

## Where To Download Git In Practice

# Git In Practice

**For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of**

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**data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most**

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**important and established machine learning algorithms**  
**Get up to speed on Git for tracking, branching, merging, and managing code revisions. Through a series of step-by-step tutorials, this practical guide takes you quickly from Git fundamentals to advanced techniques, and provides friendly yet rigorous advice for navigating the many functions of this open source version control system. This thoroughly revised edition also includes tips for manipulating trees, extended coverage of the relog and stash, and a complete introduction to the GitHub repository. Git lets you manage code development in a virtually endless variety of ways, once you understand how**

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**to harness the system's flexibility. This book shows you how. Learn how to use Git for several real-world development scenarios Gain insight into Git's common-use cases, initial tasks, and basic functions Use the system for both centralized and distributed version control Learn how to manage merges, conflicts, patches, and diffs Apply advanced techniques such as rebasing, hooks, and ways to handle submodules Interact with Subversion (SVN) repositories—including SVN to Git conversions Navigate, use, and contribute to open source projects though GitHub**

**The Contemporary Introduction to Deep Reinforcement Learning that Combines Theory and**

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**Practice Deep reinforcement learning (deep RL) combines deep learning and reinforcement learning, in which artificial agents learn to solve sequential decision-making problems. In the past decade deep RL has achieved remarkable results on a range of problems, from single and multiplayer games—such as Go, Atari games, and DotA 2—to robotics. Foundations of Deep Reinforcement Learning is an introduction to deep RL that uniquely combines both theory and implementation. It starts with intuition, then carefully explains the theory of deep RL algorithms, discusses implementations in its companion software library SLM Lab, and finishes with the**

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**practical details of getting deep RL to work. This guide is ideal for both computer science students and software engineers who are familiar with basic machine learning concepts and have a working understanding of Python. Understand each key aspect of a deep RL problem Explore policy- and value-based algorithms, including REINFORCE, SARSA, DQN, Double DQN, and Prioritized Experience Replay (PER) Delve into combined algorithms, including Actor-Critic and Proximal Policy Optimization (PPO) Understand how algorithms can be parallelized synchronously and asynchronously Run algorithms in SLM Lab and learn the practical implementation details**

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**for getting deep RL to work  
Explore algorithm benchmark  
results with tuned  
hyperparameters Understand  
how deep RL environments are  
designed Register your book for  
convenient access to downloads,  
updates, and/or corrections as  
they become available. See  
inside book for details.**

**The only way to master a skill is  
to practice. In Python Workout,  
author Reuven M. Lerner guides  
you through 50 carefully selected  
exercises that invite you to flex  
your programming muscles. As  
you take on each new challenge,  
you'll build programming skill  
and confidence. Summary The  
only way to master a skill is to  
practice. In Python Workout,  
author Reuven M. Lerner guides**

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**you through 50 carefully selected exercises that invite you to flex your programming muscles. As you take on each new challenge, you'll build programming skill and confidence. The thorough explanations help you lock in what you've learned and apply it to your own projects. Along the way, Python Workout provides over four hours of video instruction walking you through the solutions to each exercise and dozens of additional exercises for you to try on your own. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology To become a champion Python programmer you need to work out, building**

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**mental muscle with your hands on the keyboard. Each carefully selected exercise in this unique book adds to your Python prowess—one important skill at a time. About the book Python Workout presents 50 exercises that focus on key Python 3 features. In it, expert Python coach Reuven Lerner guides you through a series of small projects, practicing the skills you need to tackle everyday tasks. You'll appreciate the clear explanations of each technique, and you can watch Reuven solve each exercise in the accompanying videos. What's inside 50 hands-on exercises and solutions Coverage of all Python data types Dozens more bonus exercises for extra practice**

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**About the reader** For readers with basic Python knowledge.

**About the author** Reuven M. Lerner teaches Python and data science to companies around the world.

**Table of Contents**

**1** Numeric types

**2** Strings

**3** Lists and tuples

**4** Dictionaries and sets

**5** Files

**6** Functions

**7** Functional programming with comprehensions

**8** Modules and packages

**9** Objects

**10** Iterators and generators

**Git Best Practices Guide**

**Theory and Practice in Python**

**Fundamentals of Piano Practice**

**Version Control with Git**

**Automate software development workflows and seamlessly deploy your applications using GitHub Actions**

**Git Essentials**

## Where To Download Git In Practice

This pocket guide is the perfect on-the-job companion to Git, the distributed version control system. It provides a compact, readable introduction to Git for new users, as well as a reference to common commands and procedures for those of you with Git experience. Written for Git version 1.8.2, this handy task-oriented guide is organized around the basic version control functions you need, such as making commits, fixing mistakes, merging, and searching history. Examine the state of your project at earlier points in time Learn the basics of creating and making changes to a repository Create branches so many people can work on a project simultaneously Merge

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branches and reconcile the changes among them Clone an existing repository and share changes with push/pull commands Examine and change your repository ' s commit history Access remote repositories, using different network protocols Get recipes for accomplishing a variety of common tasks Practice your Git skills using exercises in your own environment. This book introduces concepts in an abstract visual way, and then enforces this learning through exercises - the Git katas. You will start with basic interactions such as commits and branches, and move on to both internals and collaborative workflows. Best

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practices are introduced and rehearsed throughout with hands-on exercises. Each topic is supplemented with interactive Git exercises that can be solved using any Git client – either the ubiquitous CLI or one of the many graphical clients so you'll learn in the environment you work in. The importance of Git is hard to overstate – it is used by 90% of software engineers worldwide and is the de facto standard for version control. Honing your Git skills is guaranteed to make you a better and more efficient developer. Building software can be stressful, but it doesn't need to be. Practical Git will give you the Git skills you need, and help keep your

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Git skills sharp. Add it to your library today. What You'll Learn Use Git through scripted exercises and the Git katas Understand Git ' s graph model Troubleshoot common and rare scenarios you may face Select and apply the right Git tool for the task Maintain and collaborate on Git repositories Tweak Git to gain the most from this powerful tool Who This Book Is For Anyone who is currently using Git in a copy-paste fashion. It will take you from using Git to knowing Git. Build, test, and deploy code right from your GitHub repository by automating, customizing, and executing software development workflows with GitHub Actions Key

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Features Enhance your CI/CD and DevOps workflows using GitHub Actions Discover how to create custom GitHub Actions using Docker and JavaScript Get up and running with building a CI/CD pipeline effectively Book Description GitHub Actions is one of the most popular products that enables you to automate development tasks and improve your software development workflow. Automating Workflows with GitHub Actions uses real-world examples to help you automate everyday tasks and use your resources efficiently. This book takes a practical approach to helping you develop the skills needed to create complex YAML

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files to automate your daily tasks. You'll learn how to find and use existing workflows, allowing you to get started with GitHub Actions right away. Moving on, you'll discover complex concepts and practices such as self-hosted runners and writing workflow files that leverage other platforms such as Docker as well as programming languages such as Java and JavaScript. As you advance, you'll be able to write your own JavaScript, Docker, and composite run steps actions, and publish them in GitHub Marketplace! You'll also find instructions to migrate your existing CI/CD workflows into GitHub Actions from platforms like Travis CI and GitLab. Finally, you'll

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explore tools that'll help you stay informed of additions to GitHub Actions along with finding technical support and staying engaged with the community. By the end of this GitHub book, you'll have developed the skills and experience needed to build and maintain your own CI/CD pipeline using GitHub Actions. What you will learn

- Get to grips with the basics of GitHub and the YAML syntax
- Understand key concepts of GitHub Actions
- Find out how to write actions for JavaScript and Docker environments
- Discover how to create a self-hosted runner
- Migrate from other continuous integration and continuous delivery (CI/CD)

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platforms to GitHub ActionsCollaborate with the GitHub Actions community and find technical help to navigate technical difficultiesPublish your workflows in GitHub MarketplaceWho this book is for This book is for anyone involved in the software development life cycle, for those looking to learn about GitHub Actions and what can be accomplished, and for those who want to develop a new skill to help them advance their software development career. If you are new to GitHub and GitHub Actions in general, then this book is for you. Basic knowledge of GitHub as a platform will help you to get the most out of this book.

## Where To Download Git In Practice

Learn how to best use GitOps to automate manual tasks in the continuous delivery and deployment process

### Key Features

Explore the different GitOps schools of thought and understand which GitOps practices will work for you and your team

### Get up and running with the fundamentals of GitOps implementation

Understand how to effectively automate the deployment and delivery process

### Book Description

The world of software delivery and deployment has come a long way in the last few decades. From waterfall methods to Agile practices, every company that develops its own software has to overcome various challenges in delivery and deployment to meet

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customer and market demands. This book will guide you through common industry practices for software delivery and deployment. Throughout the book, you'll follow the journey of a DevOps team that matures their software release process from quarterly deployments to continuous delivery using GitOps. With the help of hands-on tutorials, projects, and self-assessment questions, you'll build your knowledge of GitOps basics, different types of GitOps practices, and how to decide which GitOps practice is the best for your company. As you progress, you'll cover everything from building declarative language files to the pitfalls in performing

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continuous deployment with GitOps. By the end of this book, you'll be well-versed with the fundamentals of delivery and deployment, the different schools of GitOps, and how to best leverage GitOps in your teams. What you will learn

- Explore a variety of common industry tools for GitOps
- Understand continuous deployment, continuous delivery, and why they are important
- Gain a practical understanding of using GitOps as an engineering organization
- Become well-versed with using GitOps and Kubernetes together
- Leverage Git events for automated deployments
- Implement GitOps best practices and find out how to avoid GitOps pitfalls
- Who

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this book is for This book is for engineering leaders and anyone working in software engineering, DevOps, SRE, build/release, or cloud automation teams. A basic understanding of the DevOps software development life cycle (SDLC) will help you to get the most out of this book.

Includes 66 Techniques

A Comprehensive Guide to Version Control, Project Management, and Teamwork for the New Developer

Master SQL Fundamentals

A Handbook of Agile Software Craftsmanship

Master Git for effective implementation of version control for your programming projects

Learning SQL

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Pro Git (Second Edition) is your fully-updated guide to Git and its usage in the modern world. Git has come a long way since it was first developed by Linus Torvalds for Linux kernel development. It has taken the open source world by storm since its inception in 2005, and this book teaches you how to use it like a pro. Effective and well-implemented version control is a necessity for successful web projects, whether large or small. With this book you'll learn how to master the

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world of distributed version workflow, use the distributed features of Git to the full, and extend Git to meet your every need. Written by Git pros Scott Chacon and Ben Straub, *Pro Git (Second Edition)* builds on the hugely successful first edition, and is now fully updated for Git version 2.0, as well as including an indispensable chapter on GitHub. It's the best book for all your Git needs.

Annotation A guide to the popular version control system, this book walks

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Git users through the source control implications of how a team is structured, and how the software is delivered to clients. The book then covers not just how to use popular work flow strategies, such as GitFlow, but why, and under what circumstances, these strategies should be applied.

Summary Hadoop in Practice, Second Edition provides over 100 tested, instantly useful techniques that will help you conquer big data, using Hadoop. This revised

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new edition covers changes and new features in the Hadoop core architecture, including MapReduce 2. Brand new chapters cover YARN and integrating Kafka, Impala, and Spark SQL with Hadoop. You'll also get new and updated techniques for Flume, Sqoop, and Mahout, all of which have seen major new versions recently. In short, this is the most practical, up-to-date coverage of Hadoop available anywhere. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub

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formats from Manning Publications. About the Book It's always a good time to upgrade your Hadoop skills! Hadoop in Practice, Second Edition provides a collection of 104 tested, instantly useful techniques for analyzing real-time streams, moving data securely, machine learning, managing large-scale clusters, and taming big data using Hadoop. This completely revised edition covers changes and new features in Hadoop core, including MapReduce 2 and YARN. You'll pick up

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hands-on best practices for integrating Spark, Kafka, and Impala with Hadoop, and get new and updated techniques for the latest versions of Flume, Sqoop, and Mahout. In short, this is the most practical, up-to-date coverage of Hadoop available. Readers need to know a programming language like Java and have basic familiarity with Hadoop. What's Inside Thoroughly updated for Hadoop 2 How to write YARN applications Integrate real-time technologies like Storm, Impala, and

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Spark Predictive analytics using Mahout and RR

Readers need to know a programming language like Java and have basic familiarity with Hadoop.

About the Author Alex Holmes works on tough big-data problems. He is a software engineer, author, speaker, and blogger specializing in large-scale Hadoop projects.

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PART 3 BIG DATA PATTERNS  
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Get a Jump Start on version control with Git today! Most engineers we meet prefer Git over other distributed version control systems. These systems let you store different versions of

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project files and directories, so you can roll back to an earlier one if something goes wrong. And since they're distributed, they smooth the path for dev team collaboration. But what is it about Git that makes it mission-critical on so many web projects? Spend just one weekend with this hands-on tutorial, and you'll know the answer. Understand Git's core philosophy. Get started with Git: install it, learn the basic commands, and set up your first project. Work with Git as

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part of a collaborative team. Use Git's debugging tools for maximum debug efficiency. Take control with Git's advanced features: reflog, rebase, stash, and more. Use Git with cloud-based Git repository host services like Github and Bitbucket. See how Git's used effectively on large open-source projects. Git was created by Linus Torvalds, who invented Linux, so it comes with the best credentials. What are you waiting for? Get a jump start on Git today.

### Automating Workflows with

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GitHub Actions

Node.js in Practice

Introduction to Data Science

Beginning Git and GitHub  
Essential Tools for  
Working with Data

Leverage the power of Git to smooth out the development cycle

Professional Git takes a professional approach to learning this massively popular software development tool, and provides an up-to-date guide for new users. More than just a development manual, this book helps you get into the Git mindset—extensive discussion of corollaries to traditional systems as well as considerations unique to Git help

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you draw upon existing skills while looking out—and planning for—the differences. Connected labs and exercises are interspersed at key points to reinforce important concepts and deepen your understanding, and a focus on the practical goes beyond technical tutorials to help you integrate the Git model into your real-world workflow. Git greatly simplifies the software development cycle, enabling users to create, use, and switch between versions as easily as you switch between files. This book shows you how to harness that power and flexibility to streamline your development cycle. Understand the basic Git model and overall workflow Learn the Git versions of common source management concepts and

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commands Track changes, work with branches, and take advantage of Git's full functionality Avoid trip-ups and missteps common to new users Git works with the most popular software development tools and is used by almost all of the major technology companies. More than 40 percent of software developers use it as their primary source control tool, and that number continues to grow; the ability to work effectively with Git is rapidly approaching must-have status, and Professional Git is the comprehensive guide you need to get up to speed quickly. Attain expert-level proficiency with Git for enhanced productivity and efficient collaboration by mastering advanced distributed version control features About

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This Book Set up Git for solo and collaborative development Harness the full power of Git version control system to customize Git behavior, manipulate history, integrate external tools and explore platform shortcuts A detailed guide, which explains how to apply advanced Git techniques and workflows and ways to handle submodules Who This Book Is For If you are a Git user with reasonable knowledge of Git and familiarity with basic concepts such as branching, merging, staging, and workflows, this is the book for you. Basic knowledge of installing Git and software configuration management concepts is essential. What You Will Learn Explore project history, find revisions using different

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criteria, and filter and format how history looks Manage your working directory and staging area for commits and interactively create new revisions and amend them Set up repositories and branches for collaboration Submit your own contributions and integrate contributions from other developers via merging or rebasing Customize Git behavior system-wide, on a per-user, per-repository, and per-file basis Take up the administration and set up of Git repositories, configure access, find and recover from repository errors, and perform repository maintenance Chose a workflow and configure and set up support for the chosen workflow In Detail Git is one of the most popular types of Source Code Management (SCM)

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and Distributed Version Control System (DVCS). Despite the powerful and versatile nature of the tool enveloping strong support for nonlinear development and the ability to handle large projects efficiently, it is a complex tool and often regarded as “ user-unfriendly ” . Getting to know the ideas and concepts behind the architecture of Git will help you make full use of its power and understand its behavior. Learning the best practices and recommended workflows should help you to avoid problems and ensure trouble-free development. The book scope is meticulously designed to help you gain deeper insights into Git's architecture, its underlying concepts, behavior, and best practices. Mastering Git

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starts with a quick implementation example of using Git for a collaborative development of a sample project to establish the foundation knowledge of Git operational tasks and concepts. Furthermore, as you progress through the book, the tutorials provide detailed descriptions of various areas of usage: from archaeology, through managing your own work, to working with other developers. This book also helps augment your understanding to examine and explore project history, create and manage your contributions, set up repositories and branches for collaboration in centralized and distributed version control, integrate work from other developers, customize and extend Git, and recover from repository

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errors. By exploring advanced Git practices, you will attain a deeper understanding of Git's behavior, allowing you to customize and extend existing recipes and write your own. Style and approach Step-by-step instructions and useful information make this book the ultimate guide to understanding and mastering Git. This book will show road to mastery example by example, while explaining mental model of Git. The Introduction section covers the 'Essentials' just for refreshing the basics. The main highlight is that the concepts are based on HOW the technology/framework works and not just practical 'WHAT to do'. This book introduces machine learning methods in finance. It presents a unified treatment of

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machine learning and various statistical and computational disciplines in quantitative finance, such as financial econometrics and discrete time stochastic control, with an emphasis on how theory and hypothesis tests inform the choice of algorithm for financial data modeling and decision making. With the trend towards increasing computational resources and larger datasets, machine learning has grown into an important skillset for the finance industry. This book is written for advanced graduate students and academics in financial econometrics, mathematical finance and applied statistics, in addition to quants and data scientists in the field of quantitative finance. Machine Learning in Finance: From Theory

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to Practice is divided into three parts, each part covering theory and applications. The first presents supervised learning for cross-sectional data from both a Bayesian and frequentist perspective. The more advanced material places a firm emphasis on neural networks, including deep learning, as well as Gaussian processes, with examples in investment management and derivative modeling. The second part presents supervised learning for time series data, arguably the most common data type used in finance with examples in trading, stochastic volatility and fixed income modeling. Finally, the third part presents reinforcement learning and its applications in trading, investment and wealth

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management. Python code examples are provided to support the readers' understanding of the methodologies and applications. The book also includes more than 80 mathematical and programming exercises, with worked solutions available to instructors. As a bridge to research in this emergent field, the final chapter presents the frontiers of machine learning in finance from a researcher's perspective, highlighting how many well-known concepts in statistical physics are likely to emerge as important methodologies for machine learning in finance.

Are you looking for a new version control system? Perhaps what you're using now is too cumbersome, or you just want to

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try something new to manage a pet project. With *Git* by Ryan Hodson, you can get up and running with one of the fastest-spreading revision control systems out there. Complete with vivid diagrams, clear code samples, and a careful walk-through of primary features, this free e-book is your quick guide to how Git operates, what its advantages are, and how you can incorporate it into your own workflow. This updated and expanded second edition of *Book* provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the

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reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Learn Git in a Month of Lunches

Modern DevOps Practices

Practical Git

Foundations of Deep

Reinforcement Learning

Introduction to Visual SLAM

Pragmatic Version Control Using

Git

Git is the version control system developed by Linus Torvalds for Linux kernel development. It took the open source world by storm since

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its inception in 2005, and is used by small development shops and giants like Google, Red Hat, and IBM, and of course many open source projects. A book by Git experts to turn you into a Git expert Introduces the world of distributed version control Shows how to build a Git development workflow If you are a developer and you want to completely master Git without heavy theory, this is the book for you. A reasonable knowledge level and basic understanding of Git concepts will get you started with this book.

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Learn to track, branch, merge, and manage code revisions for real-world development scenarios Key Features Master Git and maintain your projects better through version control Get to grips with Git's typical workflows, advanced functions, and their implementations Learn the key Git commands to better manage your repository Book Description Whether you're looking for a book to deepen your understanding of Git or a refresher, this book is the ultimate guide to Git. Git for Programmers comprehensively equips you

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with actionable insights on advanced Git concepts in an engaging and straightforward way. As you progress through the chapters, you'll gain expertise (and confidence) on Git with lots of practical use cases. After a quick refresher on git history and installation, you'll dive straight into the creation and cloning of your repository. You'll explore Git places, branching, and GUIs to get familiar with the fundamentals. Then you'll learn how to handle merge conflicts, rebase, amend, interactive rebase, and use the log, as well as explore

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important Git commands for managing your repository. The troubleshooting part of this Git book will include detailed instructions on how to bisect, blame, and several other problem handling techniques that will complete your newly acquired Git arsenal. By the end of this book, you'll be using Git with confidence. Saving, sharing, managing files as well as undoing mistakes and basically rewriting history will be a breeze. What you will learn

Create remote and local repositories and learn how to clone them Understand the

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difference between local and remote repositories Use, manage, and merge branches back into the main branch Utilize tools to manage merge conflicts Manage commits on your local machine through interactive rebasing Use the log to gain control over all the data in your repository Use bisect, blame, and other tools to undo Git mistakes Who this book is for If you have basic understanding of Git and want to strengthen your command over advanced techniques and navigate different functions, this book is for you. Knowing the fundamentals of Git will

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help you get the most out of this book, but beginners willing to invest some extra effort will be able to follow along as well.

Git in PracticeManning Publications

Getting Started with Git  
Commands & Concepts  
50 ten-minute exercises

A Working Introduction  
Git Apprentice (Second Edition)

Implement and secure DevOps in the public cloud with cutting-edge tools, tips, tricks, and techniques

From Theory to Practice  
*This book offers a*

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*systematic and comprehensive introduction to the visual simultaneous localization and mapping (vSLAM) technology, which is a fundamental and essential component for many applications in robotics, wearable devices, and autonomous driving vehicles. The book starts from very basic mathematic background knowledge such as 3D rigid body geometry, the pinhole camera projection model, and nonlinear optimization techniques, before introducing readers to traditional computer*

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*vision topics like feature matching, optical flow, and bundle adjustment. The book employs a light writing style, instead of the rigorous yet dry approach that is common in academic literature. In addition, it includes a wealth of executable source code with increasing difficulty to help readers understand and use the practical techniques. The book can be used as a textbook for senior undergraduate or graduate students, or as reference material for researchers and engineers*

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*in related areas. This practical guide contains a wide variety of recipes, taking you through all the topics you need to know about to fully utilize the most advanced features of the Git system. If you are a software developer or a build and release engineer who uses Git in your daily work and want to take your Git knowledge to the next level, then this book is for you. To understand and follow the recipes included in this book, basic knowledge of Git command-line code is*

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*mandatory.*

*Summary Professional developers know the many benefits of writing application code that's clean, well-organized, and easy to maintain. By learning and following established patterns and best practices, you can take your code and your career to a new level. With Practices of the Python Pro, you'll learn to design professional-level, clean, easily maintainable software at scale using the incredibly popular programming language, Python. You'll*

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*find easy-to-grok examples that use pseudocode and Python to introduce software development best practices, along with dozens of instantly useful techniques that will help you code like a pro.*

*Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Professional-quality code does more than just run without bugs. It's clean, readable, and easy to maintain. To step up from a capable Python coder to*

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*a professional developer, you need to learn industry standards for coding style, application design, and development process. That's where this book is indispensable. About the book Practices of the Python Pro teaches you to design and write professional-quality software that's understandable, maintainable, and extensible. Dane Hillard is a Python pro who has helped many dozens of developers make this step, and he knows what it takes. With helpful*

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*examples and exercises, he teaches you when, why, and how to modularize your code, how to improve quality by reducing complexity, and much more. Embrace these core principles, and your code will become easier for you and others to read, maintain, and reuse. What's inside Organizing large Python projects Achieving the right levels of abstraction Writing clean, reusable code Inheritance and composition Considerations for testing and performance About the*

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*reader For readers familiar with the basics of Python, or another OO language. About the author Dane Hillard has spent the majority of his development career using Python to build web applications.*

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*PART 1 WHY IT ALL MATTERS 1 | The bigger picture*

*PART 2 FOUNDATIONS OF DESIGN 2 | Separation of concerns 3 | Abstraction and encapsulation 4 | Designing for high performance 5 | Testing your software*

*PART 3 NAILING DOWN LARGE SYSTEMS*

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6 | Separation of concerns in practice 7 | Extensibility and flexibility 8 | The rules (and exceptions) of inheritance 9 | Keeping things lightweight 10 | Achieving loose coupling PART 4 WHAT'S NEXT? 11 | Onward and upward

Learn the fundamentals of version control through step-by-step tutorials that will teach you the ins-and-outs of Git. This book is your complete guide to how Git and GitHub work in a professional team environment. Divided into

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*three parts – Version Control, Project Management and Teamwork – this book reveals what waits for you in the real world and how to resolve the problems you may run into. Once past the basics of Git, you'll see how to manage a software project, and finally how to utilize Git and GitHub to work effectively as a team. You'll examine how to plan, follow and execute a project with GitHub, and then apply those concepts to real-world situations. Workaround the pitfalls that most programmers fall*

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*into when driving a project with Git by using proven tactics to avoid them. You will also be taught the easiest and quickest ways to resolve merge conflicts. A lot of modern books on Git don't go into depth about non-technical topics.*

*Beginning Git and GitHub will help you cover all the bases right at the start of your career. What You'll Learn Review basic and advanced concepts of GitApply Project Management skills using GitHub Solve conflicts or, ideally, avoid them*

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*altogether* Use advanced concepts for a more boosted workflow  
*Who This book Is For* New developers, developers that have never worked in a team environment before, developers with basic knowledge of Git or GitHub, or anyone who works with text documents.  
*Git for Teams*  
*Git in Practice*  
*Python Data Science Handbook*  
*Learn Version Control With Git*  
*Continuous delivery and deployment codified*  
*Take Control of Your Code*

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### *and Assets*

*Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.*

*The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics.*

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*This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical*

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*concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.*

*Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly.*

*Whether you need to write database applications, perform administrative tasks, or generate reports, Learning SQL, Second Edition, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous*

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*illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will: Move quickly through SQL basics and learn several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints, using SQL schema statements Learn how data sets interact with queries, and understand the importance of subqueries Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements Knowledge of SQL is a must for interacting with data. With*

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*Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work. Learn Git via Tutorials! Chances are, if you're involved with software development, you've heard of and have used Git at some point in your life. Version control systems are critical for any successful collaborative software project. Git is simple to start using while still accommodating the most complex tasks with version control. However, even seasoned Git users hit roadblocks on how to handle everyday situations. Git Apprentice is here to help! This book is the easiest and fastest way to get hands-on experience using Git to handle version control in*

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*your projects. Who This Book Is For* This book is for anyone who wants to leverage version control's power with Git in their software development process. It starts with a gentle introduction, then moves on to more complex topics including branching, merging and stashing changes. *Topics Covered in Git Apprentice* Crash course in Git: Covers the Git basics that every software artisan should know. Understand how to set up Git, committing, ignoring files and more. *Branching: The real power in Git comes from its branching and merging model, which allows you to work on multiple things simultaneously.* *Syncing with a Remote: You've created code, now*

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*you'll learn how to share it with others. Merging: The whole point of Git is collaboration. Merging, or taking in, changes from others is a fundamental concept to put into practice. One thing you can count on: After reading this book, you'll be well-prepared to use Git in your software development project!*

*Go in Practice*

*Practices of the Python Pro  
Data Analysis and Prediction  
Algorithms with R*

*Confident Git Through Practice*

*Git Pocket Guide*

*Mathematics for Machine Learning*

**There's a change in the air. High-profile projects such as the Linux Kernel, Mozilla, Gnome, and Ruby**

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on Rails are now using Distributed Version Control Systems (DVCS) instead of the old stand-bys of CVS or Subversion. Git is a modern, fast, DVCS. But understanding how it fits into your development can be a daunting task without an introduction to the new concepts. Whether you're just starting out as a professional programmer or are an old hand, this book will get you started using Git in this new distributed world. Summary Go in Practice guides you through 70 real-

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world techniques in key areas like package management, microservice communication, and more. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go may be the perfect systems

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language. Built with simplicity, concurrency, and modern applications in mind, Go provides the core tool set for rapidly building web, cloud, and systems applications. If you know a language like Java or C#, it's easy to get started with Go; the trick is finding the practical dirt-under-the-fingernails techniques that you need to build production-ready code. About the Book *Go in Practice* guides you through dozens of real-world techniques in key areas. Following a

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cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. You'll learn techniques for building web services, using Go in the cloud, testing and debugging, routing, network applications, and much more. After finishing this book, you will be ready to build sophisticated cloud-native Go applications. What's Inside Dozens of specific,

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**practical Golang techniques Using Go for devops and cloudops Writing RESTful web services and microservices Practical web dev techniques About the Reader Written for experienced developers who have already started exploring Go and want to use it effectively in a production setting. About the Authors Matt Farina is a software architect at Deis. Matt Butcher is a Principal Engineer in the Advanced Technology Group at Hewlett Packard Enterprise. They are both**

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authors, speakers, and regular open source contributors. Table of Contents

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Concurrency in Go

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Handling errors and panic

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HTML and email template patterns

Serving and receiving assets and forms

Working with web services

**PART 4 - TAKING YOUR APPLICATIONS TO THE CLOUD**

Using the cloud

Communication

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between cloud services  
Reflection and code  
generation

This is the first book  
that teaches piano  
practice methods  
systematically, based on  
mylifetime of research,  
and containing the  
teachings of Combe,  
material from over 50  
pianobooks, hundreds of  
articles, and decades of  
internet research and  
discussions with  
teachersand pianists.  
Genius skills are  
identified and shown to be  
teachable; learning piano  
can raiseor lower your IQ.

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Past widely taught methods based on false assumptions are exposed; substituting them with efficient practice methods allows students to learn piano and obtain the necessary education to navigate in today's world and even have a second career. See <http://www.pianopractice.org/>

Summary Learn Git in a Month of Lunches introduces the discipline of source code control using Git. Whether you're a newbie or a busy pro moving your source control to Git, you'll appreciate

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how this book concentrates on the components of Git you'll use every day. In easy-to-follow lessons designed to take an hour or less, you'll dig into Git's distributed collaboration model, along with core concepts like committing, branching, and merging. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Git is the source code control system preferred by modern development teams. Its decentralized architecture

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and lightning-fast branching let you concentrate on your code instead of tedious version control tasks. At first, Git may seem like a sprawling beast. Fortunately, to get started you just need to master a few essential techniques. Read on! Learn *Git in a Month of Lunches* introduces the discipline of source code control using Git. Helpful for both newbies who have never used source control and busy pros, this book concentrates on the components of Git you'll

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use every day. In easy-to-follow lessons that take an hour or less, you'll dig into Git's distributed collaboration model, along with core concepts like committing, branching, and merging. This book is a road map to the commands and processes you need to be instantly productive. What's Inside Start from square one—no experience required The most frequently used Git commands Mental models that show how Git works Learn when and how to branch code About the Reader No previous

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experience with Git or other source control systems is required. About the Author Rick Umali uses Git daily as a developer and is a skilled consultant, trainer, and speaker. Table of Contents

Before you begin An overview of Git and version control Getting oriented with Git Making and using a Git repository Using Git with a GUI Tracking and updating files in Git Committing parts of changes The time machine that is Git Taking a fork in the road Merging branches Cloning

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Collaborating with remotes  
Pushing your changes  
Keeping in sync Software  
archaeology Understanding  
git rebase Workflows and  
branching conventions  
Working with GitHub Third-  
party tools and Git  
Sharpening your Git  
Machine Learning in  
Finance  
A User-Centered Approach  
to Creating Efficient  
Workflows in Git  
Repeatability,  
Reliability, and  
Scalability through GitOps  
Hadoop in Practice  
Docs Like Code  
A Step-by-step Course for

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## **the Complete Beginner**

Enhance DevOps workflows by integrating the functionalities of Docker, Kubernetes, Spinnaker, Ansible, Terraform, Flux CD, CaaS, and more with the help of practical examples and expert tips

**Key Features**

- Get up and running with containerization-as-a-service and infrastructure automation in the public cloud
- Learn container security techniques and secret management with Cloud KMS, Anchore Grype, and Grafeas
- Kritis
- Leverage the combination of DevOps, GitOps, and automation to continuously ship a package of software

**Book Description**

Containers have entirely changed how developers and end-users see applications as a whole. With

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this book, you'll learn all about containers, their architecture and benefits, and how to implement them within your development lifecycle. You'll discover how you can transition from the traditional world of virtual machines and adopt modern ways of using DevOps to ship a package of software continuously. Starting with a quick refresher on the core concepts of containers, you'll move on to study the architectural concepts to implement modern ways of application development. You'll cover topics around Docker, Kubernetes, Ansible, Terraform, Packer, and other similar tools that will help you to build a base. As you advance, the book covers the core elements of cloud

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integration (AWS ECS, GKE, and other CaaS services), continuous integration, and continuous delivery (GitHub actions, Jenkins, and Spinnaker) to help you understand the essence of container management and delivery. The later sections of the book will take you through container pipeline security and GitOps (Flux CD and Terraform). By the end of this DevOps book, you'll have learned best practices for automating your development lifecycle and making the most of containers, infrastructure automation, and CaaS, and be ready to develop applications using modern tools and techniques. What you will learn

Become well-versed with AWS ECS, Google Cloud Run, and

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Knative Discover how to build and manage secure Docker images efficiently Understand continuous integration with Jenkins on Kubernetes and GitHub actions Get to grips with using Spinnaker for continuous deployment/delivery Manage immutable infrastructure on the cloud with Packer, Terraform, and Ansible Explore the world of GitOps with GitHub actions, Terraform, and Flux CD Who this book is for If you are a software engineer, system administrator, or operations engineer looking to step into the world of DevOps within public cloud platforms, this book is for you. Existing DevOps engineers will also find this book useful as it covers best practices, tips, and tricks to implement

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DevOps with a cloud-native mindset. Although no containerization experience is necessary, a basic understanding of the software development life cycle and delivery will help you get the most out of the book. Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone's efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.

Summary Node.js in Practice is a

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collection of fully tested examples that offer solutions to the common and not-so-common issues you face when you roll out Node. You'll dig into important topics like the ins and outs of event-based programming, how and why to use closures, how to structure applications to take advantage of end-to-end JavaScript apps, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book You've decided to use Node.js for your next project and you need the skills to implement Node in production. It would be great to have Node experts Alex Young and Marc Harter at your side to help you tackle those day-

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to-day challenges. With this book, you can! Node.js in Practice is a collection of 115 thoroughly tested examples and instantly useful techniques guaranteed to make any Node application go more smoothly. Following a common-sense Problem/Solution format, these experience-fueled techniques cover important topics like event-based programming, streams, integrating external applications, and deployment. The abundantly annotated code makes the examples easy to follow, and techniques are organized into logical clusters, so it's a snap to find what you're looking for. Written for readers who have a practical knowledge of JavaScript and the basics of Node.js. What's Inside Common

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usage examples, from basic to advanced  
Designing and writing modules  
Testing and debugging Node apps  
Integrating Node into existing systems  
About the Authors  
Alex Young is a seasoned JavaScript developer who blogs regularly at DailyJS.  
Marc Harter works daily on large-scale projects including high-availability real-time applications, streaming interfaces, and other data-intensive systems.

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Debugging: Designing for introspection and resolving issues  
Node in production: Deploying applications safely PART 3 WRITING MODULES Writing modules: Mastering what Node is all about  
Summary Git in Practice is a collection of 66 tested techniques that will optimize the way you and your team manage your development projects. The book begins with a brief reminder of the core version control concepts

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you need when using Git and moves on to the high-value features you may not have explored yet. Then, you'll dig into cookbook-style techniques like history visualization, advanced branching and rewriting history each presented in a problem-solution-discussion format. Finally you'll work out how to use Git to its full potential through configuration, team workflows, submodules and using GitHub pull requests effectively. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Git is a source control system, but it's a lot more than just that. For teams working in today's agile, continuous delivery

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environments, Git is a strategic advantage. Built with a decentralized structure that's perfect for a distributed team, Git manages branching, committing, complex merges, and task switching with minimal ceremony so you can concentrate on your code. About the Book Git in Practice is a collection of battle-tested techniques designed to optimize the way you and your team manage development projects. After a brief overview of Git's core features, this practical guide moves quickly to high-value topics like history visualization, advanced branching and rewriting, optimized configuration, team workflows, submodules, and how to use GitHub pull requests. Written in

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an easy-to-follow Problem/Solution/Discussion format with numerous diagrams and examples, it skips the theory and gets right to the nitty-gritty tasks that will transform the way you work. Written for developers familiar with version control and ready for the good stuff in Git.

What's Inside Team interaction strategies and techniques Replacing bad habits with good practices Juggling complex configurations Rewriting history and disaster recovery About the Author Mike McQuaid is a software engineer at GitHub. He's contributed to Qt and the Linux kernel, and he maintains the Git-based Homebrew project.

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Remote Git PART 2 GIT ESSENTIALS Filesystem interactions History visualization Advanced branching Rewriting history and disaster recovery PART 3 ADVANCED GIT Personalizing Git Vendoring dependencies as submodules Working with Subversion GitHub pull requests Hosting a repository PART 4 GIT BEST PRACTICES Creating a clean history Merging vs. rebasing Recommended team workflows Python Workout GitHub For Dummies Pro Git Mastering Git Powerful tools and techniques for collaborative software development Professional Git

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Introduction to Data Science: Data Analysis and Prediction Algorithms with R introduces concepts and skills that can help you tackle real-world data analysis challenges. It covers concepts from probability, statistical inference, linear regression, and machine learning. It also helps you develop skills such as R programming, data wrangling, data visualization, predictive algorithm building, file organization with UNIX/Linux shell, version control with Git and GitHub, and reproducible document preparation. This book is a textbook for a first course in data science. No previous knowledge of R is necessary, although some experience with programming may be helpful. The book is divided into six parts: R, data visualization, statistics with R, data wrangling, machine learning, and productivity tools. Each part has several chapters meant to be presented as one

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lecture. The author uses motivating case studies that realistically mimic a data scientist's experience. He starts by asking specific questions and answers these through data analysis so concepts are learned as a means to answering the questions. Examples of the case studies included are: US murder rates by state, self-reported student heights, trends in world health and economics, the impact of vaccines on infectious disease rates, the financial crisis of 2007-2008, election forecasting, building a baseball team, image processing of hand-written digits, and movie recommendation systems. The statistical concepts used to answer the case study questions are only briefly introduced, so complementing with a probability and statistics textbook is highly recommended for in-depth understanding of these concepts. If you read and understand the chapters and complete the exercises, you

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will be prepared to learn the more advanced concepts and skills needed to become an expert.

If you are a software developer with little or no experience of versioning systems, or are familiar with other centralized versioning systems, then this book is for you. If you have some experience working with command lines or using Linux admin or just using Unix and want to know more about Git, then this book is ideal for you.

Code collaboratively with GitHub Once you've learned the basics of coding the next step is to start sharing your expertise, learning from other coding pros, or working as a collaborative member of development teams. GitHub is the go-to community for facilitating coding collaboration, and GitHub For Dummies is the next step on your journey as a developer. Written by a GitHub engineer, this book is packed with insight on how

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GitHub works and how you can use it to become a more effective, efficient, and valuable member of any collaborative programming team. Store and share your work online with GitHub Collaborate with others on your team or across the international coding community Embrace open-source values and processes Establish yourself as a valuable member of the GitHub community From setting up GitHub on your desktop and launching your first project to cloning repositories, finding useful apps on the marketplace, and improving workflow, GitHub For Dummies covers the essentials the novice programmer needs to enhance collaboration and teamwork with this industry-standard tool.

Git for Programmers

Clean Code

Jump Start Git

Git Version Control Cookbook