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Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming

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experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to

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help you practice what you've learned along the way. You'll learn how to:

- Wrangle—transform your datasets into a form convenient for analysis
- Program—learn powerful R tools for solving data problems with greater clarity and ease
- Explore—examine your data, generate hypotheses, and quickly test them
- Model—provide a low-dimensional summary that captures true "signals" in your dataset
- Communicate—learn R Markdown for

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integrating prose, code, and results

Learn to program SAS by example!

Learning SAS by Example, A Programmer's Guide, Second Edition, teaches SAS

programming from very basic concepts to more advanced topics. Because most programmers prefer examples rather than reference-type syntax, this book uses short examples to explain each topic.

The second edition has brought this classic book on SAS programming up to the latest SAS version, with new

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chapters that cover topics such as PROC SGPLOT and Perl regular expressions. This book belongs on the shelf (or e-book reader) of anyone who programs in SAS, from those with little programming experience who want to learn SAS to intermediate and even advanced SAS programmers who want to learn new techniques or identify new ways to accomplish existing tasks. In an instructive and conversational tone, author Ron Cody clearly explains each

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programming technique and then illustrates it with one or more real-life examples, followed by a detailed description of how the program works. The text is divided into four major sections: Getting Started, DATA Step Processing, Presenting and Summarizing Your Data, and Advanced Topics. Subjects addressed include Reading data from external sources Learning details of DATA step programming Subsetting and combining SAS data sets Understanding

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SAS functions and working with arrays
Creating reports with PROC REPORT and PROC TABULATE
Getting started with the SAS macro language
Leveraging PROC SQL
Generating high-quality graphics
Using advanced features of user-defined formats and informats
Restructuring SAS data sets
Working with multiple observations per subject
Getting started with Perl regular expressions
You can test your knowledge and hone your skills by solving the problems at

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the end of each chapter.

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

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with insight on how 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

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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.

Mastering Git: A Beginner's Guide introduces developers of all ages to the wonderful and useful world of Git. As far as software development is considered, the advent of Git has truly

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proven to be a milestone. If you are a software developer, you have probably already heard of Git. Its importance and functionality in the world of coding merits very high praise for a variety of reasons. Computers now have become very amenable machines. You can remove a significant section of the text from your work accidentally, but there is no need to panic. Simply use the Undo option and you're good. This, however, was not the case in the early

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days of development. Back then, developers did not have access to any such technology, and it was only one person who used to own the master copy of a work. This person would divide the code into specific parts, which would subsequently be divided between developers, who would work on their part and make their completed submissions independent of each other. This was followed by a standard check, after which the old version was

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completely replaced by the new version. This was a very tedious process--unless someone were very proactive with making copies of the code, the previous versions of a file were often effectively lost. Thankfully, a significant breakthrough came in 1972 when developer Marc Rochkind invented the Source Code Control System (SCCS), which was the very first form of Version Control System (VCS). It was limited in terms of its functionality,

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could allow only one person to work on it at a time, while concurrent management had to be handled using locks. But we have come a long way since then. Today, Git is the single most-used VCS out there. Its influence on coding and development, in particular, the innovative use of "branches" in order to facilitate collaboration for projects, cannot be over-emphasized. Version Control has become an indispensable part of our

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lives, and being familiar with the functioning of Git is something employers deem highly important. Mastering Git will prove to be of tremendous help for developers of all spheres in learning Git and Version Control. This book offers information on a wide array of subjects pertaining to Git, and even briefly touches upon its history, advantages, and disadvantages. Mastering Git also offers tips on installation, different

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elements involved in its functioning like Repositories, Remotes, Aliases, Tagging, Branches, etc. Popular services and hosts for such Git projects as GitHub, GitLab, and Bitbucket are also discussed in detail. For both newbie learners as well as trained professionals, this book will prove to be a handy guide for all times. Learn more about our other Mastering titles at: <https://www.routledge.com/Mastering-Computer-Science/book->

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series/MCS

Git for Teams

Git Pocket Guide

Git Apprentice (Second Edition)

The Pragmatic Programmer

Learn Cisco Network Administration in a Month of Lunches

Learn Windows PowerShell 3 in a Month of Lunches

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

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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

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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 in 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-

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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

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**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**

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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 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 use every day. In easy-to-follow lessons that take an hour or less, you'll dig into Git's

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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.

bookdown: Authoring Books and Technical Documents with R Markdown presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R

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What others in the trenches say about The Pragmatic Programmer... “The cool thing about this book is that it’s great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there.” —Kent Beck, author of Extreme Programming Explained: Embrace Change “I found this book to be a great mix of solid advice and wonderful analogies!”

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—Martin Fowler, author of Refactoring and UML Distilled “I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost.” —Kevin Ruland, Management Science, MSG-Logistics

“The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets, broken windows, and the fabulous helicopter-based explanation of the

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need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike.” —John Lakos, author of Large-Scale C++ Software Design “This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients.” —Eric Vought, Software Engineer “Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or

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technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.” —Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” —Jared Richardson, Senior Software Developer,

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iRenaissance, Inc. “I would like to see this issued to every new employee at my company....” —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I’m putting together a project, it’s the authors of this book that I want. . . . And failing that I’d settle for people who’ve read their book.” —Ward Cunningham Straight from the programming trenches, The Pragmatic Programmer cuts through the increasing specialization and technicalities of modern software development to examine the core process--taking a

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requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and

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effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and

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you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

The Wordbank Project

Learning SAS by Example

Version Control with Git

Learn Web Development with Rails

Interpretable Machine Learning

Variability and Consistency in Early Language

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Learning

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 to harness the system's flexibility. This book shows you how. Learn how to use Git for several real-world

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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 through GitHub No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding

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of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, Scope and Closures dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries

Learn Git via Tutorials! Chances are, if you're involved with

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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 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

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Covered in Git ApprenticeCrash 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 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!

Summary Learn Linux in a Month of Lunches shows you how to install and use Linux for all the things you do with

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your OS, like connecting to a network, installing software, and securing your system. Whether you're just curious about Linux or have to get up and running for your job, you'll appreciate how this book concentrates on the tasks you need to know how to do in 23 easy lessons. About the Technology If you've only used Windows or Mac OS X, you may be daunted by the Linux operating system. And yet learning Linux doesn't have to be hard, and the payoff is great. Linux is secure, flexible, and free. It's less susceptible to malicious attacks, and when it is attacked, patches are available quickly. If you don't like the way it looks or behaves, you can change it. And best of all, Linux allows users access to different desktop interfaces and loads of software, almost all of it completely free. About the

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Book Learn Linux in a Month of Lunches shows you how to install and use Linux for all the things you do with your OS, like connecting to a network, installing software, and securing your system. Whether you're just curious about Linux or need it for your job, you'll appreciate how this book focuses on just the tasks you need to learn. In easy-to-follow lessons designed to take an hour or less, you'll learn how to use the command line, along with practical topics like installing software, customizing your desktop, printing, and even basic networking. You'll find a road map to the commands and processes you need to be instantly productive. What's Inside Master the command line Learn about file systems Understand desktop environments Go from Linux novice to expert in just one month About the

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Reader This book is for anyone looking to learn how to use Linux. No previous Linux experience required. About the Author Steven Ovia is a professor and librarian at LaGuardia Community College, CUNY. He curates The Linux Setup, a large collection of interviews with desktop Linux users, and writes for assorted library science journals. Table of Contents PART 1 - GETTING LINUX UP AND RUNNING Before you begin Getting to know Linux Installing Linux Getting to know your system Desktop environments Navigating your desktop PART 2 - A HOME OFFICE IN LINUX Installing software An introduction to Linux home/office software Text files and editors Working with files and folders on the command line Working with common command-line applications, part 1 Working with

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common command-line applications, part 2 Using the command line productively Explaining the Linux filesystem hierarchy Windows programs in Linux Establishing a workflow PART 3 - HOME SYSTEM ADMIN ON LINUX An in-depth look at package management and maintenance Updating the operating system Linux security Connecting to other computers Printing Version control for non-programmers Never the end

Git for Programmers

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Deep Learning with Python

A Comprehensive Guide to Version Control, Project

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Management, and Teamwork for the New Developer

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 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.

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,

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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 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

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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 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

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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.

Learn Azure in a Month of Lunches, Second Edition, is a tutorial on writing, deploying, and running applications in Azure. In it, you ' ll work through 21 short lessons that give you real-world experience. Each lesson includes a hands-on lab so you can try out and lock in your new skills. Summary You can be incredibly productive with Azure without mastering every feature, function, and service. Learn Azure in a Month of Lunches, Second Edition gets you up and running quickly, teaching you the

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most important concepts and tasks in 21 practical bite-sized lessons. As you explore the examples, exercises, and labs, you'll pick up valuable skills immediately and take your first steps to Azure mastery! This fully revised new edition covers core changes to the Azure UI, new Azure features, Azure containers, and the upgraded Azure Kubernetes Service. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Microsoft Azure is vast and powerful, offering virtual servers, application templates, and prebuilt services for everything from data storage to AI. To navigate it all, you need a

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trustworthy guide. In this book, Microsoft engineer and Azure trainer Iain Foulds focuses on core skills for creating cloud-based applications. About the book *Learn Azure in a Month of Lunches, Second Edition*, is a tutorial on writing, deploying, and running applications in Azure. In it, you ' ll work through 21 short lessons that give you real-world experience. Each lesson includes a hands-on lab so you can try out and lock in your new skills. What's inside

- Understanding Azure beyond point-and-click
- Securing applications and data
- Automating your environment
- Azure services for machine learning, containers, and more

About the reader This book is for readers who can write

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and deploy simple web or client/server applications.

About the author Iain Foulds is an engineer and senior content developer with Microsoft. Table of Contents

PART 1 - AZURE CORE SERVICES 1 Before you begin 2 Creating a virtual machine 3 Azure Web Apps 4 Introduction to Azure Storage 5 Azure Networking basics
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Backup, recovery, and replication 14 Data encryption 15
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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

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updates and more information about version control for documents and continuous publishing.

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

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Confident Git Through Practice

Practice your Git skills using exercises in your own environment. This book introduces concepts in an abstract visual way, and then enforces this

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learning through exercises - the Git katas. You will start with basic interactions such as commits and branches, and move on to both internal and collaborative workflows. Best 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

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fashion. It will take you from using Git to knowing Git.

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 world of distributed version workflow,

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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.

A data-driven exploration of how children's language learning varies across different languages, providing both a theoretical framework and reference. The Wordbank Project examines variability and consistency in children's

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language learning across different languages and cultures, drawing on Wordbank, an open database with data from more than 75,000 children and twenty-nine languages or dialects. This big data approach makes the book the most comprehensive cross-linguistic analysis to date of early language learning. Moreover, its data-driven picture of which aspects of language learning are consistent across languages suggests constraints on the nature of children's language learning mechanisms. The book provides both a theoretical framework for scholars of language learning, language, and

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human cognition, and a resource for future research.

You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3.

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how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game

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Summary Discover how scripting is different from command-line PowerShell, as you explore concrete hands-on

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examples in this handy guide. The book includes and expands on many of the techniques presented in Learn PowerShell Toolmaking in a Month of Lunches. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Automate it! With Microsoft's PowerShell language, you can write scripts to control nearly every aspect of Windows. Just master a few

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straightforward scripting skills, and you'll be able to eliminate repetitive manual tasks, create custom reusable tools, and build effective pipelines and workflows. Once you start scripting in PowerShell, you'll be amazed at how many opportunities you'll find to save time and effort. About the Book Learn PowerShell Scripting in a Month of Lunches teaches you how to expand your command-line PowerShell skills into effective scripts and tools. In 27 bite-

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size lessons, you'll discover instantly useful techniques for writing efficient code, finding and squashing bugs, organizing your scripts into libraries, and much more. Advanced scripters will even learn to access the .NET Framework, store data long term, and create nice user interfaces. What's Inside Designing functions and scripts Effective pipeline usage Dealing with errors and bugs Professional-grade scripting practices About the Reader

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Written for devs and IT pros comfortable with PowerShell and Windows. About the Authors Don Jones is a PowerShell MVP, speaker, and trainer who has written dozens of books on information technology topics. Jeffery Hicks is a PowerShell MVP and an independent consultant, trainer, and author. Don and Jeff coauthored Manning's Learn Windows PowerShell in a Month of Lunches, Learn PowerShell Toolmaking in a Month of Lunches, and

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PowerShell in Depth. Table of Contents
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design first Avoiding bugs: start with
a command Building a basic function and

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script module Going advanced with your function Objects: the best kind of output Using all the pipelines Simple help: making a comment Dealing with errors Filling out a manifest PART 3 - GROWN-UP SCRIPTING Changing your brain when it comes to scripting Professional-grade scripting An introduction to source control with git Pestering your script Signing your script Publishing your script PART 4 - ADVANCED TECHNIQUES Squashing bugs Making script

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output prettier Wrapping up the .NET Framework Storing data-not in Excel! Never the end

If you're new to GitHub, this concise book shows you just what you need to get started and no more. It's perfect for project and product managers, stakeholders, and other team members who want to collaborate on a development project—whether it's to review and comment on work in progress or to contribute specific changes. It's

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also great for developers just learning GitHub. GitHub has rapidly become the default platform for software development, but it's also ideal for other text-based documents, from contracts to screenplays. This hands-on book shows you how to use GitHub's web interface to view projects and collaborate effectively with your team. Learn how and why people use GitHub to collaborate View the status of a project—recent changes, outstanding

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work, and historic changes Create and edit files through GitHub without learning Git Suggest changes to projects you don't have permission to edit directly Use tools like issues, pull requests, and branches to specify and collaborate on changes Create a new GitHub repository to control who has access to your project

Summary Learn SQL Server Administration in a Month of Lunches is the perfect way to get started with SQL Server

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operations, including maintenance, backup and recovery, high availability, and performance monitoring. In about an hour a day over a month, you'll learn exactly what you can do, and what you shouldn't touch. Most importantly, you'll learn the day-to-day tasks and techniques you need to keep SQL Server humming along smoothly. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book

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Microsoft SQL Server is used by millions of businesses, ranging in size from Fortune 500s to small shops worldwide. Whether you're just getting started as a DBA, supporting a SQL Server-driven application, or you've been drafted by your office as the SQL Server admin, you do not need a thousand-page book to get up and running. Learn SQL Server Administration in a Month of Lunches is the perfect way to get started with SQL

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Server. This concise, easy-to-read book skips academic introductions and teaches you day-to-day techniques for maintenance, backup and recovery, performance monitoring, and more. Each of the 21 short lessons gives you practical takeaways you'll use over and over. What's Inside Master the basics—indexes, logins, backup, recovery ... and more Learn what you can and cannot do when supporting a third-party application Monitor and

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improve performance Written by expert trainer and bestselling author Don Jones Accessible to readers of any level of experience, the book covers techniques for all versions of SQLServer 2005-2014. About the Author Don Jones is a Microsoft MVP, speaker, and trainer. He is the creator of the Month of Lunches series and author of over 50 books on PowerShell, IIS, Active Directory, SCCM, SQL Server, and more. Table of Contents Before you

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Multiserver management Windows PowerShell and SQL Server Using

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Extended Events Monitoring and analyzing performance Options for high availability Virtualizing SQL Server Moving, migrating, and upgrading databases SQL Server performance checklist Never the end

Git

Learn Python 3 the Hard Way

You Don't Know JS: Scope & Closures

GitHub For Dummies

Learning Deep Learning

Ruby on Rails Tutorial

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Summary Learn Cisco Network Administration in a Month of Lunches is a tutorial designed for beginners who want to learn how to administer Cisco switches and routers. Just set aside one hour a day (lunchtime would be perfect) for a month, and you'll start learning practical Cisco Network administration skills faster than you ever thought possible. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Cisco's ultrareliable routers and switches are the backbone of millions of networks, but "set and forget" is not an acceptable attitude. Fortunately, you don't have to be an old-time administrator to set up and maintain a Cisco-based

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network. With a handful of techniques, a little practice, and this book, you can keep your system in top shape. About the Book Learn Cisco Network Administration in a Month of Lunches is designed for occasional and full-time network administrators using Cisco hardware. In 22 bite-sized lessons, you'll learn practical techniques for setting up a Cisco network and making sure that it never fails. Real-world labs start with configuring your first switch and guide you through essential commands, protocols, dynamic routing tricks, and more. What's Inside Understand your Cisco network, including the difference between routers and switches Configure VLANs and VLAN trunks Secure your network Connect and configure

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routers and switches Establish good maintenance habits
About the Reader This book is written for readers with no previous experience with Cisco networking. About the Author Ben Piper is an IT consultant who holds numerous Cisco, Citrix, and Microsoft certifications including the Cisco CCNA and CCNP. He has created many video courses on networking, Cisco CCNP certification, Puppet, and Windows Server Administration. Table of Contents
Before you begin What is a Cisco network? A crash course on Cisco's Internetwork Operating System
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address assignment by using Dynamic Host Configuration Protocol
Securing the network by using IP access control lists
Connecting switches using trunk links
Automatically configuring VLANs using the VLAN Trunking Protocol
Protecting against bridging loops by using the Spanning Tree Protocol
Optimizing network performance by using port channels
Making the network scalable by connecting routers and switches together
Manually directing traffic using the IP routing table
A dynamic routing protocols crash course
Tracking down devices
Securing Cisco devices
Facilitating troubleshooting using logging and debugging
Recovering from disaster
Performance and health checklist
Next steps

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Summary Go from zero to production readiness with Docker in 22 bite-sized lessons! Learn Docker in a Month of Lunches is an accessible task-focused guide to Docker on Linux, Windows, or Mac systems. In it, you'll learn practical Docker skills to help you tackle the challenges of modern IT, from cloud migration and microservices to handling legacy systems. There's no excessive theory or niche-use cases—just a quick-and-easy guide to the essentials of Docker you'll use every day. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology The idea behind Docker is simple: package applications in lightweight virtual containers that can be easily installed.

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The results of this simple idea are huge! Docker makes it possible to manage applications without creating custom infrastructures. Free, open source, and battle-tested, Docker has quickly become must-know technology for developers and administrators. About the book *Learn Docker in a Month of Lunches* introduces Docker concepts through a series of brief hands-on lessons. Following a learning path perfected by author Elton Stoneman, you'll run containers by chapter 2 and package applications by chapter 3. Each lesson teaches a practical skill you can practice on Windows, macOS, and Linux systems. By the end of the month you'll know how to containerize and run any kind of application with Docker. What's inside

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Package applications to run in containers Put containers into production Build optimized Docker images Run containerized apps at scale About the reader For IT professionals. No previous Docker experience required. About the author Elton Stoneman is a consultant, a former architect at Docker, a Microsoft MVP, and a Pluralsight author. Table of Contents PART 1 - UNDERSTANDING DOCKER CONTAINERS AND IMAGES 1. Before you begin 2. Understanding Docker and running Hello World 3. Building your own Docker images 4. Packaging applications from source code into Docker Images 5. Sharing images with Docker Hub and other registries 6. Using Docker volumes for persistent storage PART 2 -

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RUNNING DISTRIBUTED APPLICATIONS IN CONTAINERS 7. Running multi-container apps with Docker Compose 8. Supporting reliability with health checks and dependency checks 9. Adding observability with containerized monitoring 10. Running multiple environments with Docker Compose 11. Building and testing applications with Docker and Docker Compose PART 3 - RUNNING AT SCALE WITH A CONTAINER ORCHESTRATOR 12. Understanding orchestration: Docker Swarm and Kubernetes 13. Deploying distributed applications as stacks in Docker Swarm 14. Automating releases with upgrades and rollbacks 15. Configuring Docker for secure remote access and CI/CD 16. Building

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Docker images that run anywhere: Linux, Windows, Intel, and Arm PART 4 - GETTING YOUR CONTAINERS READY FOR PRODUCTION 17. Optimizing your Docker images for size, speed, and security 18. Application configuration management in containers 19. Writing and managing application logs with Docker 20. Controlling HTTP traffic to containers with a reverse proxy 21. Asynchronous communication with a message queue 22. Never the end

Presents a guide on how to use Windows PowerShell to script Windows administrative tasks and control Windows from the command line.

NVIDIA's Full-Color Guide to Deep Learning: All

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Students Need to Get Started and Get Results Learning Deep Learning is a complete guide to DL. Illuminating both the core concepts and the hands-on programming techniques needed to succeed, this book suits seasoned developers, data scientists, analysts, but also those with no prior machine learning or statistics experience. After introducing the essential building blocks of deep neural networks, such as artificial neurons and fully connected, convolutional, and recurrent layers, Magnus Ekman shows how to use them to build advanced architectures, including the Transformer. He describes how these concepts are used to build modern networks for computer vision and natural language processing (NLP),

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including Mask R-CNN, GPT, and BERT. And he explains how a natural language translator and a system generating natural language descriptions of images. Throughout, Ekman provides concise, well-annotated code examples using TensorFlow with Keras. Corresponding PyTorch examples are provided online, and the book thereby covers the two dominating Python libraries for DL used in industry and academia. He concludes with an introduction to neural architecture search (NAS), exploring important ethical issues and providing resources for further learning.

Explore and master core concepts: perceptrons, gradient-based learning, sigmoid neurons, and back propagation
See how DL frameworks make it easier to develop more

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complicated and useful neural networks Discover how convolutional neural networks (CNNs) revolutionize image classification and analysis Apply recurrent neural networks (RNNs) and long short-term memory (LSTM) to text and other variable-length sequences Master NLP with sequence-to-sequence networks and the Transformer architecture Build applications for natural language translation and image captioning

Theory and Practice of Neural Networks, Computer Vision, Nlp, and Transformers Using Tensorflow
Git in Practice

Getting Started with Git Commands & Concepts

Powerful tools and techniques for collaborative software

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development

Grit

Annotation A guide to the popular version control system, this book walks 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. Learn to track, branch, merge, and manage code revisions for real-world development scenarios Key Features Master Git and maintain your projects

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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 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

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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 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

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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 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

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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 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.

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

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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 reader understands even the most complex of concepts. This succinct and enlightening

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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.

In this instant New York Times bestseller, Angela Duckworth shows anyone striving to succeed that the secret to outstanding achievement is not talent, but a special blend of passion and persistence she calls "grit." "Inspiration for non-geniuses everywhere" (People). The daughter of a scientist who frequently noted her lack of "genius," Angela Duckworth is now a celebrated researcher and professor. It was her early eye-opening stints in

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teaching, business consulting, and neuroscience that led to her hypothesis about what really drives success: not genius, but a unique combination of passion and long-term perseverance. In *Grit*, she takes us into the field to visit cadets struggling through their first days at West Point, teachers working in some of the toughest schools, and young finalists in the National Spelling Bee. She also mines fascinating insights from history and shows what can be gleaned from modern experiments in peak performance. Finally, she shares what she's learned from interviewing dozens of high achievers—from JP

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Morgan CEO Jamie Dimon to New Yorker cartoon editor Bob Mankoff to Seattle Seahawks Coach Pete Carroll. "Duckworth's ideas about the cultivation of tenacity have clearly changed some lives for the better" (The New York Times Book Review). Among Grit's most valuable insights: any effort you make ultimately counts twice toward your goal; grit can be learned, regardless of IQ or circumstances; when it comes to child-rearing, neither a warm embrace nor high standards will work by themselves; how to trigger lifelong interest; the magic of the Hard Thing Rule; and so much more. Winningly personal,

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insightful, and even life-changing, Grit is a book about what goes through your head when you fall down, and how that—not talent or luck—makes all the difference. This is “a fascinating tour of the psychological research on success” (The Wall Street Journal).

A User-Centered Approach to Creating Efficient Workflows in Git

R for Data Science

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Learn Docker in a Month of Lunches

Professional Git

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Learn Amazon Web Services in a Month of Lunches

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 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 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

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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 altogetherUse 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.

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 how this book concentrates on the components of Git you'll use every day. In

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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 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 use every day. In easy-to-follow lessons

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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 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.

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Before you begin
An overview of Git and version control
Getting oriented with Git
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Merging branches

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Cloning 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

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

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simultaneously Merge 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

Learn the key concepts and basic workflow for Git with this easy to follow, top rated, bootcamp-style book! Learn the basics of Git through detailed and easy to follow along screencasts. Start using Git today! This book is designed to cut academic theory to just the key concepts and focus on basics tasks in Git in order to be productive quickly. Students can expect to learn the minimum needed to start using Git in less than an hour. Who this book is for: Anyone interested in using source control and specifically Git Software engineers, developers, and programmers new to Git

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A Very Simple Introduction to the Terrifyingly Beautiful World of Computers and Code

bookdown

Docs Like Code

A Working Introduction

The Ultimate Guide for Beginners: Learn Git Version Control

The Power of Passion and Perseverance

Summary Learn Amazon Web Services in a Month of Lunches guides you through the process of building a robust and secure web application using the core AWS services you really need to know. You'll be amazed by how much you can accomplish

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with AWS! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Cloud computing has transformed the way we build and deliver software. With the Amazon Web Services cloud platform, you can trade expensive glass room hardware and custom infrastructure for virtual servers and easy-to-configure storage, security, and networking services. Better, because you don't own the hardware, you only pay for the computing power you need! Just learn a

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few key ideas and techniques and you can have applications up and running in AWS in minutes. About the Book Learn Amazon Web Services in a Month of Lunches gets you started with AWS fast. In just 21 bite-size lessons, you'll learn the concepts and practical techniques you need to deploy and manage applications. You'll learn by doing real-world labs that guide you from the core AWS tool set through setting up security and storage and planning for growth. You'll even deploy a public-facing application that's highly

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available, scalable, and load balanced.
What's Inside First steps with AWS - no experience required Deploy web apps using EC2, RDS, S3, and Route 53 Cheap and fast system backups Setting up cloud automation About the Reader If you know your way around Windows or Linux and have a basic idea of how web applications work, you're ready to start using AWS. About the Author David Clinton is a system administrator, teacher, and writer. He has administered, written about, and created training materials for many important technology

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subjects including Linux systems, cloud computing (AWS in particular), and container technologies like Docker. Many of his video training courses can be found on Pluralsight.com, and links to his other books (on Linux administration and server virtualization) can be found at <https://bootstrap-it.com>. Table of Contents Before you begin PART 1 - THE CORE AWS TOOLS The 10-minute EC2 web server Provisioning a more robust EC2 website Databases on AWS DNS: whatâ€™s in a name? S3: cheap, fast file storage S3:

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cheap, fast system backups AWS security: working with IAM users, groups, and roles Managing growth Pushing back against the chaos: using resource tags CloudWatch: monitoring AWS resources for fun and profit Another way to play: the command-line interface PART 2 - THE AWS POWER USER: OPTIMIZING YOUR INFRASTRUCTURE Keeping ahead of user demand High availability: working with AWS networking tools High availability: load balancing High availability: auto scaling High availability: content-delivery networks

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PART 3 - FOOD FOR THOUGHT: WHAT ELSE CAN AWS DO FOR YOU? Building hybrid infrastructure Cloud automation: working with Elastic Beanstalk, Docker, and Lambda Everything else (nearly) Never the end Attain expert-level proficiency with Git for enhanced productivity and efficient collaboration by mastering advanced distributed version control features About This Book Set up Git for solo and collaborative development Harness the full power of Git version control system to customize Git behavior, manipulate

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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

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using different 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

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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) 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

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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 starts with a quick implementation example of using Git for a collaborative development of a sample project to

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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

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work from other developers, customize and extend Git, and recover from repository 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

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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'.

Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and

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practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously

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impossible smart applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll

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have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author François Chollet works on deep learning at Google

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in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International

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Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-learning best practices Generative deep learning Conclusions appendix A - Installing Keras and its dependencies on

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Ubuntu appendix B - Running Jupyter notebooks on an EC2 GPU instance

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 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

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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 environments, Git is a strategic advantage. Built with a

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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

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workflows, submodules, and how to use GitHub pull requests. Written in 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

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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. Table of Contents PART 1 INTRODUCTION TO GIT Local Git Remote Git PART 2 GIT ESSENTIALS Filesystem interactions History visualization Advanced branching Rewriting history and disaster recovery PART 3 ADVANCED GIT Personalizing Git Vendors dependencies as submodules Working with Subversion GitHub pull requests Hosting a repository

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PART 4 GIT BEST PRACTICES Creating a clean history Merging vs. rebasing Recommended team workflows

A Beginner's Guide

From Journeyman to Master

Introducing GitHub

A Step-by-step Course for the Complete Beginner