

Hello Startup A Programmers Guide To Building Products Technologies And Teams

This book is for all people who are forced to use UNIX. It is a humorous book--pure entertainment--that maintains that UNIX is a computer virus with a user interface. It features letters from the thousands posted on the Internet's "UNIX-Haters" mailing list. It is not a computer handbook, tutorial, or reference. It is a self-help book that will let readers know they are not alone.

For weeks, months—nay!—from the very moment you were born, you've felt it calling to you. At long last you'll be united with the programming language you've been longing for: Clojure! As a Lisp-style functional programming language, Clojure lets you write robust and elegant code, and because it runs on the Java Virtual Machine, you can take advantage of the vast Java ecosystem. Clojure for the Brave and True offers a "dessert-first" approach: you'll start playing with real programs immediately, as you steadily acclimate to the abstract but powerful features of Lisp and functional programming. Inside you'll find an offbeat, practical guide to Clojure, filled with quirky sample programs that catch cheese thieves and track glittery vampires. Learn how to: –Wield Clojure's core functions –Use Emacs for Clojure development –Write macros to modify Clojure itself –Use Clojure's tools to simplify concurrency and parallel programming Clojure for the Brave and True assumes no prior experience with Clojure, the Java Virtual Machine, or functional programming. Are you ready, brave reader, to meet your true destiny? Grab your best pair of parentheses—you're about to embark on an epic journey into the world of Clojure!

Materials Science and Engineering: An Introduction promotes student understanding of the three primary types of materials (metals, ceramics, and polymers) and composites, as well as the relationships that exist between the structural elements of materials and their properties.

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

OpenCL Programming Guide

Soft Skills

Advanced Guide to Python 3 Programming

Programming Embedded Systems

A Comprehensive Guide for Developers

Python

Hello, Startup

Learn how to code web apps and get on the path to building your next side project, your lifestyle business, or your startup. Hello Web App is written for non-programmers by a designer, and will walk you through every step you need before launching your web app live to real customers. No jargon, using simple and friendly language. This book doesn't walk you through a specific tutorial, but instead uses a generic example (a "collection of things") to allow you to create something that interests you. A blog is a collection of posts, a store is a collection of products, a directory is a collection of people. The possibilities are endless! Learn by doing--creating a project unique to you while teaching yourself how to build a web app.

Advanced Guide to Python 3 Programming delves deeply into a host of subjects that you need to understand if you are to develop sophisticated real-world programs. Each topic is preceded by an introduction followed by more advanced topics, along with numerous examples, that take you to an advanced level. There are nine different sections within the book covering Computer Graphics (including GUIs), Games, Testing, File Input and Output, Databases Access, Logging, Concurrency and Parallelism, Reactive programming, and Networking. Each section is self-contained and can either be read on its own or as part of the book as a whole. This book is aimed at the those who have learnt the basics of the Python 3 language but want to delve deeper into Python's ecosystem of additional libraries and modules, to explore concurrency and parallelism, to create impressive looking graphical interfaces, to work with databases and files and to provide professional logging facilities.

For most software developers, coding is the fun part. The hard bits are dealing with clients, peers, and managers and staying productive, achieving financial security, keeping yourself in

shape, and finding true love. This book is here to help. **Soft Skills: The Software Developer's Life Manual** is a guide to a well-rounded, satisfying life as a technology professional. In it, developer and life coach John Sonmez offers advice to developers on important subjects like career and productivity, personal finance and investing, and even fitness and relationships. Arranged as a collection of 71 short chapters, this fun listen invites you to dip in wherever you like. A "Taking Action" section at the end of each chapter tells you how to get quick results. **Soft Skills** will help make you a better programmer, a more valuable employee, and a happier, healthier person.

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. **The Rust Programming Language** is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of **The Rust Programming Language**, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: • Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Head First Java

Elements of Programming Interviews

Django for Beginners

The Step-By-Step Guide for Building a Great Company

Ruby on Rails Tutorial

Learn the Ultimate Language and Become a Better Programmer

Clojure for the Brave and True

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible.

Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

Break into the powerful world of parallel GPU programming with this down-to-earth, practical guide. Designed for professionals across multiple industrial sectors, **Professional CUDA C Programming** presents CUDA -- a parallel computing platform and programming model designed to ease the development of GPU programming -- fundamentals in an easy-to-follow format, and teaches readers how to think in parallel and implement parallel algorithms on GPUs. Each chapter covers a specific topic, and includes workable examples that demonstrate the development process, allowing readers to explore both the "hard" and "soft" aspects of GPU programming. Computing architectures are experiencing a fundamental shift toward scalable parallel computing motivated by application requirements in industry and science. This book demonstrates the challenges of efficiently utilizing compute resources at peak performance, presents modern techniques for tackling these challenges, while increasing accessibility for professionals who are not necessarily parallel programming experts. The CUDA programming model and tools empower developers to write high-performance applications on a scalable, parallel computing platform: the GPU. However, CUDA itself can be difficult to learn without extensive programming experience. Recognized CUDA authorities John Cheng, Max Grossman, and Ty McKercher guide readers through essential GPU programming skills and best practices in **Professional CUDA C Programming**, including: CUDA Programming Model GPU Execution Model GPU Memory model Streams, Event and Concurrency Multi-GPU Programming CUDA Domain-Specific Libraries Profiling and Performance Tuning The book makes complex CUDA concepts easy to understand for anyone with knowledge of basic software development with exercises designed to be both readable and high-performance. For the professional seeking entrance to parallel computing and the high-performance computing community, **Professional CUDA C Programming** is an invaluable resource, with the most current information available on the market.

Presents a guide for beginners on the fundamentals of computer programming using the Python language.

Despite many uncertainties in cloud computing, one truth is evident: costs will always tend to go up unless you're actively

engaged in the process. Whether you're new to managing cloud spend or a seasoned pro, this book will clarify the often misunderstood workings of cloud billing fundamentals and provide expert strategies on creating a culture of cloud cost management in your organization. Drawing on real-world examples of successes and failures of large-scale cloud spenders, this book outlines a road map for building a culture of FinOps in your organization. Beginning with the fundamental concepts required to understand cloud billing concepts, you'll learn how to enable an efficient and effective FinOps machine. Learn how the cloud works when it comes to financial management Set up a FinOps team and build a framework for making spend efficiency a priority Examine the anatomy of a cloud bill and learn how to manage it Get operational recipes for maximizing cloud efficiency Understand how to motivate engineering teams to take cost-saving actions Explore the FinOps lifecycle: Inform, Optimize, and Operate Learn the DNA of a highly functional cloud FinOps culture

3 Books in 1- the Ultimate Beginner's Guide to Learn Javascript Programming Effectively + Tips and Tricks to Learn Javascript + Strategies

Collaborative, Real-Time Cloud Financial Management

Materials Science and Engineering

Rational Application Developer V7 Programming Guide

Inside Apple's Design Process During the Golden Age of Steve Jobs

A Developer's Guide to Launching a Startup

Don't Hire a Software Developer Until You Read This Book

If there's a software startup company in your developer heart, this is the book that will make it happen. The Web Startup Success Guide is your one-stop shop for all of the answers you need today to build a successful web startup in these challenging economic times. It covers everything from making the strategic platform decisions as to what kind of software to build, to understanding and winning the Angel and venture capital funding game, to the modern tools, apps and services that can cut months off development and marketing cycles, to how startups today are using social networks like Twitter and Facebook to create real excitement and connect to real customers. Bob Walsh, author of the landmark Micro-ISV: From Vision to Reality, digs deep into the definition, financing, community-building, platform options, and productivity challenges of building a successful and profitable web application today. Outlines a revisionist approach to management while arguing against common perceptions about the inevitability of startup failures, explaining the importance of providing genuinely needed products and services as well as organizing a business that can adapt to continuous customer feedback.

Master the Android mobile development platform Build compelling Java-based mobile applications using the Android SDK and the Eclipse open-source software development platform. Android: A Programmer's Guide shows you, step-by-step, how to download and set up all of the necessary tools, build and tune dynamic Android programs, and debug your results. Discover how to provide web and chat functions, interact with the phone dialer and GPS devices, and access the latest Google services. You'll also learn how to create custom Content Providers and database-enable your applications using SQLite. Install and configure Java, Eclipse, and Android plugin Create Android projects from the Eclipse UI or command line Integrate web content, images, galleries, and sounds Deploy menus, progress bars, and auto-complete functions Trigger actions using Android Intents, Filters, and Receivers Implement GPS, Google Maps, Google Earth, and GTalk Build interactive SQLite databases, calendars, and notepads Test applications using the Android Emulator and Debug Bridge Presents an introduction to the new programming language for the Java Platform.

Step-By-Step Guide to Programming Your Amazon Echo Dot and Alexa App for Exciting New Skills

Learn How to Build a Web App. Your Next Side Project. Your Next Lifestyle Business. Your Next Startup.g

How to Program Alexa

Web Scalability for Startup Engineers

ANDROID A PROGRAMMERS GUIDE

A Brain-Friendly Guide

The Startup Owner's Manual

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you

through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in. Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

The non-technical guide to building a booming tech-enabled business Thinking of starting a technology-enabled business? Or maybe you just want to increase your technology mojo so you can do your job better? You do not need to learn programming to participate in the development of today's hottest technologies. But there are a few easy-to-grasp foundation concepts that help you engage with a technical team. Starting a Tech Business explains in practical, actionable terms how to formulate and reality test new ideas package what you learn into frameworks that are highly actionable for engineers understand key foundation concepts about modern software and systems participate in an agile/lean development team as the 'voice of the customer' Even if you have a desire to learn to program (and I highly recommend doing whatever unlocks your 'inner tinkerer'), these foundation concepts will help you target what exactly you want to understand about hands-on technology development. While a decade ago the barriers to creating a technology-enabled business required a pole vault, getting started today only requires a determined step in the right direction. Starting a Tech Business supplies the tools prospective entrepreneurs and business enterprises need to avoid common pitfalls and succeed in the fast-paced world of high-tech business. Successful execution requires thoughtful, evidence-based product formulation, well-articulated design, economic use of systems, adaptive management of technical resources, and empathetic deployment to customers. Starting a Tech Business offers practical checklists and frameworks that business owners, entrepreneurs, and professionals can apply to any tech-based business idea, whether you're developing software and products or beginning a technology-enabled business. You'll learn: 1. How to apply today's leading management frameworks to a tech business 2. How to package your product idea in a way that's highly actionable for your technical team 3. How to ask the right questions about technology selection and product architecture 4. Strategies to leverage what your technology ecosystem has to offer 5. How to carefully define the roles on your team, and then effectively evaluate candidates 6. The most common disconnects between engineers and business people and how to avoid them 7. How you can apply process design to your tech business without stifling creativity 8. The steps to avoid the most common pitfalls tech founders encounter Now is one of the best times to start a technology-enabled business, and anyone can do it with the right amount and kind of preparation. Starting a Tech Business shows you how to move a product idea to market quickly and inexpensively—and to tap into the stream of wealth that a tech business can provide.

The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 250 tested programs, and 150 variants. The problems are representative of questions asked by the leading software companies. The book begins with a summary of the nontechnical aspects of interviewing, such as common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and advanced data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns.

The Insiders' Guide

Working with Coders

How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses

Programming Persistent Memory

Terraform: Up and Running

An Ultimate Beginner's Guide to Python Programming

Cloud FinOps

Terraform has become a key player in the DevOps world for defining, launching, and managing infrastructure as code (IaC) across a variety of cloud and virtualization platforms, including AWS, Google Cloud, Azure, and more. This hands-on second edition, expanded and thoroughly updated for Terraform version 0.12 and beyond, shows you the fastest way to get up and running. Gruntwork

cofounder Yevgeniy (Jim) Brikman walks you through code examples that demonstrate Terraform's simple, declarative programming language for deploying and managing infrastructure with a few commands. Veteran sysadmins, DevOps engineers, and novice developers will quickly go from Terraform basics to running a full stack that can support a massive amount of traffic and a large team of developers. Explore changes from Terraform 0.9 through 0.12, including backends, workspaces, and first-class expressions Learn how to write production-grade Terraform modules Dive into manual and automated testing for Terraform code Compare Terraform to Chef, Puppet, Ansible, CloudFormation, and Salt Stack Deploy server clusters, load balancers, and databases Use Terraform to manage the state of your infrastructure Create reusable infrastructure with Terraform modules Use advanced Terraform syntax to achieve zero-downtime deployment

Start Small, Stay Small is a step-by-step guide to launching a self-funded startup. If you're a desktop, mobile or web developer, this book is your blueprint to getting your startup off the ground with no outside investment. This book intentionally avoids topics restricted to venture-backed startups such as: honing your investment pitch, securing funding, and figuring out how to use the piles of cash investors keep placing in your lap. This book assumes: * You don't have \$6M of investor funds sitting in your bank account * You're not going to relocate to the handful of startup hubs in the world * You're not going to work 70 hour weeks for low pay with the hope of someday making millions from stock options There's nothing wrong with pursuing venture funding and attempting to grow fast like Amazon, Google, Twitter, and Facebook. It just so happened that most people are not in a place to do this. Start Small, Stay Small also focuses on the single most important element of a startup that most developers avoid: marketing. There are many great resources for learning how to write code, organize source control, or connect to a database. This book does not cover the technical aspects developers already know or can learn elsewhere. It focuses on finding your idea, testing it before you build, and getting it into the hands of your customers.

* WALL STREET JOURNAL BESTSELLER * An insider's account of Apple's creative process during the golden years of Steve Jobs. Hundreds of millions of people use Apple products every day; several thousand work on Apple's campus in Cupertino, California; but only a handful sit at the drawing board. Creative Selection recounts the life of one of the few who worked behind the scenes, a highly-respected software engineer who worked in the final years of the Steve Jobs era—the Golden Age of Apple. Ken Kocienda offers an inside look at Apple's creative process. For fifteen years, he was on the ground floor of the company as a specialist, directly responsible for experimenting with novel user interface concepts and writing powerful, easy-to-use software for products including the iPhone, the iPad, and the Safari web browser. His stories explain the symbiotic relationship between software and product development for those who have never dreamed of programming a computer, and reveal what it was like to work on the cutting edge of technology at one of the world's most admired companies. Kocienda shares moments of struggle and success, crisis and collaboration, illuminating each with lessons learned over his Apple career. He introduces the essential elements of innovation—inspiration, collaboration, craft, diligence, decisiveness, taste, and empathy—and uses these as a lens through which to understand productive work culture. An insider's tale of creativity and innovation at Apple, Creative Selection shows readers how a small group of people developed an evolutionary design model, and how they used this methodology to make groundbreaking and intuitive software which countless millions use every day.

3- Informative Books in one Bundle! The Most Comprehensive JavaScript Beginners Guide on the Market! Have you ever wondered what allows people to be able to see different things on different websites? The answer is simple: JavaScript. Many websites are written in JavaScript so that you can be able to see what they are all about and what is going on in each of the sites. It is a language that can be written in many different formats so that different websites can use it for different purposes. JavaScript is able to do everything from creating a website to adding buttons and even disabling the ability to click on a button unless an option is chosen. While JavaScript is a multilayered language that will take some time to learn all of the levels of, the basics are quite simple. You can learn how to begin writing JavaScript by knowing only the basics, and you can build on your knowledge of the basics and what you initially learned. To get started with writing JavaScript, all you need to do is learn the beginning process. It is easy for you to do this if you have the right tools. This book will act as a way for you, as a beginner, to learn the process of JavaScript. While it will teach you some of the simplest JavaScript codes, it will not be overwhelming with codes.

Instead, it will teach you what you need to know before you become a JavaScript expert and before you make the decision to truly dive into it. If you are ready to learn about JavaScript, what it can do and how you can get started, start this book right away. When you are finished, check out some of the other books in this series to learn more JavaScript codes and how to become a true professional who is great at writing JavaScript and can do more than you ever thought possible. Follow the series on an easy way to become a JavaScript expert! Sail Past the Beginners Level with these valuable tips! JavaScript is a language that you will always be able to learn more about and always be able to expand your knowledge of. Once you have learned the very basics of it, you should work to make sure that you are trying to find out as much as possible. JavaScript can be very rewarding, and you will need to be able to do as much as possible with it if you want to get the most benefit out of it. The tips and tricks that are contained in this book will give you some insight into what JavaScript is really capable of and what you can actually do with it if you learn as much as possible about it. There is a lot to learn, and you will be able to reap all of the benefits from JavaScript if you follow this book. The tips and tricks are designed not only to show you how to use the codes to build a beautiful interactive website but to also wow all of your visitors with everything that you have to offer on the website. Reading the book will not make you a JavaScript expert, but it will have you well on your way to being one. Read on for some of the best tips that are available and how you can make them work when you are trying to learn JavaScript in the easiest and most efficient way. Javascript- Simple and Effective Strategies: JavaScript isn't necessarily a simple language or a simple code to learn, but there are some very simple strategies that will get you to where you want to be with your JavaScript career. Following these strategies will allow you the chance to make sure that you are getting the most out of the JavaScript experience and the learning process that comes from it. Grab this 3-book bundle Today!

Programming Interviews Exposed

The Software Developer's Life Manual

The Lean Startup

Secrets to Landing Your Next Job

Hello Web App

The UNIX-haters Handbook

An Introduction

This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you're at all interested in startups—whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers—this book is for you.

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

Django for Beginners is a project-based introduction to Django, the popular Python-based web framework. Suitable for total beginners who have never built a website before as well as professional programmers looking for a fast-paced guide to modern web development and Django fundamentals. In the book you'll learn how to: Build 5 websites from scratch, including a Blog and Newspaper website Deploy online using security best practices Customize the look and feel of your sites Write tests and run them for all your code Integrate user authentication, email, and custom user models Add permissions and authorizations to make your app more secure Identify common mistakes and errors so you can build your own websites If you're curious about Python-based web development, Django for Beginners is your guide to writing and deploying your own websites quickly.

Get the Most Comprehensive User Guide on Programming your Alexa App and Amazon Echo Dot! The days of arguing with friends and family over who the lead actor in a movie was are gone. Extinct is the era of using search engines to find quick answers to burning questions—Because NOW Alexa is here to make life simpler and more convenient for you than ever before! In this user guide you'll discover a plethora of skills and commands to program Alexa with that'll give you the most human-like version of a smart device to date. I'm going to walk you through, step-by-step, the simple yet genius little hacks to give your Echo Dot "new" life. You'll discover how to make Alexa smarter, more intuitive, and sharper than a Beagle's sense of smell. I'm going to show you the newest programming skills for your Amazon Echo Dot—skills you can easily learn in a single afternoon!

Download this Slick little Guide today and Discover: How to get up-to-the-minute news and global reporting How to program Alexa to teach you about ancient civilizations, pop

culture, famous literature etc. How to make Alexa check your bank statement or credit report How to have Alexa update you on your cars maintenance schedule, fuel level, and overall vehicle conditions How to do proper voice training with Alexa so she can be there at your bequest How to program to-do lists How to program shopping and grocery lists How to program Alexa to play your favorite music How to have Alexa help you with all of your social media How to have Alexa solve math problems for you How to have Alexa check your messages How to have Alexa work with your kitchen and household And much, much more! Grab this guide now if you want to learn skills than many people still don't know about. By the time your through you'll be a master of the Amazon Echo Dot. And after this, you're friends and family will be so impressed, they'll be begging you to help them with their own smart devices. So Download this Book Today and Discover All the Amazing Benefits of Alexa and The Amazon Echo!

Build Websites with Python and Django

The Web Startup Success Guide

Speaking JavaScript

A Practical Guide for Anyone Creating or Designing Applications or Software

A Guide to Software Development for the Perplexed Non-Techie

The Rust Programming Language (Covers Rust 2018)

Professional CUDA C Programming

A software survival guide for non-technical entrepreneurs entering the tech space who want to reduce the uncertainty associated to starting their business, and for seed startups who require support and ideas when dealing with the daily realities of managing the software development process and getting a quality software application built and launched.

During the last couple of decades, we've witnessed a significant growth in the number of programming languages-from the core dominant languages such as C, Fortran, COBOL in the 1960's and the 1970's to object-oriented C++, JavaScript, Java and Golang that we have today. In all these evolutions, Python programming language has stood out from the rest. It's no secret that Python has continued to grow at a fast-paced rate, thanks to its open source nature. Besides, its ability to use succinct and easy-to-learn syntax-which makes it one of the most powerful and very flexible programming language-allows programmers to develop more complex software within a much shorter time compared to other programming languages. So, why should you learn Python programming language? Truth be told-Python programming language is an excellent, easy-to-learn and super-powerful programming language that has ever been developed. As a matter of fact, the language has been used to power some of the most renowned websites applications such as the Google and the YouTube. With several career options that require Python programming, learning Python can be a great asset to land your dream job! Also, you'll boost your career with new programming skills. "An Ultimate Beginner's Guide to Python Programming" provides all the vital programming concepts and skills that you need to create your own software. The eBook will walk you through comprehensive step-by-step guidelines that are necessary to make you an efficient Python programmer. Contents: 1. Getting Started with Python 2. Variables and Types 3. Types and Casting 4. Programming Operators 5. Decision-Making and Repetition Structures 6. Functions And Much, Much More!!! Purchase Now to start your python programming journey.

More than 100,000 entrepreneurs rely on this book for detailed, step-by-step instructions on building successful, scalable, profitable startups. The National Science Foundation pays hundreds of startup teams each year to follow the process outlined in the book, and it's taught at Stanford, Berkeley, Columbia and more than 100 other leading universities worldwide. Why? The Startup Owner's Manual guides you, step-by-step, as you put the Customer Development process to work. This method was created by renowned Silicon Valley startup expert Steve Blank, co-creator with Eric Ries of the "Lean Startup" movement and tested and refined by him for more than a decade. This 608-page how-to guide includes over 100 charts, graphs, and diagrams, plus 77 valuable checklists that guide you as you drive your company toward profitability. It will help you: • Avoid the 9 deadly sins that destroy startups' chances for success • Use the Customer Development method to bring your business idea to life • Incorporate the Business Model Canvas as the organizing principle for startup hypotheses • Identify your customers and determine how to "get, keep and grow" customers profitably • Compute how you'll drive your startup to repeatable, scalable profits. The Startup Owner's Manual was originally published by K&S Ranch Publishing Inc. and is now available from Wiley. The cover, design, and content are the same as the prior release and should not be considered a new or updated product.

Hello, StartupA Programmer's Guide to Building Products, Technologies, and Teams"O'Reilly Media, Inc."

Learn Web Development with Rails

Hello World!

Starting a Tech Business

Javascript

Start Small, Stay Small

Terraform: Up & Running

IBM® Rational® Application Developer for WebSphere® Software V7.0 (for short, Rational Application Developer) is the full function Eclipse 3.2 based development platform for developing Java™ 2 Platform Standard Edition (J2SE™) and Java 2 Platform Enterprise Edition (J2EE™) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments (Application Developer is here) - Change and release management - Process and portfolio management - Quality management This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V7.0. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V6 Programming Guide, SG24-6449. This book consists of six parts: - Introduction to Rational Application Developer - Develop applications - Test and debug applications - Deploy and profile applications - Team development - Appendixes

Get introduced to the fascinating world inhabited by the professional software developer. Aimed at a non-technical audience, this book aims to de-obfuscate the jargon, explain the various activities that coders undertake, and analyze the specific pressures, priorities, and preoccupations that developers are prone to. In each case it offers pragmatic advice on how to use this knowledge to make effective business decisions and work productively with software teams. Software projects are, all too often, utter nightmares for everyone involved. Depending on which study you read, between 60 and 90 percent of all software projects are completed late, run over budget, or deliver an inferior quality end product. This blight affects everyone from large organizations trying to roll out business change to tiny startups desperately trying to launch their MVP before the money runs out. While there has been much attention devoted to understanding these failings, leading to the development of entire management methodologies aimed at reducing the failure rate, such new processes have had, at best, limited success in delivering better results. Based on a decade spent exploring the world of software, Patrick Gleeson argues that the underlying reason for the high failure rate of software projects is that software development, being a deeply arcane and idiosyncratic process, tends to be thoroughly and disastrously misunderstood by managers and leaders. So long as the people tasked with making decisions about software projects are unaware of these idiosyncrasies and their ramifications, software projects will be delivered late, software products will be unfit for purpose, and relations between software developers and their non-technical colleagues will be strained. Even the most potent modern management tools are ineffective when wielded blindly. To anyone who employs, contracts, manages, or works with software developers, Working with Coders: A Guide to Software Development for the Perplexed Non-Techie delivers the understanding necessary to reduce friction and inefficiencies at the intersection between software development teams and their non-technical colleagues. What You'll Learn Discover why software projects are so commonly delivered late and with an abysmal end product Examine why the relationship between coders and their non-technical colleagues is often strained Understand how the software development process works and how to support it effectively Decipher and use the jargon of software development Keep a team of coders happy and improve the odds of successful software project delivery Who This Book Is For Anyone who employs, contracts, or manages software developers—such as tech startup CEOs, project managers, and clients of digital agencies—and wishes the relationship were easier and more productive. The secondary readership is software developers who want to find ways of working more effectively as part of a team.

Beginning and experienced programmers will use this comprehensive guide to persistent memory programming. You will understand how persistent memory brings together several new software/hardware requirements, and offers great promise for better performance and faster application startup times—a huge leap forward in byte-addressable capacity compared with current DRAM offerings. This revolutionary new technology gives applications significant performance and capacity improvements over existing technologies. It requires a new way of thinking and developing, which makes this highly disruptive to the IT/computing industry. The full spectrum of industry sectors that will benefit from this technology include, but are not limited to, in-memory and traditional databases, AI, analytics, HPC, virtualization, and big data. Programming Persistent Memory describes the technology and why it is exciting the industry. It covers the operating system and hardware requirements as well as how to create development environments using emulated or real persistent memory hardware. The book explains fundamental concepts; provides an introduction to persistent memory programming APIs for C, C++, JavaScript, and other languages; discusses RMDA with persistent memory; reviews security features; and presents many examples. Source code and examples that you can run on your own systems are included. What You'll Learn Understand what persistent memory is, what it does, and the value it brings to the industry Become familiar with the operating system and hardware requirements to use persistent memory Know the fundamentals of persistent memory programming: why it is different from current programming methods, and what developers need to keep in mind when programming for persistence Look at persistent memory application development by example using the Persistent Memory Development Kit (PMDK) Design and optimize data structures for persistent memory Study how real-world applications are modified to leverage persistent memory Utilize the tools available for persistent memory programming, application performance profiling, and debugging Who This Book Is For C, C++, Java, and Python developers, but will also be useful to software, cloud, and hardware architects across a broad spectrum of sectors, including cloud service providers, independent software vendors, high

performance compute, artificial intelligence, data analytics, big data, etc.

Using the new OpenCL (Open Computing Language) standard, you can write applications that access all available programming resources: CPUs, GPUs, and other processors such as DSPs and the Cell/B.E. processor. Already implemented by Apple, AMD, Intel, IBM, NVIDIA, and other leaders, OpenCL has outstanding potential for PCs, servers, handheld/embedded devices, high performance computing, and even cloud systems. This is the first comprehensive, authoritative, and practical guide to OpenCL 1.1 specifically for working developers and software architects. Written by five leading OpenCL authorities, OpenCL Programming Guide covers the entire specification. It reviews key use cases, shows how OpenCL can express a wide range of parallel algorithms, and offers complete reference material on both the API and OpenCL C programming language. Through complete case studies and downloadable code examples, the authors show how to write complex parallel programs that decompose workloads across many different devices. They also present all the essentials of OpenCL software performance optimization, including probing and adapting to hardware. Coverage includes Understanding OpenCL's architecture, concepts, terminology, goals, and rationale Programming with OpenCL C and the runtime API Using buffers, sub-buffers, images, samplers, and events Sharing and synchronizing data with OpenGL and Microsoft's Direct3D Simplifying development with the C++ Wrapper API Using OpenCL Embedded Profiles to support devices ranging from cellphones to supercomputer nodes Case studies dealing with physics simulation; image and signal processing, such as image histograms, edge detection filters, Fast Fourier Transforms, and optical flow; math libraries, such as matrix multiplication and high-performance sparse matrix multiplication; and more Source code for this book is available at <https://code.google.com/p/opencl-book-samples/>

Writing Infrastructure as Code

Programming in Scala

JavaScript for Impatient Programmers

Computer Programming for Kids and Other Beginners

With C and GNU Development Tools

An In-Depth Guide for Programmers

A Programmer's Guide to Building Products, Technologies, and Teams

This invaluable roadmap for startup engineers reveals how to successfully handle web application scalability challenges to meet increasing product and traffic demands. Web Scalability for Startup Engineers shows engineers working at startups and small companies how to plan and implement a comprehensive scalability strategy. It presents broad and holistic view of infrastructure and architecture of a scalable web application. Successful startups often face the challenge of scalability, and the core concepts driving a scalable architecture are language and platform agnostic. The book covers scalability of HTTP-based systems (websites, REST APIs, SaaS, and mobile application backends), starting with a high-level perspective before taking a deep dive into common challenges and issues. This approach builds a holistic view of the problem, helping you see the big picture, and then introduces different technologies and best practices for solving the problem at hand. The book is enriched with the author's real-world experience and expert advice, saving you precious time and effort by learning from others' mistakes and successes. Language-agnostic approach addresses universally challenging concepts in Web development/scalability—does not require knowledge of a particular language Fills the gap for engineers in startups and smaller companies who have limited means for getting to the next level in terms of accomplishing scalability Strategies presented help to decrease time to market and increase the efficiency of web applications

The pressure is on during the interview process but with the right preparation, you can walk away with your dream job. This classic book uncovers what interviews are really like at America's top software and computer companies and provides you with the tools to succeed in any situation. The authors take you step-by-step through new problems and complex brainteasers they were asked during recent technical interviews. 50 interview scenarios are presented along with in-depth analysis of the possible solutions. The problem-solving process is clearly illustrated so you'll be able to easily apply what you've learned during crunch time. You'll also find expert tips on what questions to ask, how to approach a problem, and how to recover if you become stuck. All of this will help you ace the interview and get the job you want. What you will learn from this book Tips for effectively completing the job application Ways to prepare for the entire programming interview process How to find the kind of programming job that fits you best Strategies for choosing a solution and what your approach says about you How to improve your interviewing skills so that you can respond to any question or situation Techniques for solving knowledge-based problems, logic puzzles, and programming problems Who this book is for This book is for programmers and developers applying for jobs in the software industry or in IT departments of major corporations. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

Terraform has emerged as a key player in the DevOps world for defining, launching, and managing infrastructure as code (IAC) across a variety of cloud and virtualization platforms, including AWS, Google Cloud, and Azure. This hands-on book is the fastest way to get up and running with Terraform. Gruntwork co-founder Yevgeniy (Jim) Brikman walks you through dozens of code examples that demonstrate how to use Terraform's simple, declarative programming language to deploy and manage

infrastructure with just a few commands. Whether you're a novice developer, aspiring DevOps engineer, or veteran sysadmin, this book will take you from Terraform basics to running a full tech stack capable of supporting a massive amount of traffic and a large team of developers. Compare Terraform to other IAC tools, such as Chef, Puppet, Ansible, and Salt Stack Use Terraform to deploy server clusters, load balancers, and databases Learn how Terraform manages the state of your infrastructure and how it impacts file layout, isolation, and locking Create reusable infrastructure with Terraform modules Try out advanced Terraform syntax to implement loops, if-statements, and zero-downtime deployment Use Terraform as a team, including best practices for writing, testing, and versioning Terraform code
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