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above the rest in today's competitive
job market. Rather than going through
comprehensive, textbook-sized
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only the information required
immediately for job search to build an
IT career. This book puts the
interviewee in the driver's seat and
helps them steer their way to impress
the interviewer. The following is
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JAVA Interview Questions, Answers and proven strategies for getting hired as an IT professional b) Dozens of examples to respond to interview questions c) 77 HR Questions with Answers and proven strategies to give specific, impressive, answers that help nail the interviews d) 2 Aptitude Tests download available on

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*The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, thoroughly covers the details of this language and its use in his definitive reference, *The C++ Programming Language, Fourth Edition*. In *A Tour of C++*, Stroustrup excerpts the overview chapters from that complete reference, expanding*

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and enhancing them to give an experienced programmer—in just a few hours—a clear idea of what constitutes modern C++. In this concise, self-contained guide, Stroustrup covers most major language features and the major standard-library components—not, of course, in great depth, but to a level that gives programmers a meaningful overview of the language, some key examples, and practical help in getting started. Stroustrup presents the C++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour is remarkably comprehensive. Coverage begins with the basics, then ranges widely through more advanced topics, including many that are new in C++11, such as move semantics, uniform initialization, lambda expressions,

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improved containers, random numbers, and concurrency. The tour ends with a discussion of the design and evolution of C++ and the extensions added for C++11. This guide does not aim to teach you how to program (see Stroustrup's Programming: Principles and Practice Using C++ for that); nor will it be the only resource you'll need for C++ mastery (see Stroustrup's The C++ Programming Language, Fourth Edition, for that). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++ language, or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C++, you can't find a shorter or simpler introduction than this tour provides.

What others in the trenches say about The Pragmatic Programmer... "The

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cool thing about this book is that it's great for keeping the programming process fresh. The book helps you to continue to grow and clearly comes from people who have been there."

—Kent Beck, author of Extreme Programming Explained: Embrace Change "I found this book to be a great mix of solid advice and wonderful analogies!" —Martin Fowler, author of Refactoring and UML Distilled "I would buy a copy, read it twice, then tell all my colleagues to run out and grab a copy. This is a book I would never loan because I would worry about it being lost." —Kevin Ruland, Management Science, MSG-Logistics "The wisdom and practical experience of the authors is obvious. The topics presented are relevant and useful.... By far its greatest strength for me has been the outstanding analogies—tracer bullets,

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broken windows, and the fabulous helicopter-based explanation of the need for orthogonality, especially in a crisis situation. I have little doubt that this book will eventually become an excellent source of useful information for journeymen programmers and expert mentors alike.” —John Lakos, author of Large-Scale C++ Software Design “This is the sort of book I will buy a dozen copies of when it comes out so I can give it to my clients.”

—Eric Vought, Software Engineer “Most modern books on software development fail to cover the basics of what makes a great software developer, instead spending their time on syntax or technology where in reality the greatest leverage possible for any software team is in having talented developers who really know their craft well. An excellent book.”

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—Pete McBreen, Independent Consultant “Since reading this book, I have implemented many of the practical suggestions and tips it contains. Across the board, they have saved my company time and money while helping me get my job done quicker! This should be a desktop reference for everyone who works with code for a living.” —Jared Richardson, Senior Software Developer, iRenaissance, Inc. “I would like to see this issued to every new employee at my company....” —Chris Cleeland, Senior Software Engineer, Object Computing, Inc. “If I’m putting together a project, it’s the authors of this book that I want. . . . And failing that I’d settle for people who’ve read their book.” —Ward Cunningham Straight from the programming trenches, *The Pragmatic Programmer* cuts through the

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increasing specialization and technicalities of modern software development to examine the core process--taking a requirement and producing working, maintainable code that delights its users. It covers topics ranging from personal responsibility and career development to architectural techniques for keeping your code flexible and easy to adapt and reuse. Read this book, and you'll learn how to Fight software rot; Avoid the trap of duplicating knowledge; Write flexible, dynamic, and adaptable code; Avoid programming by coincidence; Bullet-proof your code with contracts, assertions, and exceptions; Capture real requirements; Test ruthlessly and effectively; Delight your users; Build teams of pragmatic programmers; and Make your developments more precise with

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automation. Written as a series of self-contained sections and filled with entertaining anecdotes, thoughtful examples, and interesting analogies, The Pragmatic Programmer illustrates the best practices and major pitfalls of many different aspects of software development. Whether you're a new coder, an experienced programmer, or a manager responsible for software projects, use these lessons daily, and you'll quickly see improvements in personal productivity, accuracy, and job satisfaction. You'll learn skills and develop habits and attitudes that form the foundation for long-term success in your career. You'll become a Pragmatic Programmer.

This book concisely introduces Java 8's most valuable new features, including lambda expressions (closures) and streams. If you're an

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experienced Java programmer, the author's practical insights and sample code will help you quickly take advantage of these and other Java language and platform improvements.

Principles and Practice Using C++

Secrets to Landing Your Next Job

Functional Web Development with

React and Redux

Python One-Liners

Data Science from Scratch

Evidence-Based Hiring

A Tutorial and Reference

"Learn how to identify question types, simplify arguments, and eliminate wrong answers efficiently and confidently. Practice the logic skills tested by the GMAT and master proven methods for solving all Critical Reasoning problems"--Page 4 of cover.

In today's fast and competitive world, a

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program's performance is just as important to customers as the features it provides. This practical guide teaches developers performance-tuning principles that enable optimization in C++. You'll learn how to make code that already embodies best practices of C++ design run faster and consume fewer resources on any computer--whether it's a watch, phone, workstation, supercomputer, or globe-spanning network of servers. Author Kurt Guntheroth provides several running examples that demonstrate how to apply these principles incrementally to improve existing code so it meets customer requirements for responsiveness and throughput. The advice in this book will prove itself the first time you hear a colleague exclaim, "Wow, that was fast. Who fixed something?"

Locate performance

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hot spots using the profiler and software timers Learn to perform repeatable experiments to measure performance of code changes Optimize use of dynamically allocated variables Improve performance of hot loops and functions Speed up string handling functions Recognize efficient algorithms and optimization patterns Learn the strengths--and weaknesses--of C++ container classes View searching and sorting through an optimizer's eye Make efficient use of C++ streaming I/O functions Use C++ thread-based concurrency features effectively

This book is about coding interview questions from software and Internet companies. It covers five key factors which determine performance of candidates: (1) the basics of programming languages, data

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structures and algorithms, (2) approaches to writing code with high quality, (3) tips to solve difficult problems, (4) methods to optimize code, (5) soft skills required in interviews. The basics of languages, algorithms and data structures are discussed as well as questions that explore how to write robust solutions after breaking down problems into manageable pieces. It also includes examples to focus on modeling and creative problem solving. Interview questions from the most popular companies in the IT industry are taken as examples to illustrate the five factors above. Besides solutions, it contains detailed analysis, how interviewers evaluate solutions, as well as why they like or dislike them. The author makes clever use of the fact that interviewees will have limited time

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to program meaningful solutions which in turn, limits the options an interviewer has. So the author covers those bases. Readers will improve their interview performance after reading this book. It will be beneficial for them even after they get offers, because its topics, such as approaches to analyzing difficult problems, writing robust code and optimizing, are all essential for high-performing coders.

Learn various design patterns and best practices in Spring 5 and use them to solve common design problems. About This Book Explore best practices for designing an application Manage your code easily with Spring's Dependency Injection pattern Understand the benefits that the right design patterns can offer your toolkit Who This Book Is For This book

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is for developers who would like to use design patterns to address common problems while designing an app using the Spring Framework and Reactive Programming approach. A basic knowledge of the Spring Framework and Java is assumed. What You Will Learn Develop applications using dependency injection patterns Learn best practices to design enterprise applications Explore Aspect-Oriented Programming relating to transactions, security, and caching. Build web applications using traditional Spring MVC patterns Learn to configure Spring using XML, annotations, and Java. Implement caching to improve application performance. Understand concurrency and handle multiple connections inside a web server. Utilizing Reactive Programming Pattern to build Reactive web

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applications. In Detail Design patterns help speed up the development process by offering well tested and proven solutions to common problems. These patterns coupled with the Spring framework offer tremendous improvements in the development process. The book begins with an overview of Spring Framework 5.0 and design patterns. You will understand the Dependency Injection pattern, which is the main principle behind the decoupling process that Spring performs, thus making it easier to manage your code. You will learn how GoF patterns can be used in Application Design. You will then learn to use Proxy patterns in Aspect Oriented Programming and remoting. Moving on, you will understand the JDBC template patterns and their use in abstracting database access. Then,

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you will be introduced to MVC patterns to build Reactive web applications. Finally, you will move on to more advanced topics such as Reactive streams and Concurrency. At the end of this book, you will be well equipped to develop efficient enterprise applications using Spring 5 with common design patterns Style and approach The book takes a pragmatic approach, showing various design patterns and best-practice considerations, including the Reactive programming approach with the Spring 5 Framework and ways to solve common development and design problems for enterprise applications. A Common-Sense Guide to Data Structures and Algorithms Net Interview Questions GMAT Critical Reasoning Using the Data Warehouse

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Rethinking Information Modelling for a
New Material Age

The C++ Standard Library

Spring 5 Design Patterns

" Algorithms and data structures are
much more than abstract concepts.

Mastering them enables you to write
code that runs faster and more
efficiently, which is particularly
important for today's web and
mobile apps. This book takes a
practical approach to data structures
and algorithms, with techniques and
real-world scenarios that you can
use in your daily production code.

Graphics and examples make these
computer science concepts
understandable and relevant. You
can use these techniques with any
language; examples in the book are

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in JavaScript, Python, and Ruby. Use Big O notation, the primary tool for evaluating algorithms, to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary trees and graphs to help scale specialized applications such as social networks and mapping software. You'll even encounter a single keyword that can give your code a turbo boost. Jay Wengrow brings to this book the key

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teaching practices he developed as a web development bootcamp founder and educator. Use these techniques today to make your code faster and more scalable. "

Complete question bank to crack your .NET interview with real-time examples Key Features 200 dedicated questions on MVC and Angular 100 Questions are given for WPF and WCF Skills 150 Questions are dedicated to data access layer technologies like ADO.NET, EF and LINQ Questions on UML, Design pattern and architecture questions Covers.NET interview SQL Server questions Book also discusses current salary trend for .NET and C# developers so that when you go for an interview you should know what

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current market rate is ? and you negotiate it fairly. Description Book has been around 10 years in the industry and is the number one chosen friend when a C# developer is looking for a job. So do not look any further. Just pick it up. This book covers more than 1000 real time .NET interview questions ranging across 20 categories like .NET fundamentals, OOP, SQL Server, ADO.NET, MVC6, Angular, JQuery, HTML 5, WPF, WCF and so on. The best part of this book is the DVD which has awesome step by step videos to learn MVC and .NET as soon as possible. What will you learn After reading this book, you will be able to understand .NET Framework, OOPS, ADO .NET. You

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will be able to know ASP .NET WebForms, ASP.NET MVC, JQuery, Angular, HTML 5 and CSS 3, SQL Server, WPF. Who this book is for This book is built in such a way that it is useful for all categories such as technical or non-technical readers. This book is perfect. If you are a fresher and you want to learn about .NET, or if you are a teacher and you want to teach what is asked during an interview in .NET, this book is very helpful. Table of Contents 1. Top 50 Technical and Non-technical Questions 2. Basic .NET Framework 3. OOPS 4. ADO .NET 5. ASP .NET WebForms 6. ASP.NET MVC (Model View Controller) 7. JQuery 8. Angular 9. HTML 5 and CSS 3 10. SQL Server

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11. Removing, Web Services and WCF 12. WPF 13. LINQ and Entity Framework 14. Design patterns, UML, Estimation and Project management 15. Ajax 16. Reports 17. Threading 18. XML 19. .NET Interoperability 20. Extra's 21. Algorithms 22. Learn .NET and MVC

About the Author Shivprasad Koirala is a Microsoft ASP.NET MVP, self-employed and mostly into Microsoft technology corporate training. He is hypnotized with training and teaching. Till now he has taken more than 2000 corporate training, 80 published books written, with more than 1000 articles. His LinkedIn profile: <https://in.linkedin.com/in/shivkoirala>

Filled with practical, step-by-step

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instructions and clear explanations for the most important and useful tasks. Instant jQuery Selectors follows a simple how-to format with recipes aimed at making you well versed with the wide range of selectors that jQuery has to offer through a myriad of examples. Instant jQuery Selectors is for web developers who want to delve into jQuery from its very starting point: selectors. Even if you're already familiar with the framework and its selectors, you could find several tips and tricks that you aren't aware of, especially about performance and how jQuery acts behind the scenes. If you want to learn how to build efficient user interfaces with React,

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this is your book. Authors Alex Banks and Eve Porcello show you how to create UIs with this small JavaScript library that can deftly display data changes on large-scale, data-driven websites without page reloads. Along the way, you'll learn how to work with functional programming and the latest ECMAScript features. Developed by Facebook, and used by companies including Netflix, Walmart, and The New York Times for large parts of their web interfaces, React is quickly growing in use. By learning how to build React components with this hands-on guide, you'll fully understand how useful React can be in your organization. Learn key functional programming concepts

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with JavaScript Peek under the hood to understand how React runs in the browser Create application presentation layers by mounting and composing React components Use component trees to manage data and reduce the time you spend debugging applications Explore React's component lifecycle and use it to load data and improve UI performance Use a routing solution for browser history, bookmarks, and other features of single-page applications Learn how to structure React applications with servers in mind

The Pragmatic Programmer

The Google Resume

Pro ASP.NET MVC 5

Effective Python

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From Journeyman to Master
Write Concise, Eloquent Python Like
a Professional

Joel Spolsky's Concise Guide to
Finding the Best Technical Talent

This book helps you use the
open-source Flutter framework
for building native mobile apps
using Dart. You ' ll learn about
Dart programming and add
functionalities to your Android
and iOS apps for truly native
performance. The book also
covers recipes for solving almost
any issue that you may face
while developing multi-platform
applications.

This book describes exactly how
to use a data warehouse once it's

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been constructed. The discussion of how to use information to capture and maintain competitive advantage will be of particular strategic interest to marketing, production, and other line managers. Database professionals will appreciate the tactical advice on this topic.

If you are a skilled Java programmer but are concerned about the Java coding interview process, this real-world guide can help you land your next position. Java is a popular and powerful language that is a virtual requirement for businesses making use of IT in their daily operations. For Java

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programmers, this reality offers job security and a wealth of employment opportunities. But that perfect Java coding job won't be available if you can't ace the interview. If you are a Java programmer concerned about interviewing, [Java Programming Interviews Exposed](#) is a great resource to prepare for your next opportunity. Author Noel Markham is both an experienced Java developer and interviewer, and has loaded his book with real examples from interviews he has conducted. Review over 150 real-world Java interview questions you are likely to encounter

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Prepare for personality-based interviews as well as highly technical interviews. Explore related topics, such as middleware frameworks and server technologies. Make use of chapters individually for topic-specific help. Use the appendix for tips on Scala and Groovy, two other languages that run on JVMs. Veterans of the IT employment space know that interviewing for a Java programming position isn't as simple as sitting down and answering questions. The technical coding portion of the interview can be akin to a difficult puzzle or an

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interrogation. With Java Programming Interviews Exposed, skilled Java coders can prepare themselves for this daunting process and better arm themselves with the knowledge and interviewing skills necessary to succeed.

Contains full coverage of the ANSI/ISO C++ standard. The text covers classes, methods, interfaces and objects that make up the standard C++ libraries.

Smart and Gets Things Done

American Politics Today

Master efficient application development with patterns such as proxy, singleton, the template method, and more

Implementing Practical Data
Structures with Swift

Texturing and Modeling

Flutter Cookbook

A Tour of C++

Design Transactions presents the outcome of new research to emerge from 'Innochain', a consortium of six leading European architectural and engineering-focused institutions and their industry partners. The book presents new advances in digital design tooling that challenge established building cultures and systems. It offers new sustainable and materially smart design solutions with a strong focus on changing the way the industry thinks, designs, and builds our physical environment. Divided into sections exploring communication, simulation and materialisation, Design

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Transactions explores digital and physical prototyping and testing that challenges the traditional linear construction methods of incremental refinement. This novel research investigates 'the digital chain' between phases as an opportunity for extended interdisciplinary design collaboration. The highly illustrated book features work from 15 early-stage researchers alongside chapters from world-leading industry collaborators and academics.

Learn Data Structures & Algorithms in Swift! Data structures and algorithms form the basis of computer programming and are the starting point for anyone looking to become a software engineer. Choosing the proper data structure and algorithm involves understanding the many details and trade-offs of using them,

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which can be time-consuming to learn - and confusing. This is where this book, *Data Structures & Algorithms in Swift*, comes to the rescue! In this book, you'll learn the nuts and bolts of how fundamental data structures and algorithms work by using easy-to-follow tutorials loaded with illustrations; you'll also learn by working in Swift playground code.

Who This Book Is For
This book is for developers who know the basics of Swift syntax and want a better theoretical understanding of what data structures and algorithms are to build more complex programs or ace a whiteboard interview.

Topics Covered in *Data Structures & Algorithms in Swift*
*Basic data structures and algorithms, including stacks, queues and linked lists. *How protocols can be used to generalize algorithms. *How to

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leverage the algorithms of the Swift standard library with your own data structures. *Trees, tries and graphs. *Building algorithms on top of other primitives. *A complete spectrum of sorting algorithms from simple to advanced. *How to think about algorithmic complexity. *Finding shortest paths, traversals, subgraphs and much more. After reading this book, you'll have a solid foundation on data structures and algorithms and be ready to solve more complex problems in your apps elegantly.

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished

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reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore, Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time-software that makes your boss happy, your

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customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders are communicating clearly to help you

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deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

The pressure is on during the interview process but with the right preparation, you can walk away with your dream job. This classic book uncovers what interviews are really like at America's top software and computer companies and provides you with the tools to succeed in any situation. The authors take you step-by-step through new problems and complex brainteasers they were asked during recent technical interviews. 50 interview

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scenarios are presented along with in-depth analysis of the possible solutions. The problem-solving process is clearly illustrated so you'll be able to easily apply what you've learned during crunch time. You'll also find expert tips on what questions to ask, how to approach a problem, and how to recover if you become stuck. All of this will help you ace the interview and get the job you want.

What you will learn from this book

- Tips for effectively completing the job application
- Ways to prepare for the entire programming interview process
- How to find the kind of programming job that fits you best
- Strategies for choosing a solution and what your approach says about you
- How to improve your interviewing skills so that you can respond to any question or situation
- Techniques for solving

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knowledge-based problems, logic puzzles, and programming problems
Who this book is for This book is for programmers and developers applying for jobs in the software industry or in IT departments of major corporations.

Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

A Concise Course in Statistical Inference

Over 100 proven techniques and solutions for app development with Flutter 2.2 and Dart

150 Programming Interview Questions and Solutions

Optimized C++

Trustworthy Online Controlled Experiments

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Coding Interviews

The Human Cloud

A "good" programmer can outproduce five, ten, and sometimes more run-of-the-mill programmers. The secret to success for any software company then is to hire the good programmers. But how to do that? In *Joel on Hiring*, Joel Spolsky draws from his experience both at Microsoft and running his own successful software company based in New York City. He writes humorously, but seriously about his methods for sorting resumes, for finding great candidates, and for interviewing, in person and by phone. Joel's methods are not complex, but

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they do get to the heart of the matter: how to recognize a great developer when you see one.

The Fifth Edition of American Politics Today is designed to show students the reality of politics today and how it connects to their own lives. New features--from chapter opening cases that address the kinds of questions students ask, to full-page graphics that illustrate key political processes--show students how politics works and why it matters. All components of the learning package--textbook, InQuizitive adaptive learning tool, and

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coursepack--are organized around specific chapter learning goals to ensure that students learn the nuts and bolts of American government.

Congratulations to Ken Perlin for his 1997

Technical Achievement Award from the Academy of Motion Picture Arts and Science Board of Governors, given in recognition of the development of "Turbulence", Perlin Noise, a technique discussed in this book which is used to produce natural appearing textures on computer-generated surfaces for motion picture visual effects. Dr. Perlin joins Darwyn Peachey (co-developer

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of RenderMan(R), also discussed in the book) in being honored with this prestigious award. * *

Written at a usable level by the developers of the techniques * Serves as a source book for those writing rendering systems, shaders, and animations. * Discusses the design and implementation of noise functions. * Contains procedural modeling of gases, hypertextures, mountains, and landscapes. * Provides a toolbox of specific procedures and basic primitive functions for producing realistic images. * Procedures are presented in C code segments

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or in Renderman shading language. * 3.5" disk contains the code from within the book for easy implementation

Hone your skills by learning classic data structures and algorithms in JavaScript

About This Book Understand common data structures and the associated algorithms, as well as the context in which they are used. Master existing JavaScript data structures such as array, set and map and learn how to implement new ones such as stacks, linked lists, trees and graphs. All concepts are explained in an easy way, followed by examples. Who This Book Is For If you are

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a student of Computer Science or are at the start of your technology career and want to explore JavaScript's optimum ability, this book is for you. You need a basic knowledge of JavaScript and programming logic to start having fun with algorithms. What You Will Learn Declare, initialize, add, and remove items from arrays, stacks, and queues Get the knack of using algorithms such as DFS (Depth-first Search) and BFS (Breadth-First Search) for the most complex data structures Harness the power of creating linked lists, doubly linked lists, and circular linked lists Store

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unique elements with hash tables, dictionaries, and sets Use binary trees and binary search trees Sort data structures using a range of algorithms such as bubble sort, insertion sort, and quick sort In Detail This book begins by covering basics of the JavaScript language and introducing ECMAScript 7, before gradually moving on to the current implementations of ECMAScript 6. You will gain an in-depth knowledge of how hash tables and set data structure functions, as well as how trees and hash maps can be used to search files in a HD or represent a database. This book is an

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accessible route deeper into JavaScript. Graphs being one of the most complex data structures you'll encounter, we'll also give you a better understanding of why and how graphs are largely used in GPS navigation systems in social networks. Toward the end of the book, you'll discover how all the theories presented by this book can be applied in real-world solutions while working on your own computer networks and Facebook searches. Style and approach This book gets straight to the point, providing you with examples of how a data structure or algorithm can be used and giving you real-

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world applications of the algorithm in JavaScript. With real-world use cases associated with each data structure, the book explains which data structure should be used to achieve the desired results in the real world.

A Brain Friendly Guide to OOA&D

A Procedural Approach
Head First Object-Oriented
Analysis and Design

C# 9.0 in a Nutshell

Instant JQuery Selectors

How to Prepare for a Career
and Land a Job at Apple,
Microsoft, Google, or any
Top Tech Company

Empower yourself with the

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knowledge to keep up with the rapidly changing technical world of work, as two workforce productivity and technology experts lay out a clear picture of the?coming?revolution?in how work is done and how jobs are shaped. If you listen to the news, robots are coming for your job. Full-time employment will soon be a thing of the past as organizations opt more to hire employees on a contract basis.?With technological advances across email, video, project management, and instant messaging platforms, being tied to a desk working full time for one company is becoming

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obsolete. So, where does that leave you? The Human Cloud may be the most important book you read to prepare for how work is done in the future. In these pages, human cloud technologist Matthew Mottola and AI expert Matthew Coatney help you not only clearly understand the transition you see happening around you, but they will also help you take advantage of it. In The Human Cloud, Mottola and Coatney inform you about topics including: How employees and employers will be able to take advantage of the new automated and freelance-based workplace. How they will be able to take

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advantage of the new technology disruptions the machine cloud will create. Why the changes employees and employers are seeing aren't the projection of doom that many are predicting. How to navigate the coming job marketplace. By replacing fear with knowledge, you will better understand how this shift in employment is a good thing, be equipped to embrace the positive?advantages new technology brings, and further secure how your own job is shaped so you are never left behind.

Python programmers will improve their computer science

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skills with these useful one-liners. Python One-Liners will teach you how to read and write "one-liners": concise statements of useful functionality packed into a single line of code. You'll learn how to systematically unpack and understand any line of Python code, and write eloquent, powerfully compressed Python like an expert. The book's five chapters cover tips and tricks, regular expressions, machine learning, core data science topics, and useful algorithms. Detailed explanations of one-liners introduce key computer science concepts and boost your coding and analytical skills. You'll

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learn about advanced Python features such as list comprehension, slicing, lambda functions, regular expressions, map and reduce functions, and slice assignments. You'll also learn how to:

- Leverage data structures to solve real-world problems, like using Boolean indexing to find cities with above-average pollution
- Use NumPy basics such as array, shape, axis, type, broadcasting, advanced indexing, slicing, sorting, searching, aggregating, and statistics
- Calculate basic statistics of multidimensional data arrays and the K-Means algorithms for unsupervised

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learning • Create more advanced regular expressions using grouping and named groups, negative lookaheads, escaped characters, whitespaces, character sets (and negative characters sets), and greedy/nongreedy operators • Understand a wide range of computer science topics, including anagrams, palindromes, supersets, permutations, factorials, prime numbers, Fibonacci numbers, obfuscation, searching, and algorithmic sorting By the end of the book, you'll know how to write Python at its most refined, and create concise, beautiful

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pieces of "Python art" in merely a single line.

The ASP.NET MVC 5

Framework is the latest evolution of Microsoft ' s ASP.NET web platform. It provides a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility, combined with all the benefits of ASP.NET.

ASP.NET MVC 5 contains a number of advances over previous versions, including the ability to define routes using C# attributes and the ability to override filters. The user experience of building MVC

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applications has also been substantially improved. The new, more tightly integrated, Visual Studio 2013 IDE has been created specifically with MVC application development in mind and provides a full suite of tools to improve development times and assist in reporting, debugging and deploying your code. The popular Bootstrap JavaScript library has also now been included natively within MVC 5 providing you, the developer, with a wider range of multi-platform CSS and HTML5 options than ever before without the penalty of having to load-in third party libraries.

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Join the leagues of thousands of programmers and learn C++ from some of the best. The fifth edition of the best seller Sams Teach Yourself C++ in 21 Days, written by Jesse Liberty, a well-known C++ and C# programming manual author and Bradley L. Jones, manager for a number of high profiler developer websites, has been updated to the new ANSI/ISO C++ Standard. This is an excellent hands-on guide for the beginning programmer. Packed with examples of syntax and detailed analysis of code, fundamentals such as managing I/O, loops, arrays and creating C++ applications are all covered

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in the 21 easy-to-follow lessons. You will also be given access to a website that will provide you will all the source code examples developed in the book as a practice tool. C++ is the preferred language for millions of developers-make Sams Teach Yourself the preferred way to learn it!

First Principles with Python

Design Transactions

All of Statistics

90 Specific Ways to Write Better Python

Concurrent Programming on Windows

Programming

A Practical Guide to A/B Testing

“When you begin using multi-threading throughout an application, the importance of clean architecture and design is critical. . . . This places an emphasis on understanding not only the platform’s capabilities but also emerging best practices. Joe does a great job interspersing best practices alongside theory throughout his book.” - From the Foreword by Craig Mundie, Chief Research and Strategy Officer, Microsoft Corporation Author Joe Duffy has risen to the challenge of explaining how to write software that takes full advantage of concurrency and hardware parallelism. In Concurrent Programming on

Windows, he explains how to design, implement, and maintain large-scale concurrent programs, primarily using C# and C++ for Windows. Duffy aims to give application, system, and library developers the tools and techniques needed to write efficient, safe code for multicore processors. This is important not only for the kinds of problems where concurrency is inherent and easily exploitable—such as server applications, compute-intensive image manipulation, financial analysis, simulations, and AI algorithms—but also for problems that can be speeded up using parallelism but

require more effort—such as math libraries, sort routines, report generation, XML manipulation, and stream processing algorithms. Concurrent Programming on Windows has four major sections: The first introduces concurrency at a high level, followed by a section that focuses on the fundamental platform features, inner workings, and API details. Next, there is a section that describes common patterns, best practices, algorithms, and data structures that emerge while writing concurrent software. The final section covers many of the common system-wide architectural and process

concerns of concurrent programming. This is the only book you'll need in order to learn the best practices and common patterns for programming with concurrency on Windows and .NET.

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 blindsided 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.

Would you hire an unknown singer without hearing them sing? Even with "five years of singing experience" in their résumé and a diploma from "Epic Singers School," you would still like to hear them, wouldn't you? Surprisingly, most companies do the opposite and base hiring decisions on candidate claims and attained degrees. The good news is that you can detect the top employees other companies are missing

by applying Evidence-Based Hiring, a new and scientific process. Step-by-step examples of job ads, questions, tests, and interview scripts will teach you how to remove hidden biases, ask the right questions, and create completely automated screening tests. As a result, you will gain a competitive edge over your rivals, hire fantastic employees, and save time at every step of your hiring. Zeljko Svedic founded TestDome, the employee-screening company that helped thousands of companies--such as ABB, eBay, and PayPal--hire better. You're next. Read this book

**and start finding people like
Holmes!**

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management practitioners.
The project management
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technology, new approaches
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Standard for Project
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management and the
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Edition is structured around
eight project performance
domains. This edition is
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practitioners' current and
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them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the PMBOK® Guide:

- Reflects the full range of development approaches (predictive, adaptive, hybrid, etc.);
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- Focuses on not just delivering project outputs but also enabling outcomes; and
- Integrates with PMI standards+™ for information and standards application content based on project type, development

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**Java Programming Interviews
Exposed**

**Java SE 8 for the Really
Impatient**

Learning React

**How Today's Changemakers
Use Artificial Intelligence and
the Freelance Economy to
Transform Work**

An Introduction to Programming by
the Inventor of C++ Preparation for
Programming in the Real World The
book assumes that you aim

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eventually to write non-trivial programs, whether for work in software development or in some other technical field. Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions. This approach will give you a solid foundation for writing useful, correct, maintainable, and efficient code. Programming with Today's C++ (C++11 and C++14) The book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++

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programming language, one of the most widely used languages for real-world software. The book presents modern C++ programming techniques from the start, introducing the C++ standard library and C++11 and C++14 features to simplify programming tasks. For Beginners--And Anyone Who Wants to Learn Something New The book is primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a

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master approaches the elements of his art. Provides a Broad View The first half of the book covers a wide range of essential concepts, design and programming techniques, language features, and libraries. Those will enable you to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics (such as text processing, testing, and the C programming language) and provides abundant reference material. Source code and support supplements are available from the author's website.

The C++ Standard LibraryA Tutorial and ReferenceAddison-

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Wesley Professional

Taken literally, the title "All of Statistics" is an exaggeration. But in spirit, the title is apt, as the book does cover a much broader range of topics than a typical introductory book on mathematical statistics.

This book is for people who want to learn probability and statistics quickly. It is suitable for graduate or advanced undergraduate students in computer science, mathematics, statistics, and related disciplines.

The book includes modern topics like non-parametric curve estimation, bootstrapping, and classification, topics that are usually relegated to follow-up courses. The reader is presumed to know calculus

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and a little linear algebra. No previous knowledge of probability and statistics is required. Statistics, data mining, and machine learning are all concerned with collecting and analysing data.

Data science libraries, frameworks, modules, and toolkits are great for doing data science, but they're also a good way to dive into the discipline without actually understanding data science. In this book, you'll learn how many of the most fundamental data science tools and algorithms work by implementing them from scratch. If you have an aptitude for mathematics and some programming skills, author Joel

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Grus will help you get comfortable with the math and statistics at the core of data science, and with hacking skills you need to get started as a data scientist. Today's messy glut of data holds answers to questions no one's even thought to ask. This book provides you with the know-how to dig those answers out. Get a crash course in Python Learn the basics of linear algebra, statistics, and probability—and understand how and when they're used in data science Collect, explore, clean, munge, and manipulate data Dive into the fundamentals of machine learning Implement models such as k-nearest Neighbors, Naive Bayes, linear and

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logistic regression, decision trees,
neural networks, and clustering
Explore recommender systems,
natural language processing,
network analysis, MapReduce, and
databases

Proven Techniques for Heightened
Performance

Data Structures & Algorithms in
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Level Up Your Core Programming
Skills

Learning JavaScript Data Structures
and Algorithms

CORE JAVA Interview Questions
You'll Most Likely Be Asked

Why Hiring Is Broken and How
Data Can Fix It

Cracking the Coding Interview

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Getting numbers is easy; getting numbers you can trust is hard. This practical guide by experimentation leaders at Google, LinkedIn, and Microsoft will teach you how to accelerate innovation using trustworthy online controlled experiments, or A/B tests. Based on practical experiences at companies that each run more than 20,000 controlled experiments a year, the authors share examples, pitfalls, and advice for students and industry professionals getting started with experiments, plus deeper dives into advanced topics for practitioners who want to improve the way they make data-driven decisions. Learn how to

- Use the scientific method

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to evaluate hypotheses using controlled experiments

- Define key metrics and ideally an Overall Evaluation Criterion
- Test for trustworthiness of the results and alert experimenters to violated assumptions
- Build a scalable platform that lowers the marginal cost of experiments close to zero
- Avoid pitfalls like carryover effects and Twyman's law
- Understand how statistical issues play out in practice.

When you have questions about C# 9.0 or .NET 5, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, but with its continual growth there's so much more to

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features, including regular expressions, networking, spans, reflection, and cryptography

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