Masterminds Of Programming Conversations With The Creators Of Major Programming Languages

This book teaches computer programming to the complete beginner using the native C language. As such, it assumes you have no knowledge whatsoever about programming. The main goal of this book is to teach fundamental programming principles using C, one of the most widely used programming languages in the world today. We discuss only those features and statements in C that are necessary to achieve our goal. Once you learn the principles well, they can be applied to any language. If you are worried that you are not good at high-school mathematics, don't be. It is a myth that you must be good at mathematics to learn programming. C is considered a 'modern' language even though its roots date back to the 1970s. Originally, C was designed for writing 'systems' programs—things like operating systems, editors, compilers, assemblers and input/output utility programs. But, today, C is used for writing all kinds of applications programs as well—word processing programs, spreadsheet programs, database management programs, accounting programs, games, robots, embedded systems/electronics (i.e., Arduino), educational software—the list is endless. Note: Appendices A-D are available as part of the free source code download at the Apress website. What You Will Learn: How to get started with programming using the C language How to use the basics of C How to program with sequence, selection and repetition logic How to work with characters How to work with functions How to use arrays Who This Book Is For: This book is intended for anyone who is learning programming for the first time.

"Based on my own experience, I can safely say that every .NET developer who reads this will have at least one 'aha' moment and will be a better developer for it." —From the Foreword by Don Box The popular C# programming language combines the high productivity of rapid application development languages with the raw power of C and C++. Now, C# 3.0 adds functional programming techniques and LINQ, Language INtegrated Query. The C# Programming Language, Third Edition, is the authoritative and annotated technical reference for C# 3.0. Written by Anders Hejlsberg, the language's architect, and his colleagues, Mads Torgersen, Scott Wiltamuth, and Peter Golde, this volume has been completely updated and reorganized for C# 3.0. The book provides the complete specification of the language, along with descriptions, reference materials, code samples, and annotations from nine prominent C# gurus. The many annotations—a new feature in this edition—bring a depth and breadth of understanding rarely found in any programming book. As the main text of the book introduces the concepts of the C# language, cogent annotations explain why they are important, how they are used, how they relate to other languages, and even how they evolved. This book is the definitive, must-have reference for any developer who wants to understand C#.

This provocative book investigates the relationship between law and artificial intelligence (AI) governance, and the need for new and innovative approaches to regulating AI and big data in ways that go beyond market concerns alone and look to sustainability and social good.

Offers a collection of essays on philosophies and strategies for defining, leading, and managing projects. This book explains to technical and non-technical readers alike what it takes to get through a large software or web development project. It does not cite specific methods, but focuses on philosophy and strategy.

Outwitting the Devil
Building Applications and Infrastructure in the Cloud
The Essential Guide for Female Entrepreneurs Who Want to Go Big
Reflections on the Craft of Programming
Creative Code
The Software Developer's Career Handbook
Conversations with the Creators of Major Programming Languages

The Provocative and Practical Guide to Coaching Agile Teams As an agile coach, you can help project teams become outstanding at agile, creating products that make them proud and helping organizations reap the powerful benefits of teams that deliver both innovation and excellence. More and more frequently, ScrumMasters and project managers are being asked to coach agile teams. But it's a challenging role. It requires new skills—as well as a subtle understanding of when to step in and when to step back. Migrating from "command and control" to agile coaching requires a whole new mind-set. In Coaching Agile Teams, Lyssa Adkins gives agile coaches the insights they need to adopt this new mind-set and to guide teams to extraordinary performance in a re-energized work environment. You'll gain a deep view into the role of the agile coach, discover what works and what doesn't, and learn how to adapt powerful skills from many allied disciplines, including the fields of professional coaching and mentoring. Coverage includes Understanding what it takes to be a great agile coach Mastering all of the agile coach's roles: teacher, mentor, problem solver, conflict navigator, and performance coach Creating an environment where self-organized, high-performance teams can emerge Coaching teams past cooperation and into full collaboration Evolving your leadership style as your team grows and changes Staying actively engaged without dominating your team and stunting its growth Recognizing failure, recovery, and success modes in your coaching Getting the most out of your own personal agile coaching journey Whether you're an agile coach, leader, trainer, mentor, facilitator, ScrumMaster, project manager, product owner, or team member, this book will help you become skilled at helping others become truly great. What could possibly be more rewarding?

The dramatic, unlikely story behind the founding of Twitter, by New York Times bestselling author and Vanity Fair special correspondent The San Francisco-based technology company Twitter has become a powerful force in less than ten years. Today it's everything from a tool for fighting political oppression in the Middle East to a marketing must-have to the world's living room during live TV events to President Trump's preferred method of communication. It has hundreds of millions of active users all over the world. But few people know that it nearly fell

to pieces early on. In this rousing history that reads like a novel, Hatching Twitter takes readers behind the scenes of Twitter's early exponential growth, following the four hackers—Ev Williams, Jack Dorsey, Biz Stone, and Noah Glass, who created the cultural juggernaut practically by accident. It's a drama of betrayed friendships and high-stakes power struggles over money, influence, and control over a company that was growing faster than they could ever imagine. Drawing on hundreds of sources, documents, and internal e-mails, Bilton offers a rarely-seen glimpse of the inner workings of technology startups, venture capital, and Silicon Valley culture.

Are You Too Nice?If you find it hard to be assertive, directly ask for what you want, or say "no" to others, then you just might be suffering from too much niceness.In this controversial book, world-renowned confidence expert, Dr. Aziz Gazipura, takes an incisive look at the concept of nice. Through his typical style, Dr. Aziz uses engaging stories, humor, and disarming vulnerability to cut through the nice conditioning and liberate the most bold, expressive, authentic version of you. You'll discover how to: => Easily say "no" when you want to and need to.=> Confidently and effectively ask for what you want.=> Speak up more freely in all your relationships.=> Eliminate feelings of guilt, anxiety, and worry about what others will think.

A journalist's twenty-year fascination with the Manson murders leads to shocking new revelations about the FBI's involvement in this riveting reassessment of an infamous case in American history. Over two grim nights in Los Angeles, the young followers of Charles Manson murdered seven people, including the actress Sharon Tate, then eight months pregnant. With no mercy and seemingly no motive, the Manson Family followed their leader's every order -- their crimes lit a flame of paranoia across the nation, spelling the end of the sixties. Manson became one of history's most infamous criminals, his name forever attached to an era when charlatans mixed with prodigies, free love was as possible as brainwashing, and utopia -- or dystopia -- was just an acid trip away. Twenty years ago, when journalist Tom O'Neill was reporting a magazine piece about the murders, he worried there was nothing new to say. Then he unearthed shocking evidence of a cover-up behind the "official" story, including police carelessness, legal misconduct, and potential surveillance by intelligence agents. When a tense interview with Vincent Bugliosi -- prosecutor of the Manson Family and author of Helter Skelter -- turned a friendly source into a nemesis, O'Neill knew he was onto something. But every discovery brought more questions: Who were Manson's real friends in Hollywood, and how far would they go to hide their ties? Why didn't law enforcement, including Manson's own parole officer, act on their many chances to stop him? And how did Manson -- an illiterate ex-con -- turn a group of peaceful hippies into remorseless killers? O'Neill's quest for the truth led him from reclusive celebrities to seasoned spies, from San Francisco's summer of love to the shadowy sites of the CIA's mind-control experiments, on a trail rife with shady cover-ups and suspicious coincidences. The product of two decades of reporting, hundreds of new interviews, and dozens of never-before-seen documents from the LAPD, the FBI, and the CIA, Chaos mounts an argument that could be, according to Los Angeles Deputy District Attorney Steven Kay, strong enough to overturn the verdicts on the Manson murders. This is a book that overturns our understanding of a pivotal time in American history.

Making Things Happen
Coders at Work
The C# Programming Language
The Psychology of Selling

Not Nice
Regulatory Insights on Artificial Intelligence

Masterminds of ProgrammingConversations with the Creators of Major Programming LanguagesO'Reilly Media

Originally written in 1938 but never published due to its controversial nature, an insightful guide reveals the seven principles of good that will allow anyone to triumph over the obstacles that must be faced in reaching personal goals.

Glass explores a critical, yet strangely neglected, question: What is the role of creativity in software engineering and computer programming? With his trademark easy-to-read style and practical approach, backed by research and personal experience, Glass takes on a wide range of related angles and implications. (Computer Books)

Make your move into, or improve your position in, the powerful world of professional speaking If you think you have what it takes to speak professionally, or you've already been doing so with insufficient reward, now is the time to make your move. Bestselling business author and Professional Speaking Hall of Fame member Alan Weiss offers the inside advice you need to turn your talent into a high-paying career—from honing your delivery skills to building a business. In Million Dollar Speaking, you'll learn the critical skills of Dealing with difficult crowds Creating powerful speeches Targeting high-potential markets Creating a "star" reputation Setting fees that reflect your outstanding value Perfecting platform skills—making ¬them the best in the business Expanding your business through diversification Weiss has packed the guide with tips, resources, helpful examples, and checklists that make it easy for you to keep a record of your progress. Whether you're a trainer, workshop leader, or consultant, Million Dollar Speaking has what you need to get on the paid public-speaking circuit in no time.

Microsoft's Cult of the Puzzle - How the World's Smartest Companies Select the Most Creative Thinkers
Conversations with Millionaires

Code Reading
A True Story of Money, Power, Friendship, and Betrayal
Advanced Perl Programming
Masterminds of Programming
Practical Security

Make your every wish Alexa’s command with this in-depth guide to the wildly popular Amazon smart speaker You might be thinking, “All I have to do is plug in my Echo device and start using it!” And you’d be right. But if you really want to explore what that compact little device can do, then Alexa For Dummies is your go-to resource. This book shows you how to customize your device to respond to your requests and enhance your life. Alexa For Dummies takes you on a tour of all things Alexa: its capabilities, tools, settings, and skills. Go beyond the basics of playing music, calling friends, reading the news, and checking the weather. You’ll learn how to make Alexa private and secure, connect it to your smart home devices, and even make it sound like Samuel L. Jackson, if you feel like it. You can also extend its capabilities by adding new skills. Customize your device to respond to your voice Troubleshoot when a light is signaling something’s wrong Add skills to play music and audiobooks Create routines to turn on lights, adjust the thermostat, set your security alarm, and lock your doors Sync your smart devices throughout your home Use Alexa to connect to a Zoom meeting or phone call with your friends or family No matter which device you have—Echo, Echo Dot, Echo Show, Echo Studio, Echo Flex, Echo Loop, Echo Buds, or Echo Frames—Alexa For Dummies is the perfect companion. Ready to get started? Say “Hey, Alexa, order Alexa For Dummies!”

Learn & Master SwiftUI!?Every developer wants to build the most fluid and engaging declarative UI for their apps with as little code as possible. SwiftUI will help you do just that. Learn all the main concepts through an easy-to-follow tutorials where you'll build apps that teach you to create modern, responsive UI and animations that look great on iOS, iPadOS, watchOS, tvOS, and even macOS.?Who This Book Is For?This book is for intermediate iOS developers who already know the basics of iOS, and who wish to know everything there is to know about SwiftUI.?Topics Covered in SwiftUI by Tutorials?SwiftUI Overview: Learn SwiftUI features, as well as the differences between Apple ?s platforms with SwiftUI. Customize your apps for AppKit, UIKit, WatchKit, tvOS, iPadOS and even Catalyst.Testability: See how to apply UI Testing to your SwiftUI apps in this very simple, yet powerful course.Controls & User Input: Learn about controls such as TextField, Button, Toggle, Slider, Stepper, pickers and many more.State & Data Flow: Learn how to bind data to the UI, about reactive updates to the UI through state management, and in-depth usage of the attributes related to SwiftUI.Accessibility: Learn how to navigate your app with VoiceOver on an iOS device and use the SwiftUI Accessibility API attributes to improve your app's accessible UI.Drawing Custom Graphics & Animations: Create drawings, graphics, animations and even view transitions in SwiftUI.macOS: Learn how to create a document-based Mac app and later start with an existing iOS app and learn how to re-use code, views and assets for creating a macOS app.One thing you can count on: After you finish reading this book, you'll be able to take advantage of the latest and greatest features of SwiftUI to bring modern declarative UX to your apps.

The popular C# programming language combines the high productivity of rapid application development languages with the raw power of C and C++. Updated to cover the new features of C# 4.0, including dynamic binding, named and optional parameters, and covariant and contravariant generic types, this release takes the language to the next level by adding the ability to cleanly write programs that don’t rely on static type definitions. This allows dynamic programming languages such as Python, Ruby, and JavaScript to feel native to C#. The C# Programming Language, Fourth Edition, continues to be the authoritative and annotated technical reference for C# 4.0. 7nbsp; Written by Anders Hejlsberg, the language’s architect, and his colleagues, Mads Torgersen, Scott Wiltamuth, and Peter Golde, this volume has been completely updated for C# 4.0. The book provides the complete specification of the language, along with descriptions, reference materials, code samples, and annotations from twelve prominent C# gurus. The many annotations bring a depth and breadth of understanding rarely found in any programming book. As the main text of the book introduces the concepts of the C# language, cogent annotations explain why they are important, how they are used, how they relate to other languages, and even how they evolved. This book is the definitive, must-have reference for any developer who wants to understand C#. With annotations from: Brad Abrams, Joseph Albahari, Krzysztof Cwalina, Jesse Liberty, Eric Lippert, Christian Nagel, Vladimir Reshetnikov, Marek Safar, Chris Sells, Peter Sestoft, Jon Skeet, and Bill Wagner.

A bestselling dystopian novel that tackles surveillance, privacy and the frightening intrusions of technology in our lives—a “compulsively readable parable for the 21st century” (Vanity Fair). When Mae Holland is hired to work for the Circle, the world’s most powerful internet company, she feels she’s been given the opportunity of a lifetime. The Circle, run out of a sprawling California campus, links users’ personal emails, social media, banking, and purchasing with their universal operating system, resulting in one online identity and a new age of civility and transparency. As Mae tours the open-plan office spaces, the towering glass dining facilities, the cozy dorms for those who spend nights at work, she is thrilled with the company’s modernity and activity. There are parties that last through the night, there are famous musicians playing on the lawn, there are athletic activities and clubs and brunches, and even an aquarium of rare fish retrieved from the Marianas Trench by the CEO. Mae can’t believe her luck, her great fortune to work for the most influential company in the world—even as life beyond the campus grows distant, even as a strange encounter with a colleague leaves her shaken, even as her role at the Circle becomes increasingly public. What begins as the captivating story of one woman’s ambition and idealism soon becomes a heart-racing novel of suspense, raising questions about memory, history, privacy, democracy, and the limits of human knowledge.

Being Geek
The Circle

Mastering Synchronization, STM, and Actors
The C# Programming Language (Covering C# 4.0), Portable Documents
SwiftUI by Tutorials (Fourth Edition)
Cloud Application Architectures
Chaos

Brian Tracy, one of the top professional speakers and sales trainers in the world today, found that his most important breakthrough in selling was the discovery that it is the "Psychology of Selling" that is more important than the techniques and methods of selling. Tracy's classic audio program, The Psychology of Selling, is the best-selling sales training program in history and is now available in expanded and updated book format for the first time. Salespeople will learn: "the inner game of selling" how to eliminate the fear of rejection how to build unshakeable self-confidence Salespeople, says Tracy, must learn to control their thoughts, feelings, and actions to make themselves more effective.

Covers advanced features of Perl, how the Perl interpreter works, and presents areas of modern computing technology such as networking, user interfaces, persistence, and code generation.

If you're involved in planning IT infrastructure as a network or system architect, system administrator, or developer, this book will help you adapt your skills to work with these highly scalable, highly redundant infrastructure services. While analysts hotly debate the advantages and risks of cloud computing, IT staff and programmers are left to determine whether and how to put their applications into these virtualized services. Cloud Application Architectures provides answers -- and critical guidance -- on issues of cost, availability, performance, scaling, privacy, and security. With Cloud Application Architectures, you will: Understand the differences between traditional deployment and cloud computing Determine whether moving existing applications to the cloud makes technical and business sense Analyze and compare the long-term costs of cloud services, traditional hosting, and owning dedicated servers Learn how to build a transactional web application for the cloud or migrate one to it Understand how the cloud helps you better prepare for disaster recovery Change your perspective on application scaling To provide realistic examples of the book's principles in action, the author delves into some of the choices and operations available on Amazon Web Services, and includes high-level summaries of several of the other services available on the market today. Cloud Application Architectures provides best practices that apply to every available cloud service. Learn how to make the transition to the cloud and prepare your web applications to succeed.

Explains the progression in Unix from grep to sed and awk, describes how to write sed scripts, covers common programming constructs, and details awk's built-in functions

The Secret to Freedom and Success
Research for Policy
How Would You Move Mount Fuji?
Alexa For Dummies
Software Creativity 2.0
Mastering Project Management
Welcome to Dunder Mifflin

For years, Microsoft and other high-tech companies have been posing riddles and logic puzzles like these in their notoriously grueling job interviews. Now "puzzle interviews" have become a hot new trend in hiring. From Wall Street to Silicon Valley, employers are using tough and tricky questions to gauge job candidates' intelligence, imagination, and problem-solving ability -- qualities needed to survive in today's hypercompetitive global marketplace. For the first time, William Poundstone reveals the toughest questions used at Microsoft and other Fortune 500 companies -- and supplies the answers. He traces the rise and controversial fall of employer-mandated IQ tests, the peculiar obsessions of Bill Gates (who plays jigsaw puzzles as a competitive sport), the sadistic mind games of Wall Street (which reportedly led one job seeker to smash a forty-third-story window), and the bizarre excesses of today's hiring managers (who may start off your interview with a box of Legos or a game of virtual Russian roulette). How Would You Move Mount Fuji? is an indispensable book for anyone in business. Managers seeking the most talented employees will learn to incorporate puzzle interviews in their search for the top candidates. Job seekers will discover how to tackle even the most brain-busting questions, and gain the advantage that could win the job of a lifetime. And anyone who has ever dreamed of going up against the best minds in business may discover that these puzzles are simply a lot of fun. Why are beer cans tapered on the end, anyway?

"If you are a serious user of UML, there is no other book quite like this one. I have been involved with the UML specification process for some time, but I still found myself learning things while reading through this book-especially on the changes and new capabilities that have come with UML." -Ed Seidewitz, Chief Architect, IntelliData Technologies Corporation The latest version of the Unified Modeling Language-UML 2.0-has increased its capabilities as the standard notation for modeling software-intensive systems. Like most standards documents, however, the official UML specification is difficult to read and navigate. In addition, UML 2.0 is far more complex than previous versions, making a thorough reference book more essential than ever. In this significantly updated and expanded edition of the definitive reference to the standard, James Rumbaugh, Ivar Jacobson, and Grady Booch-the UML's creators-clearly and completely describe UML concepts, including major revisions to sequence diagrams, activity models, state machines, components, internal structure of classes and components, and profiles. Whether you are capturing requirements, developing software architectures, designing implementations, or trying to understand existing systems, this is the book for you. Highlights include: Alphabetical dictionary of articles covering every UML concept Integrated summary of UML concepts by diagram type Two-color diagrams with extensive annotations in blue Thorough coverage of both semantics and notation, separated in each article for easy reference Further explanations of concepts whose meaning or purpose is obscure in the original specifications Discussion sections offering usage advice and additional insight into tricky concepts Notation summary, with references to individual articles An enhanced online index available on the book's web site allowing readers to quickly and easily search the entire text for specific topics The result is an indispensable resource for anyone who needs to understand the inner workings of the industry standard modeling language.

"American women are starting businesses at nearly twice the rate that men are, but only three percent of female business owners have revenues of over one million dollars. Most women entrepreneurs are stuck at the 'mom and pop' level, just getting by, or in many cases, running out of cash. Julia Pimsleur shares her ... story of building her own company and raising millions in capital in a guide for women like her who have a great idea and need to find the resources to take it into the big leagues"--Amazon.com.

New York Times Bestseller "The ultimate behind-the-scenes account.” —Washington Post “The definitive history of the landmark TV show.” —USA Today Join the entire Dunder Mifflin gang on a journey back to Scranton: here's the hilarious and improbable inside story behind the beloved series. Based on hundreds of hours of exclusive interviews with the cast and creators and illustrated with 100 behind-the-scenes photographs, here, at last, is the untold inside story of The Office, featuring a foreword by Greg Daniels, who adapted the series for the U.S. and was its guiding creative force, and narrated by star Brian Baumgartner (aka “Kevin Malone”) and executive producer Ben Silverman.. In Welcome to Dunder Mifflin, the entire Office gang reunite after nearly a decade to share their favorite untold stories, spill secrets, and reveal how a little show that barely survived its first season became the

most watched series in the universe. This ultimate fan companion pulls back the curtain as never before on all the absurdity, genius, love, passion, and dumb luck that went into creating America's beloved The Office. Featuring the memories of Steve Carell, John Krasinkski, Jenna Fischer, Greg Daniels, Ricky Gervais, Rainn Wilson, Angela Kinsey, Craig Robinson, Brian Baumgartner, Phyllis Smith, Kate Flannery, Ed Helms, Oscar Nunez, Amy Ryan, Ellie Kemper, Creed Bratton, Paul Lieberstein, Ben Silverman, Mike Schur, and many more.

Simple Practices for Defending Your Systems

From Signals to Symphonies

The Haskell School of Expression

Leading Programmers Explain How They Think

Learning Functional Programming Through Multimedia

A Philosophy of Software Design

Programming Concurrency on the JVM

A laboratory study that investigates how algorithms come into existence. Algorithms--often associated with the terms big data, machine learning, or artificial intelligence--underlie the technologies we use every day, and disputes over the consequences, actual or potential, of new algorithms arise regularly. In this book, Florian Jaton offers a new way to study computerized methods, providing an account of where algorithms come from and how they are constituted, investigating the practical activities by which algorithms are progressively assembled rather than what they may suggest or require once they are assembled.

Most security professionals don't have the words "security" or "hacker" in their job title. Instead, as a developer or admin you often have to fit in security alongside your official responsibilities - building and maintaining computer systems. Implement the basics of good security now, and you'll have a solid foundation if you bring in a dedicated security staff later. Identify the weaknesses in your system, and defend against the attacks most likely to compromise your organization, without needing to become a trained security professional. Computer security is a complex issue. But you don't have to be an expert in all the esoteric details to prevent many common attacks. Attackers are opportunistic and won't use a complex attack when a simple one will do. You can get a lot of benefit without too much complexity, by putting systems and processes in place that ensure you aren't making the obvious mistakes. Secure your systems better, with simple (though not always easy) practices. Plan to patch often to improve your security posture. Identify the most common software vulnerabilities, so you can avoid them when writing software. Discover cryptography - how it works, how easy it is to get wrong, and how to get it right. Configure your Windows computers securely. Defend your organization against phishing attacks with training and technical defenses. Make simple changes to harden your system against attackers. What You Need: You don't need any particular software to follow along with this book. Examples in the book describe security vulnerabilities and how to look for them. These examples will be more interesting if you have access to a code base you've worked on. Similarly, some examples describe network vulnerabilities and how to detect them. These will be more interesting with access to a network you support.

More than ever, learning to program concurrency is critical to creating faster, responsive applications. Speedy and affordable multicore hardware is driving the demand for high-performing applications, and you can leverage the Java platform to bring these applications to life. Concurrency on the Java platform has evolved, from the synchronization model of JDK to software transactional memory (STM) and actor-based concurrency. This book is the first to show you all these concurrency styles so you can compare and choose what works best for your applications. You'll learn the benefits of each of these models, when and how to use them, and what their limitations are. Through hands-on exercises, you'll learn how to avoid shared mutable state and how to write good, elegant, explicit synchronization-free programs so you can create easy and safe concurrent applications. The techniques you learn in this book will take you from dreading concurrency to mastering and enjoying it. Best of all, you can work with Java or a JVM language of your choice - Clojure, JRuby, Groovy, or Scala - to reap the growing power of multicore hardware. If you are a Java programmer, you'd need JDK 1.5 or later and the Akka 1.0 library. In addition, if you program in Scala, Clojure, Groovy or JRuby you'd need the latest version of your preferred language. Groovy programmers will also need GPars.

Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today. Masterminds of Programming includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find Masterminds of Programming fascinating.

The Open Source Perspective

Hatching Twitter

How to Sell More, Easier, and Faster Than You Ever Thought Possible

A Companion for ScrumMasters, Agile Coaches, and Project Managers in Transition

What Peer Advisory Groups Can Teach Us About Building High-Performing Teams

Stop People Pleasing, Staying Silent, and Feeling Guilty... . and Start Speaking Up, Saying No, and Unapologetically Being Yourself

What Millionaires Do to Get Rich, that You Never Learned about in School!

Peer□no□va□tion (pir-n-v-shn) combines the words peer (people like me) and innovation (creativity realized). It's teamwork of the highest order. Leo Bottary follows up on his two earlier books about leveraging the power of peers in business and in life. With its roots in CEO and executive peer groups, the team-building framework presented in these pages is designed for leaders who want to coach engaged, adaptable, and higher-performing teams. Peernovation embraces lessons from more than a decade of academic research, fieldwork, and personal experiences throughout North America and the United Kingdom. Whether you're a team leader or team member, learn how to: select the right people for your team create psychological safety and inspire greater productivity build a positive culture of accountability become a better team leader foster a robust learning-achieving cycle If you believe "the power of we begins with me" and that meeting future challenges will require building the best

teams possible, then Peernovation is for you.
CD-ROM contains cross-referenced code.
The incredible true story of the decade-long quest to bring down Paul Le Roux--the creator of a frighteningly powerful Internet-enabled cartel who merged the ruthlessness of a drug lord with the technological savvy of a Silicon Valley entrepreneur "Evan Ratliff has pried open a hidden world of high-tech gangsters and drug kingpins and double-crossers and stone-cold hitmen."--David Grann, author of Killers of the Flower Moon It all started as an online prescription drug network, supplying hundreds of millions of dollars' worth of painkillers to American customers. It would not stop there. Before long, the business had turned into a sprawling multinational conglomerate engaged in almost every conceivable aspect of criminal mayhem. Yachts carrying $100 million in cocaine. Safe houses in Hong Kong filled with gold bars. Shipments of methamphetamine from North Korea. Weapons deals with Iran. Mercenary armies in Somalia. Teams of hit men in the Philippines. Encryption programs so advanced that the government could not break them. The man behind it all, pulling the strings from a laptop in Manila, was Paul Calder Le Roux--a reclusive programmer turned criminal genius who could only exist in the networked world of the twenty-first century, and the kind of self-made crime boss that American law enforcement had never imagined. For half a decade, DEA agents played a global game of cat-and-mouse with Le Roux as he left terror and chaos in his wake. Each time they came close, he would slip away. It would take relentless investigative work, and a shocking betrayal from within his organization, to catch him. And when he was finally caught, the story turned again, as Le Roux struck a deal to bring down his own organization and the people he had once employed. Award-winning investigative journalist Evan Ratliff spent four years piecing together this intricate puzzle, chasing Le Roux's empire and his shadowy henchmen around the world, conducting hundreds of interviews and uncovering thousands of documents. The result is a riveting, unprecedented account of a crime boss built by and for the digital age. Advance praise for The Mastermind "A true crime classic"--Publishers Weekly (starred review) "If truth is stranger than fiction, then The Mastermind is the truest book you'll read this year. The only thing predictable about it is how quickly you'll turn the pages."--Noah Hawley, author of Before the Fall and creator of the TV series Fargo
Discover the amazing secrets of nine successful self-made millionaires that can get you all the success and happiness you could ever want. Plus, these secrets can help you eliminate years of struggle and wasted effort and make you an absolute fortune ... Just like they already have for thousands of others! These millionaires include: the co-Author of Rich Dad Poor Dad, authors of Chicken Soup for the Soul, Multiple Streams of Income and Nothing Down, The E-Myth, Guerrilla Marketing, plus Jim McCann (the CEO of 1-800-FLOWERS), Jim Rohn (Tony Robbins' mentor), and even the king of Chocolate Chip Cookies, Wally Famous Amos! Discover secrets like: The two best ways to triple your income and double your time off, simple success secrets that launched a billion dollar empire, and how to set up a business so it gives you freedom to live your dreams. From Mark Victor Hanson and Jack Canfield to Robert Allen and Michael Gerber, Conversations with Millionaires can help you get more of what you want in life because you'll be learning the same methods, techniques, and secrets that have already been time-tested and proven to work in the real world. Conversations with Millionaires is exactly that. A book jam-packed with the actual fast-paced interviews between real-world entrepreneur Mike Litman (Host of The Mike Litman Radio Show) and each of these self-made millionaires. Mike's world-reknowned style of getting each millionaire to cut-to-the-chase and reveal exactly how they do what they do makes this book a 'behind the scenes' look at how these millionaires became so rich and successful. -- Product Description.
Ground-Truthing, Programming, Formulating
The Unified Modeling Language Reference Manual
The Constitution of Algorithms
The Ultimate Oral History of The Office
Million Dollar Women
Coaching Agile Teams
Peernovation
As a software engineer, you recognize at some point that there's much more to your career than dealing with code. Is it time to become a manager? Tell your boss he’s a jerk? Join that startup? Author Michael Lopp recalls his own make-or-break moments with Silicon Valley giants such as Apple, Netscape, and Symantec in Being Geek -- an insightful and entertaining book that will help you make better career decisions. With more than 40 standalone stories, Lopp walks through a complete job life cycle, starting with the job interview and ending with the realization that it might be time to find another gig. Many books teach you how to interview for a job or how to manage a project successfully, but only this book helps you handle the baffling circumstances you may encounter throughout your career. Decide what you're worth with the chapter on "The Business" Determine the nature of the miracle your CEO wants with "The Impossible" Give effective presentations with "How Not to Throw Up" Handle liars and people with devious agendas with "Managing Werewolves" Realize when you should be looking for a new gig with "The Itch" Peter Seibel interviews 15 of the most interesting computer programmers alive today in Coders at Work, offering a companion volume to Apress’s highly acclaimed best-seller Founders at Work by Jessica Livingston. As the words “at work” suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the Coders at Work web site: www.codersatwork.com. The complete list was 284 names. Having digested everyone’s feedback, we selected 15 folks who’ve been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstrong: Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford:

JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal Dan Ingalls: Smalltalk implementor and designer Simon Peyton Jones: Coinventor of Haskell and lead designer of Glasgow Haskell Compiler Donald Knuth: Author of The Art of Computer Programming and creator of TeX Peter Norvig: Director of Research at Google and author of the standard text on AI Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress Ken Thompson: Inventor of UNIX Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

Learn functional programming and the Haskell programming language through algorithmic music composition and virtual instrument design.

This book teaches functional programming using Haskell and examples drawn from multimedia applications.

Sed & Awk

Learn to Program with C

The Mastermind

The Haskell School of Music

Beautiful Code

Declarative App Development on the Apple Ecosystem

Charles Manson, the CIA, and the Secret History of the Sixties

How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

The creator of the designer website, maeda@media, explores the computer as an artistic medium, recounting how his students and he have rendered some of the most digitally sophisticated pieces of design in modern history, in a compilation that showcases some of the ACG's key achievements in the fields of digital typography, interaction design, education, and more. Original.

Million Dollar Speaking: The Professional's Guide to Building Your Platform

Why's (Poignant) Guide to Ruby