

Bookmark File Android Programming The Big Nerd Ranch Guide Review Pdf Free Copy

Ada Lovelace Sep 23 2020 Learn about mathematician Ada Lovelace from her early work in creating the Bernoulli algorithm to her understanding that numbers could represent data, making her an early computer programmer.

iPhone Programming Feb 21 2023 Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." -Peter Watling, New Zealand, Developer of BubbleWrap

Advanced R Dec 15 2019 An Essential Reference for Intermediate and Advanced R Programmers Advanced R presents useful tools and techniques for attacking many types of R programming problems, helping you avoid mistakes and dead ends. With more than ten years of experience programming in R, the author illustrates the elegance, beauty,

and flexibility at the heart of R. The book develops the necessary skills to produce quality code that can be used in a variety of circumstances. You will learn: The fundamentals of R, including standard data types and functions Functional programming as a useful framework for solving wide classes of problems The positives and negatives of metaprogramming How to write fast, memory-efficient code This book not only helps current R users become R programmers but also shows existing programmers what's special about R. Intermediate R programmers can dive deeper into R and learn new strategies for solving diverse problems while programmers from other languages can learn the details of R and understand why R works the way it does.

Perfect Program! Jun 20 2020 After receiving an electric shock, the Code Academy kids' robot classmate, Ro-Bud, has forgotten all of her programming. Professor Chip and the class must learn how programming and operating systems work in order to get their trusty friend back in working order. With easy-to-understand examples and simple terms, readers will learn how computers operate as well as how they use hardware and software to do work.

Front-End Web Development Jul 14 2022 Front-end development targets the browser, putting your applications in front of the widest range of users regardless of device or operating system. This guide will give you a solid foundation for creating rich web experiences across platforms. Focusing on JavaScript, CSS3, and HTML5, this book is for programmers with a background in other platforms and developers with previous web experience who need to get up to speed quickly on current tools and best practices. Each chapter of this book will guide you through essential concepts and APIs as you build a series of applications. You will implement responsive UIs, access remote web services, build applications with Ember.js, and more. You will also debug and test your code with cutting-edge development tools and harness the power of Node.js and the wealth of open-source modules in the npm registry. After working through the step-by-step example projects, you will understand how to build modern websites and web applications.

The Rust Programming Language (Covers Rust 2018) Mar 10 2022 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. ***The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:***

- Ownership and borrowing, lifetimes, and traits***
- Using Rust's memory safety guarantees to build fast, safe programs***
- Testing, error handling, and effective refactoring***
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching***
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies***
- How best to use Rust's advanced compiler with compiler-led programming techniques***

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

A Program For You Mar 18 2020 You can't beat the basics in times of trouble. During the the coronavirus pandemic, take a fresh look at the twelve steps, and the Big Book's wisdom for healing and hope. ***A Program for You leads each of us--newcomer or old-timer--to a deeper understanding of recovery as a way of life. A Program for You clears our way for discovering positive, powerful answers to these questions. In the years since 1939, the Big Book, Alcoholics Anonymous, has***

guided millions in their search for a design for healthy living free of addictive behaviors. Now, two program old-timers share their years of intensive study of the Big Book, revealing the vitality of its message for those of us reading it today. This celebration of the basic text of Twelve Step recovery breathes new life into the Big Book's timeless wisdom. Thoroughly annotated line and page, written with down-to-earth humor and simplicity, and providing a contemporary context for understanding, A Program for You helps us experience the same path of renewal that Bill W. and the first on hundred AA members did.

Kotlin Programming Nov 18 2022 Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin.

Answer Set Programming Dec 27 2020 Answer set programming (ASP) is a programming methodology oriented towards combinatorial search problems. In such a problem, the goal is to find a solution among a large but finite number of possibilities. The idea of ASP came from research on artificial intelligence and computational logic. ASP is a form of declarative programming: an ASP program describes what is counted as a solution to the problem, but does not specify an algorithm for solving it. Search is performed by sophisticated software systems called answer set solvers. Combinatorial search problems often arise in science and technology, and ASP has found applications in diverse areas—in historical linguistic, in bioinformatics, in robotics, in space exploration, in oil and

gas industry, and many others. The importance of this programming method was recognized by the Association for the Advancement of Artificial Intelligence in 2016, when AI Magazine published a special issue on answer set programming. The book introduces the reader to the theory and practice of ASP. It describes the input language of the answer set solver CLINGO, which was designed at the University of Potsdam in Germany and is used today by ASP programmers in many countries. It includes numerous examples of ASP programs and present the mathematical theory that ASP is based on. There are many exercises with complete solutions.

Scratch 3 Programming Playground Nov 06 2021 A project-filled introduction to coding that shows kids how to build programs by making cool games. Scratch, the colorful drag-and-drop programming language, is used by millions of first-time learners worldwide. Scratch 3 features an updated interface, new programming blocks, and the ability to run on tablets and smartphones, so you can learn how to code on the go. In Scratch 3 Programming Playground, you'll learn to code by making cool games. Get ready to destroy asteroids, shoot hoops, and slice and dice fruit! Each game includes easy-to-follow instructions with full-color images, review questions, and creative coding challenges to make the game your own. Want to add more levels or a cheat code? No problem, just write some code. You'll learn to make games like: • Maze Runner: escape the maze! • Snaaaaaake: gobble apples and avoid your own tail • Asteroid Breaker: smash space rocks • Fruit Slicer: a Fruit Ninja clone • Brick Breaker: a remake of Breakout, the brick-breaking classic • Platformer: a game inspired by Super Mario Bros Learning how to program shouldn't be dry and dreary. With Scratch 3 Programming Playground, you'll make a game of it! Covers: Scratch 3

The Anarchist Cookbook May 20 2020 The Anarchist Cookbook will shock, it will disturb, it will provoke. It places in historical perspective an era when "Turn on, Burn down, Blow up" are revolutionary slogans of the day. Says the author" "This book... is not written for the members of fringe political groups, such as the Weatherman, or The Minutemen. Those radical groups

don't need this book. They already know everything that's in here. If the real people of America, the silent majority, are going to survive, they must educate themselves. That is the purpose of this book." In what the author considers a survival guide, there is explicit information on the uses and effects of drugs, ranging from pot to heroin to peanuts. There i detailed advice concerning electronics, sabotage, and surveillance, with data on everything from bugs to scramblers. There is a comprehensive chapter on natural, non-lethal, and lethal weapons, running the gamut from cattle prods to sub-machine guns to bows and arrows.

Swift Programming Dec 19 2022 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift.

The Big Book of NLP Expanded Aug 03 2021 At last, a concise encyclopedia of NLP patterns! The Big Book Of NLP, Expanded, contains more than 350 techniques, patterns & strategies written in an easy, step-by-step format. The methods include a full array of the fundamentals that every practitioner needs, such as the Swish pattern and The Phobia Cure, as well as advanced and unique patterns, such as The Nested Loops method and Learning Strategies. Many of these techniques were never published before and cannot be found elsewhere. Perhaps more important, and unlike most other NLP books and programs, the patterns are written with great care and testing to ensure that they are clear and can be followed immediately.

Code with the Wisdom of the Crowd Apr 30 2021 Build systems

faster and more effectively with Mob Programming. Mob Programming is an approach to developing software that radically reduces defects and key-person dependencies by having a group of people work together at a single machine. See how to avoid the most common pitfalls that teams make when first starting out. Discover what it takes to create and support a successful mob. Now you can take collaborative programming to the next level with Mob Programming. Mob Programming is a natural extension of the popular Pair Programming concept, and is not restricted to a specific programming language or technology. It can be used by anyone who develops software, including dev leads, software developers, and agile coaches. The more people working on a bug or feature results in fewer dependencies on individuals, and overall increased learning for everyone involved. With more eyes on the code, you'll find you develop better solutions with fewer defects. Set up your team for success by introducing Mob Programming in a way that benefits them. Create a good first Mobbing experience for your team with a template that avoids the common traps beginners may fall into. Master a collaborative and empathic mindset to help optimize the Mobbing experience. Learn how to make adjustments when things go wrong. Adapt your mobbing to different types of development tasks. Get management buy-in for your Mobbing experiment by demonstrating the benefits. Discover the equipment and resources you need, and how to adjust your workspace for an effective mob. Get important features to market sooner, squish bugs faster, and collaborate better today with Mob Programming. What You Need: All you need is three or more programmers, a meeting workspace that's large enough to accommodate your mob, and a computer on which to work.

Advanced Mac OS X Programming Jun 13 2022 While there are several books on programming for Mac OS X, Advanced Mac OS X Programming: The Big Nerd Ranch Guide is the only one that contains explanations of how to leverage the powerful underlying technologies. This book gets down to the real nitty-gritty. The third edition is updated for Mac OS X 10.5 and 10.6 and covers new technologies like DTrace, Instruments, Grand

Central Dispatch, blocks, and NSOperation.

Masterminds of Programming Jul 02 2021 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 Big Book of NLP Techniques Oct 25 2020 * This is the new and improved edition (4th) of The Big Book of NLP Techniques. *** At Last, A Concise Encyclopedia of NLP Patterns! The Big Book Of NLP contains more than 200 patterns & strategies written in an easy, step-by-step format. The methods include a full array of the fundamentals that every practitioner needs, such as the Swish pattern and The Phobia Cure, as well as advanced and unique patterns, such as The Nested Loops method and Learning Strategies. Many of these techniques were never published before and cannot be found elsewhere. Perhaps more important, and unlike most other NLP books and programs, the patterns are written with great care and testing to ensure that they are clear and can be followed immediately. If there was one really useful book on NLP... ..it would be full of NLP patterns! Everyone who learns Neuro Linguistic Programming knows the power of the patterns and strategies that employ the skills and knowledge of NLP.**

Whether you have just been introduced to the basics, or you have mastered advanced material and patterns, this work provides you with more than 200 patterns in a concise reference format, with step-by-step instructions. We have selected each pattern for its value and relevance. If you know the pattern, you can refresh your memory; if you want to learn it, you can do so without wading through any "fluff" such as ridiculously long explanations of NLP terms, or "magical stories" of healing and success. I chose to make this book clean of theories and fiction stories, and packed it with the most practical guidelines and advice.

Think Like a Programmer Jul 22 2020 The real challenge of programming isn't learning a language's syntax—it's learning to creatively solve problems so you can build something great. In this one-of-a-kind text, author V. Anton Spraul breaks down the ways that programmers solve problems and teaches you what other introductory books often ignore: how to Think Like a Programmer. Each chapter tackles a single programming concept, like classes, pointers, and recursion, and open-ended exercises throughout challenge you to apply your knowledge. You'll also learn how to: -Split problems into discrete components to make them easier to solve -Make the most of code reuse with functions, classes, and libraries -Pick the perfect data structure for a particular job -Master more advanced programming tools like recursion and dynamic memory -Organize your thoughts and develop strategies to tackle particular types of problems Although the book's examples are written in C++, the creative problem-solving concepts they illustrate go beyond any particular language; in fact, they often reach outside the realm of computer science. As the most skillful programmers know, writing great code is a creative art—and the first step in creating your masterpiece is learning to Think Like a Programmer.

The Hitchhiker's Guide to Python Nov 25 2020 The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity

comes diversity—and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, *The Hitchhiker's Guide* is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

C Programming Language Oct 05 2021 This ebook is the first authorized digital version of Kernighan and Ritchie's 1988 classic, *The C Programming Language* (2nd Ed.). One of the best-selling programming books published in the last fifty years, "K&R" has been called everything from the "bible" to "a landmark in computer science" and it has influenced generations of programmers. Available now for all leading ebook platforms, this concise and beautifully written text is a "must-have" reference for every serious programmer's digital library. As modestly described by the authors in the Preface to the First Edition, this "is not an introductory programming manual; it assumes some familiarity with basic programming concepts like variables, assignment statements, loops, and functions. Nonetheless, a novice programmer should be able to read along and pick up the language, although access to a more knowledgeable colleague will help."

Automate the Boring Stuff with Python, 2nd Edition Jan 08 2022 The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic *Automate the Boring Stuff with Python*, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off

websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files**
- Create, update, move, and rename files and folders**
- Search the Web and download online content**
- Update and format data in Excel spreadsheets of any size**
- Split, merge, watermark, and encrypt PDFs**
- Send email responses and text notifications**
- Fill out online forms**

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

Programming the Universe Jun 01 2021 Is the universe actually a giant quantum computer? According to Seth Lloyd, the answer is yes. All interactions between particles in the universe, Lloyd explains, convey not only energy but also information—in other words, particles not only collide, they compute. What is the entire universe computing, ultimately? “Its own dynamical evolution,” he says. “As the computation proceeds, reality unfolds.” Programming the Universe, a wonderfully accessible book, presents an original and compelling vision of reality, revealing our world in an entirely new light.

Cocoa Programming for Mac OS X Jan 16 2020 Harness the power of Cocoa's object-oriented software development environment with this book that is completely updated for Mac OS X 10.2. Cocoa has quickly gained recognition as the leading development framework for building OS X applications. Users will understand the common features found in Cocoa's tools: InterfaceBuilder, ProjectBuilder, the GCC compiler and the GDB debugger.

Invent Your Own Computer Games with Python, 4th Edition Jan 28 2021 Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: -Combine loops, variables, and flow control statements into real working programs -Choose the right data structures for the job, such as lists, dictionaries, and tuples -Add graphics and animation to your games with the pygame module -Handle keyboard and mouse input -Program simple artificial intelligence so you can play against the computer -Use cryptography to convert text messages into secret code -Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

Code Complete Dec 07 2021 Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit

opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

The C# Programming Yellow Book Oct 13 2019 Learn C# from first principles the Rob Miles way. With jokes, puns, and a rigorous problem solving based approach. You can download all the code samples used in the book from here: <http://www.robmiles.com/s/Yellow-Book-Code-Samples-64.z>

Programming Elixir ≥ 1.6 Apr 18 2020 This book is the introduction to Elixir for experienced programmers, completely updated for Elixir 1.6 and beyond. Explore functional programming without the academic overtones (tell me about monads just one more time). Create concurrent applications, but get them right without all the locking and consistency headaches. Meet Elixir, a modern, functional, concurrent language built on the rock-solid Erlang VM. Elixir's pragmatic syntax and built-in support for metaprogramming will make you productive and keep you interested for the long haul. Maybe the time is right for the Next Big Thing. Maybe it's Elixir. Functional programming techniques help you manage the complexities of today's real-world, concurrent systems; maximize uptime; and manage security. Enter Elixir, with its modern, Ruby-like, extendable syntax, compile and runtime evaluation, hygienic macro system, and more. But, just as importantly, Elixir brings a sense of enjoyment to parallel, functional programming. Your applications become fun to work with, and the language encourages you to experiment. Part 1 covers the basics of writing sequential Elixir programs. We'll look at the language, the tools, and the conventions. Part 2 uses these skills to start writing concurrent code-applications that use all the cores on your machine, or all the machines on your network! And we do it both with and without OTP. Part 3 looks at the more advanced features of the language, from DSLs and code generation to extending the syntax. This edition is fully updated with all the new features of Elixir 1.6, with a new chapter on structuring OTP applications, and new sections on the debugger, code formatter, Distillery, and protocols.

What You Need: You'll need a computer, a little experience with another high-level language, and a sense of adventure. No functional programming experience is needed.

IOS Programming Aug 15 2022 A simple iOS application -- The Swift language -- Views and the view hierarchy -- Text input and delegation -- View controllers -- Programmatic views -- Localization -- Controlling Animations -- Debugging -- UITableView and UITableViewController -- Editing UITableView -- Subclassing UITableViewCell -- Stack views -- UINavigationController -- Camera -- Saving, loading, and application states -- Size classes -- Touch events and UIResponder -- UIGestureRecognizer and UINavigationController -- Web services -- Collection views -- Core data -- Core data relationships -- Accessibility

Objective-C Programming Sep 16 2022 Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, *Objective-C Programming: The Big Nerd Ranch Guide* covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics

Learn to Program Feb 09 2022 It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals

of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming.

Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

Kotlin in Action Nov 13 2019 Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including

Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction

Go Systems Programming Sep 04 2021 Learning the new system's programming language for all Unix-type systems About This Book Learn how to write system's level code in Golang, similar to Unix/Linux systems code Ramp up in Go quickly Deep dive into Goroutines and Go concurrency to be able to take advantage of Go server-level constructs Who This Book Is For Intermediate Linux and general Unix programmers. Network programmers from beginners to advanced practitioners. C and C++ programmers interested in different approaches to concurrency and Linux systems programming. What You Will Learn Explore the Go language from the standpoint of a developer conversant with Unix, Linux, and so on Understand Goroutines, the lightweight threads used for systems and concurrent applications Learn how to translate Unix and Linux systems code in C to Golang code How to write fast and lightweight server code Dive into concurrency with Go Write low-level networking code In Detail Go is the new systems programming language for Linux and Unix systems. It

is also the language in which some of the most prominent cloud-level systems have been written, such as Docker. Where C programmers used to rule, Go programmers are in demand to write highly optimized systems programming code. Created by some of the original designers of C and Unix, Go expands the systems programmers toolkit and adds a mature, clear programming language. Traditional system applications become easier to write since pointers are not relevant and garbage collection has taken away the most problematic area for low-level systems code: memory management. This book opens up the world of high-performance Unix system applications to the beginning Go programmer. It does not get stuck on single systems or even system types, but tries to expand the original teachings from Unix system level programming to all types of servers, the cloud, and the web. Style and approach This is the first book to introduce Linux and Unix systems programming in Go, a field for which Go has actually been developed in the first place.

Design Patterns Mar 30 2021 Software -- Software Engineering.

Drawdown Aug 23 2020 • New York Times bestseller • The 100 most substantive solutions to reverse global warming, based on meticulous research by leading scientists and policymakers around the world “At this point in time, the Drawdown book is exactly what is needed; a credible, conservative solution-by-solution narrative that we can do it. Reading it is an effective inoculation against the widespread perception of doom that humanity cannot and will not solve the climate crisis. Reported by-effects include increased determination and a sense of grounded hope.” —Per Espen Stoknes, Author, What We Think About When We Try Not To Think About Global Warming “There’s been no real way for ordinary people to get an understanding of what they can do and what impact it can have. There remains no single, comprehensive, reliable compendium of carbon-reduction solutions across sectors. At least until now. . . . The public is hungry for this kind of practical wisdom.” —David Roberts, Vox “This is the ideal environmental sciences textbook—only it is too interesting and inspiring to be called a textbook.” —Peter Kareiva, Director of the Institute of the

Environment and Sustainability, UCLA In the face of widespread fear and apathy, an international coalition of researchers, professionals, and scientists have come together to offer a set of realistic and bold solutions to climate change. One hundred techniques and practices are described here—some are well known; some you may have never heard of. They range from clean energy to educating girls in lower-income countries to land use practices that pull carbon out of the air. The solutions exist, are economically viable, and communities throughout the world are currently enacting them with skill and determination. If deployed collectively on a global scale over the next thirty years, they represent a credible path forward, not just to slow the earth’s warming but to reach drawdown, that point in time when greenhouse gases in the atmosphere peak and begin to decline. These measures promise cascading benefits to human health, security, prosperity, and well-being—giving us every reason to see this planetary crisis as an opportunity to create a just and livable world.

Cracking the Coding Interview Feb 15 2020 Now in the 5th edition, Cracking the Coding Interview gives you the interview preparation you need to get the top software developer jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

Android Programming Jan 20 2023 Android Programming: The

Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

Objective-C Programming Oct 17 2022 Looks at the basics of Objective-C programming for Apple technologies, covering such topics as Xcode, classes, properties, categories, loops, and ARC.

Cocoa Programming for OS X Apr 11 2022 Covering the bulk of what you need to know to develop full-featured applications for OS X, this edition is updated for OS X Yosemite (10.10), Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to

understand and utilize Apple's online documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at <https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md>.

Kotlin Programming May 12 2022 In this book students will learn to work effectively with the Kotlin language through carefully considered examples designed to teach them elegant style and features of Kotlin. Starting from first principles, they will work their way to advanced usage of Kotlin, empowering them to create programs that are more reliable with less code.

Programming Games and Animation Feb 26 2021 First published in Great Britain in 2017 by Wayland, an imprint of Hachette Children's Group.

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