a faraway future where time traveling is common practice, has a job maintaining the status quo by correcting time paradoxes. But when she meets Ano, a living paradox and the girl of her dreams, Teddy must decide between fixing the time stream and the love of her life, both of which have unique consequences. This oversized, deluxe hardcover edition contains an all-new essay by Emma Houxbois.

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.

If you want to build dynamic Web sites that encourage users to interact with them, PHP and MySQL are among the best tools you'll find. PHP is a scripting language designed specifically for use on the Web, while MySQL is a database management system that works with it perfectly. Best of all, they're free. It's hard to beat that combination! PHP & MySQL Web Development All-in-One Desk Reference For Dummies is kind of one-stop shopping for the information you need to get up and running with these tools and put them to good use. It's divided into six handy minibooks that cover setting up your environment, PHP programming, using MySQL, security, PHP extensions, and PHP Web applications. They make it easy to create a Web site where visitors can sign on, use shopping carts, complete forms, and do business with your business. It's easy to find what you need in this handy guide. You'll discover how to:

- Find and acquire all the tools you need and set up your development environment**
- Build PHP scripts to make your Web site work**
- Create a MySQL database that visitors can access**
- Summarize and sort data results**
- Design and implement user access control**
- Build a shopping cart application**
- Create**

extensions that make your site more useful With PHP & MySQL Web Development All-in-One Desk Reference For Dummies by your side, you'll be a Web site guru before you know it! A single line of code offers a way to understand the cultural context of computing. This book takes a single line of code—the extremely concise BASIC program for the Commodore 64 inscribed in the title—and uses it as a lens through which to consider the phenomenon of creative computing and the way computer programs exist in culture. The authors of this collaboratively written book treat code not as merely functional but as a text—in the case of 10 PRINT, a text that appeared in many different printed sources—that yields a story about its making, its purpose, its assumptions, and more. They consider randomness and regularity in computing and art, the maze in culture, the popular BASIC programming language, and the highly influential Commodore 64 computer.

Inside Apple

Fundamentals of Computer Programming with C#

The One Device

The Definitive History of the World's Most Colorful Company

Apple & iPod Wizard

Building Experience Brands for the Journey Economy

Covers the latest major release of PHP, the most popular opensource Web scripting language, in the friendly, easy-to-understandFor Dummies style PHP is installed on nearly nine million servers, and usage hasgrown at the rate of 6.5 percent per month for the past twoyears PHP is easy to learn, well suited for Web development, and canbe embedded with HTML, making it a good choice for creating dynamicWeb pages for e-commerce sites and other Web applications; a database-friendly language, it connects easily to Sybase, MySQL,mSQL, Oracle, and other databases Explains how to acquire and install PHP, how PHP's featuresmake it a useful scripting language, and how to use PHP for threeof the most common applications: interactive Web sites, databasestorage, and common operating system tasks

Describes the development of the Apple Macintosh through a variety of anecdotes, photographs, and sketches.

Chronicles the best and the worst of Apple Computer's remarkable story.

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

PHP and MySQL Web Development All-in-One Desk Reference For Dummies

Exploring Concepts and Curriculum with Ruby

How Robert Noyce, Gordon Moore, and Andy Grove Built the World's Most Important Company

A First Course in Programming and Statistics

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Infinite Loop

The Infinite Loop, Vol. 2: Nothing But the Truth

Reveals the behind-the-scenes story of the downfall of Apple Computer, a tale of incredible technological inventiveness undercut by corporate ineptitude and internal competition featuring a bruising portrait of the company's co-founder, Steve Jobs.

This title examines the remarkable life of Steve Jobs. Readers will learn about Jobs's family background, childhood, education, and groundbreaking work in the computer and technology industry. Jobs's many innovations, such as the first Apple computer, the iPod, the iPad, and the iPhone, are discussed as well as his time working at NeXT Computer and Pixar. Color photos and informative sidebars accompany easy-to-read, compelling text. Features include a table of contents, timeline, facts, additional resources, Web sites, a glossary, a bibliography, and an index. Aligned to Common Core Standards and correlated to state standards. Essential Library is an imprint of Abdo Publishing, a division of ABDO. How Apple, the world's most insanely great computer company, went insane.alone, who grew up with the founders of Apple, Steve Jobs and Steve Wozniak,ecounts the story of the fall and rise again of Apple.

The history of science is all around us, if you know where to look. With this unique traveler's guide, you'll learn about 128 destinations around the world where discoveries in science, mathematics, or technology occurred or is happening now. Travel to Munich to see the world's largest science museum, watch Foucault's pendulum swinging in Paris, ponder a descendant of Newton's apple tree at Trinity College, Cambridge, and more. Each site in The Geek Atlas focuses on discoveries or inventions, and includes information about the people and the science behind them. Full of interesting photos and illustrations, the book is organized geographically by country (by state within the U.S.), complete with latitudes and longitudes for GPS devices. Destinations include: Bletchley Park in the UK, where the Enigma code was broken The Alan Turing Memorial in Manchester, England The Horn Antenna in New Jersey, where the Big Bang theory was confirmed The National Cryptologic Museum in Fort Meade, Maryland The Trinity Test Site in New Mexico, where the first atomic bomb was exploded The Joint Genome Institute in Walnut Creek, California You won't find tedious, third-rate museums, or a tacky plaque stuck to a wall stating that "Professor X slept here." Every site in this book has real scientific, mathematical, or technological interest -- places guaranteed to make every geek's heart pound a little faster. Plan a trip with The Geek Atlas and make your own discoveries along the way.

*Attorneys and Agents Registered to Practice Before the U.S. Patent and Trademark Office
PHP, MySQL, JavaScript & HTML5 All-in-One For Dummies*

Take Command of Your Mac

Apple iCon

How the World's Most Insanely Great Computer Company Went Insane

128 Places Where Science and Technology Come Alive

Essential Java Programming Skills--Made Easy! Fully updated for Java Platform, Standard Edition 8 (Java SE 8), Java: A Beginner's Guide, Sixth Edition gets you started programming Java right away. Bestselling programming author Herb Schildt begins with the basics, showing how to create, compile, and run a Java program. He then moves on to the keywords, s

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constructs that form the core of the Java language. This Oracle Press resource also covers Java's more advanced features, including multithreaded programming, generics, and annotations. Of course, new Java SE 8 features such as lambda expressions and default interface methods are described. An introduction to JavaFX, Java's newest GUI, concludes this step-by-step tutorial. Designed for Easy Learning: Key Skills & Concepts -- Chapter-opening lists of skills covered in the chapter Ask the Expert -- Q&A sections filled with bonus information helpful tips Try This -- Hands-on exercises that show you how to apply your skills Self-Test End-of-chapter quizzes to reinforce your skills Annotated Syntax -- Example code with commentary that describes the programming techniques being illustrated The book's code examples are available FREE for download.

Regan O'Riley has just about given up hope that she will ever find a woman into shy, geeky programmers. She yearns for a connection, but can't seem to make the first move. Mel knows all about making moves. After a childhood under the thumb of her alcoholic father, she avoids intimacy by drowning herself in fiery, fleeting encounters with strangers. When she and Mel meet in a straight bar, of all places, their chemistry is unmistakable. Before they begin to explore their new relationship, Mel's world is rocked when a close friend is a victim of a shooting. Regan suggests they take a road trip to escape reality for a little while, and she is only too ready to shake things up. Together they embark upon a physical and emotional journey where they discover that breaking free of old habits may be the only way to change your life. What do companies like Uber and Amazon, Apple and Tesla have in common? They are all Experience Brands. Businesses that have embraced digital and technology as a competitive differentiator are creating exponentially more value than their counterparts and for their customers. This progressive digital transformation has completely shifted the way businesses capture, create, and retain customers throughout the entirety of the relationship. From social media awareness creation, to streamlining shopping, to building personalized products and services, to offering new business models, digital-enabled businesses are changing the way they view their role in their customers' lives. They are transforming their mindset from acquisition to retention, from membership and from marketing to relationship management. Businesses are entering the Journey Economy - where customer value goes beyond a single transaction and into a long-term experience with the brands they do business with. Understanding the entire customer journey gives brands the insight of the pain points and moments of joy customers expect and experience throughout their individual path to a brand. This intelligence gives brands the power to capitalize on these moments of pain and joy, but also the ability to see trends and shifts in the marketplace. Experience Brands are built around the notion and idea of speed. They believe the faster they can identify consumer problems and pain points, then create solutions to fix them, the faster they can create new value, access new revenue opportunities, and establish a long-term relationship with their consumers. Being consumer focused gives Experience Brands the ability to track the end-to-end journey of consumers and keep an open dialog with them, while identifying the bottlenecks and challenges to solve. This continuous loop gives Experience Brands the ability to access the fast-to-market advantage, while maintaining strong relationships with their consumers. Author Paul Miser takes the conversation about digital disruption to a higher level. He explains that Experience Brands are never focused on the first sale, rather they rely on learning and building relationships that will lead to a third sale and many more after that.

Computer manufacturing is--after cars, energy production and illegal drugs--the largest industry in the world, and it's one of the last great success stories in American business.

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Accidental Empires is the trenchant, vastly readable history of that industry, focusing on the astoundingly odd personalities at its core--Steve Jobs, Bill Gates, Mitch Kapor, and the hacker culture they spawned as it does on the remarkable technology they create. It reveals the manias and foibles of these men (they are always men) with deadpan hilarity and cogently demonstrates how their neuroses have shaped the computer business. But O'Reilly gives us much more than high-tech voyeurism and insider gossip. From the birth of the transistor to the mid-life crisis of the computer industry, he spins a sweeping, unique saga of creativity and ego that is at once uproarious, shocking and inspiring.

The Insanely Great Story of How the Mac Was Made

The Book of R

A Desktop Quick Reference

AppleScript in a Nutshell

Steve Jobs

Digital Transformation - the Infinite Loop

Although she tried to reboot the future, Teddy's plan failed. While human anomalies are no longer executed merely for the crime of existing, they're forced to live in squalid refugee camps. Teddy and Ano want to fight for the rights of human anomalies, but they're about to find out how hard that can be, especially when powerful people want things to stay the same. Return to an even darker version of this wildly imagined reality, where threats lurk around every corner and people refuse to accept truth. Filled with danger and tension that will keep readers on the edge of their seats, The Infinite Loop provides a sharp critique of a modern era where truth has become a matter of debate.

If you're like most developers, you rely heavily on JavaScript to build interactive and quick-responding web applications. The problem is that all of those lines of JavaScript code can slow down your apps. This book reveals techniques and strategies to help you eliminate performance bottlenecks during development. You'll learn how to improve execution time, downloading, interaction with the DOM, page life cycle, and more. Yahoo! frontend engineer Nicholas C. Zakas and five other JavaScript experts—Ross Harmes, Julien Lecomte, Steven Levithan, Stoyan Stefanov, and Matt Sweeney—demonstrate optimal ways to load code onto a page, and offer programming tips to help your JavaScript run as efficiently and quickly as possible. You'll learn the best practices to build and deploy your files to a production environment, and tools that can help you find problems once your site goes live. Identify problem code and use faster alternatives to accomplish the same task Improve scripts by learning how JavaScript stores and accesses data Implement JavaScript code so that it doesn't slow down interaction with the DOM Use optimization techniques to improve runtime performance Learn ways to ensure the UI is responsive at all times Achieve faster client-server communication Use a build system to minify files, and HTTP compression to deliver them to the browser

The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of

experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPU's cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

Based on unprecedented access to the corporation's archives, The Intel Trinity is the first full history of Intel Corporation—the essential company of the digital age—told through the lives of the three most important figures in the company's history: Robert Noyce, Gordon Moore, and Andy Grove. Often hailed the “most important company in the world,” Intel remains, more than four decades after its inception, a defining company of the global digital economy. The legendary inventors of the microprocessor—the single most important product in the modern world—Intel today builds the tiny “engines” that power almost every intelligent electronic device on the planet. But the true story of Intel is the human story of the trio of geniuses behind it. Michael S. Malone reveals how each brought different things to Intel, and at different times. Noyce, the most respected high tech figure of his generation, brought credibility (and money) to the company's founding; Moore made Intel the world's technological leader; and Grove, has relentlessly driven the company to ever-higher levels of success and competitiveness. Without any one of these figures, Intel would never have achieved its historic success; with them, Intel made possible the personal computer, Internet, telecommunications, and the personal electronics revolutions. The Intel Trinity is not just the story of Intel's legendary past; it also offers an analysis of the formidable challenges that lie ahead as the company struggles to maintain its dominance, its culture, and its legacy. With eight pages of black-and-white photos.

Macintosh Terminal Pocket Guide

Build blockchain-based decentralized applications using solidity

Apple After Steve Jobs

Build Faster Web Application Interfaces

How America's Most Admired--and Secretive--Company Really Works

High Performance JavaScript

Unlock the secrets of the Terminal and discover how this powerful tool solves problems the Finder can't handle. With this handy guide, you'll learn commands for a variety of tasks, such as killing programs that refuse to quit, renaming a large batch of files in seconds, or running jobs in the background while you do other work. Get started with an easy-to-understand overview of the Terminal and its partner, the shell. Then dive into commands neatly arranged into two dozen categories, including directory operations, file comparisons, and network connections. Each command includes a concise description of its purpose and features. Log into your Mac from remote locations Search and modify files in powerful ways Schedule jobs for particular days and times Let several people use one Mac at the same time Compress and uncompress files in a variety of formats View and manipulate Mac OS X processes Combine

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multiple commands to perform complex operations Download and install additional commands from the Internet

Discusses the life and achievements of Steve Jobs, discussing his childhood, education, family, and influence.

A guide to the scripting language covers such topics as working with strings and lists, communicating with applications, handling errors, and using AppleScript Studio.

Learn efficient Python coding within 7 days About This Book Make the best of Python features Learn the tinge of Python in 7 days Learn complex concepts using the most simple examples Who This Book Is For The book is aimed at aspiring developers and absolute novice who want to get started with the world of programming. We assume no knowledge of Python for this book. What You Will Learn Use if else statement with loops and how to break, skip the loop Get acquainted with python types and its operators Create modules and packages Learn slicing, indexing and string methods Explore advanced concepts like collections, class and objects Learn dictionary operation and methods Discover the scope and function of variables with arguments and return value In Detail Python is a great language to get started in the world of programming and application development. This book will help you to take your skills to the next level having a good knowledge of the fundamentals of Python. We begin with the absolute foundation, covering the basic syntax, type variables and operators. We'll then move on to concepts like statements, arrays, operators, string processing and I/O handling. You'll be able to learn how to operate tuples and understand the functions and methods of lists. We'll help you develop a deep understanding of list and tuples and learn python dictionary. As you progress through the book, you'll learn about function parameters and how to use control statements with the loop. You'll further learn how to create modules and packages, storing of data as well as handling errors. We later dive into advanced level concepts such as Python collections and how to use class, methods, objects in python. By the end of this book, you will be able to take your skills to the next level having a good knowledge of the fundamentals of Python. Style and approach Fast paced guide to get you up-to-speed with the language. Every chapter is followed by an exercise that focuses on building something with the language. The codes of the exercises can be found on the Packt website

A History of the Brazil Modern House

Casa Modernista

The Bulgarian C# Book

The Geek Atlas

The Infinite Loop 1

Intel Trinity,The

From the New York Times bestselling author of Start With Why and Leaders Eat Last, a bold framework for leadership in today's ever-changing world. How do we win a game that has no end? Finite games, like football or chess, have known players, fixed rules and a clear endpoint. The winners and losers are easily identified. Infinite games, games with no finish line, like business or politics, or life itself, have players who come and go. The rules of an infinite game are changeable while infinite games have no defined endpoint. There are no winners or losers—only ahead and behind. The question is, how do we play to succeed in the game we're in? In this revelatory new book, Simon Sinek offers a framework for leading with an infinite mindset. On one hand, none of

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us can resist the fleeting thrills of a promotion earned or a tournament won, yet these rewards fade quickly. In pursuit of a Just Cause, we will commit to a vision of a future world so appealing that we will build it week after week, month after month, year after year. Although we do not know the exact form this world will take, working toward it gives our work and our life meaning. Leaders who embrace an infinite mindset build stronger, more innovative, more inspiring organizations. Ultimately, they are the ones who lead us into the future.

A rediscovery of one of the most powerful schools of Modernism. On the one hand sensual and warm, on the other rational yet rhythmic, Brazilian Modernism is the soulful alternative to its European parent, better known for theoretical rigor and cold precision. Using the modern materials of concrete and reinforced glass, as well as wood and steel, Brazilians brought to Modernism an unspoken philosophy that allowed for the free flow of nature and built forms, so that the one was not dominated by the other but rather embraced by it. The undulating and amorphous buildings of Oscar Niemeyer are perhaps the best known expressions of this philosophy, in which the typical straight line of Europe's Modern home becomes a graceful arabesque. The story of the Brazil Modern house is a tradition, a great flowering of talents and vision and a revealing new experience of Modernism, that until now has not been properly documented. Casa Modernista is the first volume to comprehensively cover this extraordinary architecture. Within its pages is featured not only the work of Niemeyer, but also that of all the most important modern architects of this extremely rich, multifaceted nation, including Affonso Eduardo Reidy, Jorge Machado Moreira, Carlos Leao, Alvaro Vital Brazil, Paulo Mendes da Rocha, Joao Walter Toscano, and Abrahao Sanovicz.

Apple Confidential 2.0

PHP 5 For Dummies

The History of the Basic Programming Language

Game Programming Patterns