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Masterminds Of Programming:

Conversations With The

Masterminds Of

Creators Of Major

Programming: ages

Conversations With

The Creators Of

Major Programming

Languages

From a leading cultural journalist, the definitive cultural history of female showrunners—including exclusive interviews with such influential figures as Shonda Rhimes, Amy Sherman-Palladino, Mindy Kaling, Amy Schumer, and many more. “An urgent and entertaining history of the transformative powers of women in TV” (Kirkus Reviews, starred review). In recent years, women have radically transformed the television industry

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both behind and in front of the camera.

From Murphy Brown to 30 Rock and

beyond, these shows and the

extraordinary women behind them

have shaken up the entertainment

landscape, making it look as if equal

opportunities abound. But it took

decades of determination in the face of

outright exclusion to reach this new

era. In this "sharp, funny, and

gorgeously researched" (Emily

Nussbaum, *The New Yorker*) book,

veteran journalist Joy Press tells the

story of the maverick women who

broke through the barricades and the

iconic shows that redefined the

television landscape starting with

Diane English and Roseanne Barr—and

even incited controversy that reached

as far as the White House. Drawing on

a wealth of original interviews with the

key players like Amy Sherman-

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Palladino (Gilmore Girls), Jenji Kohan (Orange Is the New Black), and Jill Soloway (Transparent) who created storylines and characters that changed how women are seen and how they see themselves, this is the exhilarating behind-the-scenes story of a cultural revolution.

"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.

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CD-ROM contains cross-referenced
Creators Of Major
code.

In the spirit of works by Jia Tolentino and Anne Helen Peterson, a smart and incisive essay collection centered on the fashion industry—its history, its importance, why we wear what we wear, and why it matters—from Elle Magazine’s fashion features director. Why does fashion hold so much power over us? Most of us care about how we dress and how we present ourselves. Style offers clues about everything from class to which in-group we belong to. Bad Feminist for fashion, Dress Code takes aim at the institutions within the fashion industry while reminding us of the importance of dress and what it means for self-presentation. Everything—from societal changes to the progress (or lack thereof) of women’s rights to the

hidden motivations behind what we choose to wear to align ourselves with a particular social group can be tracked through clothing. Veronique Hyland examines thought-provoking questions such as: Why has the "French girl" persisted as our most undying archetype? What does "dressing for yourself" really mean for a woman? How should a female politician dress? Will gender-differentiated fashion go forever out of style? How has social media affected and warped our sense of self-presentation, and how are we styling ourselves expressly for it? Not everyone participates in painting, literature, or film. But there is no "opting out" of fashion. And yet, fashion is still seen as superficial and trivial, and only the finest of couture is considered as art. Hyland argues that

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fashion is a key that unlocks questions of power, sexuality, and class, taps into history, and sends signals to the world around us. Clothes means something—even if you're just wearing jeans and a T-shirt.

Reflections on the Craft of Programming

The C# Programming Language

How Would You Move Mount Fuji?

Chaos

Programming Concurrency on the JVM

The Mastermind

Masterminds & Wingmen

At once funny, wistful and unsettling, Sum is a dazzling exploration of unexpected afterlives—each presented as a vignette that offers a stunning lens through which to see ourselves in the here and now. In one afterlife, you may find that God is the size of a microbe and unaware of your

existence. In another version, you work as a background character in other people's dreams. Or you may find that God is a married couple, or that the universe is running backward, or that you are forced to live out your afterlife with annoying versions of who you could have been. With a probing imagination and deep understanding of the human condition, acclaimed neuroscientist David Eagleman offers wonderfully imagined tales that shine a brilliant light on the here and now.

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

*Conversations With The
emails, social media, banking, and
Creators Of Major
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*

Conversations With The Creators Of Major Programming Languages becomes a heart-racing novel of suspense, raising questions about memory, history, privacy, democracy, and the limits of human knowledge.

The author of Queen Bees and Wannabees decodes the inner lives of boys to reveal how parents can forge stronger connections with their sons, explaining how boys are more likely to hide their feelings and resist adult support. Reprint.

“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#.

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*The Unified Modeling Language Reference
Manual*

Forty Tales from the Afterlives

The Essential Guide for Female

Entrepreneurs Who Want to Go Big

*Leading Programmers Explain How They
Think*

*Mastering Synchronization, STM, and
Actors*

The Circle

Creative Code

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.

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

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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

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succeed.

When nearly every business has a blog, it's tough to make yours stand out. But did you know there's a much better tool for spreading influence and generating revenue--one with far less competition? Podcasting offers rich opportunities, especially if you get in early and do it right. Author and CEO Stephen Woessner wants to share with you the secrets he learned in podcasting while building a \$2 million venture from scratch. Profitable Podcasting lays out the precise formula Woessner has learned from experience to be necessary for creating, launching, marketing, and monetizing podcasts in any industry. Packed with priceless production help, software recommendations, web and social

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strategies, schedules, checklists, and examples, this indispensable guide

explains exactly how to:

- Choose the

- ideal format for the type of show you

- are producing
- Get the best guests

- Create intriguing interview questions
-

- Record and edit like a pro
- Maximize

- buzz for the launch
- Secure generous

- sponsorship
- Achieve top rankings

- fast
- And more!

Don't let the tech side

of this incredible marketing and sales

outlet scare you away from the

lucrative awards that await you once

you conquer the short learning curve.

With this all-inclusive guide navigating

you through every step, you will reach

the payoff quickly and painlessly.

This book teaches computer

programming to the complete beginner

using the native C language. As such, it

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assumes you have no knowledge

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Programmer Languages
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,

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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

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intended for anyone who is learning
Creators Of Major
programming for the first time.

Stealing the Show

Algorithmic Puzzles

Profitable Podcasting

Conversations with Millionaires

The Founding of Facebook: A Tale of
Sex, Money, Genius and Betrayal

Learning Functional Programming
Through Multimedia

***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,***

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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

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**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.
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**

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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

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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

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Litman (Host of The Mike Litman Radio Show) and each of these self-made millionaires. Mike's world-rekowned 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.

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.

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Welcome to Dunder Mifflin

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Programming Languages

Million Dollar Women

A Philosophy of Software

Design

The C# Programming Language

(Covering C# 4.0), Portable

Documents

Million Dollar Speaking: The

Professional's Guide to

Building Your Platform

Beautiful Code

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

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history, in a compilation that showcases some of the creators of major programming languages

ACG's key achievements in the fields of digital typography, interaction design, education, and more. Original.

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

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design patterns book, or
Creators Of Major 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, Karl Fogel, 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

Piotr Luszczek, Adam Kolawa,

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Greg Kroah-Hartman, Diomidis

Spinellis, Andrew Kuchling,

Travis E. Oliphant, Ronald

Mak, Rogerio Atem de

Carvalho and Rafael Monnerat,

Bryan Cantrill, Jeff Dean

and Sanjay Ghemawat,

Simon Peyton Jones, Kent

Dybvig, William Otte and

Douglas C. Schmidt,

Andrew Patzer, 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.

More than ever, learning to

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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

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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

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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 GPar.

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

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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

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CEOs of Major

Programming Languages

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"

Being Geek

The Open Source Perspective

Programmers at Work

Grow Your Business, Expand

Your Platform, and Build a

Nation of True Fans

Masterminds of Programming

Not Nice

More Money Than God

New York Times Bestseller "The

ultimate behind-the-scenes account."

—Washington Post "The definitive

history of the landmark TV show."

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—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.

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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 Krasinski, 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.

Algorithmic puzzles are puzzles

involving well-defined procedures for

solving problems. This book will

provide an enjoyable and accessible

introduction to algorithmic puzzles that

will develop the reader's algorithmic

thinking. The first part of this book is a

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tutorial on algorithm design strategies and analysis techniques. Algorithm design strategies — exhaustive search, backtracking, divide-and-conquer and a few others — are general approaches to designing step-by-step instructions for solving problems. Analysis techniques are methods for investigating such procedures to answer questions about the ultimate result of the procedure or how many steps are executed before the procedure stops. The discussion is an elementary level, with puzzle examples, and requires neither programming nor mathematics beyond a secondary school level. Thus, the tutorial provides a gentle and entertaining introduction to main ideas in high-level algorithmic problem solving. The second and main part of the book contains 150 puzzles, from

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centuries-old classics to newcomers often asked during job interviews at computing, engineering, and financial companies. The puzzles are divided

into three groups by their difficulty levels. The first fifty puzzles in the Easier Puzzles section require only middle school mathematics. The sixty puzzle of average difficulty and forty harder puzzles require just high school mathematics plus a few topics such as binary numbers and simple recurrences, which are reviewed in the tutorial. All the puzzles are provided with hints, detailed solutions, and brief comments. The comments deal with the puzzle origins and design or analysis techniques used in the solution. The book should be of interest to puzzle lovers, students and teachers of algorithm courses, and persons expecting to be given puzzles

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during job interviews.

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

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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,

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Jesse Liberty, Eric Lippert, Christian Nagel, Vladimir Reshetnikov, Marek Safar, Chris Sells, Peter Sestoft, Jon Skeet, and Bill Wagner.

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

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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

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minds in business may discover that these puzzles are simply a lot of fun.

Why are beer cans tapered on the end, anyway?

Hedge Funds and the Making of the New Elite

How Women Are Revolutionizing Television

Alexa For Dummies

Unlocking Fashion from the New Look to Millennial Pink

The Story of Hypnosis

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

Advanced Perl Programming

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

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.

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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

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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

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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

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Programming Conversations with

the Creators of Major

Programming Languages O'Reilly

Media

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.

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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

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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

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the perfect companion. Ready to
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Sum

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Schoolyard Power, Locker-room
Tests, Girlfriends, and the New
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How the World's Smartest
Companies Select the Most
Creative Thinkers

Why's (Poignant) Guide to Ruby
Hidden Depths

Building Applications and
Infrastructure in the Cloud

NATIONAL BESTSELLER “The

Social Network, the much anticipated movie...adapted from Ben Mezrich's book 'The Accidental Billionaires.' —The New York

Times Best friends Eduardo Saverin and Mark Zuckerberg had spent many lonely nights looking for a way to stand out among Harvard University's elite, competitive, and accomplished student body. Then, in 2003, Zuckerberg hacked into Harvard's computers, crashed the campus network, almost got himself expelled, and was inspired to create Facebook, the social networking site that has since revolutionized communication around the world. With Saverin's funding their tiny start-up went from dorm room to Silicon Valley. But conflicting ideas

about Facebook's future transformed the friends into enemies. Soon, the undergraduate exuberance that marked their collaboration turned into out-and-out warfare as it fell prey to the adult world of venture capitalists, big money, and lawyers.

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

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.

Making extensive use of examples, this textbook on Java programming teaches the fundamental skills for getting started in a command-line environment. Meant to be used for a one-semester course to build solid foundations in Java, Fundamentals

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of Java Programming eschews second-semester content to concentrate on over 180 code

examples and 250 exercises. Key object classes (String, Scanner, PrintStream, Arrays, and File) are included to get started in Java programming. The programs are explained with almost line-by-line descriptions, also with chapter-by-chapter coding exercises. Teaching resources include solutions to the exercises, as well as digital lecture slides.

Code Reading

Cloud Application Architectures

Fundamentals of Java Programming

Coders at Work

Dress Code

The Software Developer's Career

Handbook

From Signals to Symphonies

In Hidden Depths, Robin

Waterfield explores the

fascinating world of

hypnosis, tracing the

history of this often

misunderstood craft

beginning with a passage

in the book of Genesis,

and continuing through

his own personal

experiences today.

Waterfield uses the

history and controversy

surrounding the practice

of hypnosis to gain

insight into our behavior

and psychology, and

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considers how hypnotic techniques have been absorbed into society through advertising, media and popular culture.

"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

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,

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**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

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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.

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

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The Ultimate Oral History of The Office

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Stop People Pleasing,

Staying Silent, and

Feeling Guilty... . and

Start Speaking Up, Saying

No, and Unapologetically

Being Yourself

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