

## Go In Action

*Summary R in Action, Second Edition presents both the R language and the examples that make it so useful for business developers. Focusing on practical solutions, the book offers a crash course in statistics and covers elegant methods for dealing with messy and incomplete data that are difficult to analyze using traditional methods. You'll also master R's extensive graphical capabilities for exploring and presenting data visually. And this expanded second edition includes new chapters on time series analysis, cluster analysis, and classification methodologies, including decision trees, random forests, and support vector machines. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Business pros and researchers thrive on data, and R speaks the language of data analysis. R is a powerful programming language for statistical computing. Unlike general-purpose tools, R provides thousands of modules for solving just about any data-crunching or presentation challenge you're likely to face. R runs on all important platforms and is used by thousands of*

major corporations and institutions worldwide. About the Book *R in Action, Second Edition* teaches you how to use the R language by presenting examples relevant to scientific, technical, and business developers. Focusing on practical solutions, the book offers a crash course in statistics, including elegant methods for dealing with messy and incomplete data. You'll also master R's extensive graphical capabilities for exploring and presenting data visually. And this expanded second edition includes new chapters on forecasting, data mining, and dynamic report writing. What's Inside Complete R language tutorial Using R to manage, analyze, and visualize data Techniques for debugging programs and creating packages OOP in R Over 160 graphs About the Author Dr. Rob Kabacoff is a seasoned researcher and teacher who specializes in data analysis. He also maintains the popular Quick-R website at [statmethods.net](http://statmethods.net). Table of Contents PART 1 GETTING STARTED Introduction to R Creating a dataset Getting started with graphs Basic data management Advanced data management PART 2 BASIC METHODS Basic graphs Basic statistics PART 3 INTERMEDIATE METHODS Regression Analysis of variance Power analysis Intermediate

graphs Resampling statistics and bootstrapping PART 4 ADVANCED METHODS Generalized linear models Principal components and factor analysis Time series Cluster analysis Classification Advanced methods for missing data PART 5 EXPANDING YOUR SKILLS Advanced graphics with ggplot2 Advanced programming Creating a package Creating dynamic reports Advanced graphics with the lattice package available online only from [manning.com/kabacoff2](http://manning.com/kabacoff2)

Summary HTML5 in Action provides a complete introduction to web development using HTML5. You'll explore every aspect of the HTML5 specification through real-world examples and code samples. It's much more than just a specification reference, though. It lives up to the name HTML5 in Action by giving you the practical, hands-on guidance you'll need to use key features. About the Technology HTML5 is not a few new tags and features added to an old standard—it's the foundation of the modern web, enabling its interactive services, single-page UI, interactive games, and complex business applications. With support for standards-driven mobile app development, powerful features like local storage and WebSockets, superb audio and video APIs, and new layout options using CSS3, SVG, and Canvas, HTML5 has

entered its prime time. About the Book *HTML5 in Action* provides a complete introduction to web development using HTML5. It explores the HTML5 specification through real-world examples and code samples. It earns the name "in Action" by giving you the practical, hands-on guidance you'll need to confidently build the sites and applications you—and your clients—have been wanting for years. This book concentrates on new HTML5 features and assumes you are familiar with standard HTML. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside New semantic elements and form input types Single-page application design Creating interactive graphics Mobile web apps About the Authors Rob Crowther is a web developer and blogger and the author of Manning's *Hello! HTML5 & CSS3*. Joe Lennon is an enterprise mobile application developer. Ash Blue builds award-winning interactive projects. Greg Wanish is an independent web and eCommerce developer.

Table of Contents PART 1 INTRODUCTION  
HTML5: from documents to applications PART 2 BROWSER-BASED APPS Form creation: input widgets, data binding, and data validation File editing and management: rich formatting, file storage, drag and drop

*Messaging: communicating to and from scripts in HTML5 Mobile applications: client storage and offline execution PART 3 INTERACTIVE GRAPHICS, MEDIA, AND GAMING 2D Canvas: low-level, 2D graphics rendering SVG: responsive in-browser graphics Video and audio: playing media in the browser WebGL: 3D application development Plus 10 Appendixes*

*This book provides the reader with a comprehensive overview of the new open source programming language Go (in its first stable and maintained release Go 1) from Google. The language is devised with Java / C#-like syntax so as to feel familiar to the bulk of programmers today, but Go code is much cleaner and simpler to read, thus increasing the productivity of developers. You will see how Go: simplifies programming with slices, maps, structs and interfaces incorporates functional programming makes error-handling easy and secure simplifies concurrent and parallel programming with goroutines and channels And you will learn how to: make use of Go's excellent standard library program Go the idiomatic way using patterns and best practices in over 225 working examples and 135 exercises This book focuses on the aspects that the reader needs to take part in the*

coming software revolution using Go. Summary In 2017, consumers downloaded 178 billion apps, and analysts predict growth to 258 billion by 2022. Mobile customers are demanding more—and better—apps, and it's up to developers like you to write them! Flutter, a revolutionary new cross-platform software development kit created by Google, makes it easier than ever to write secure, high-performance native apps for iOS and Android. Flutter apps are blazingly fast because this open source solution compiles your Dart code to platform-specific programs with no JavaScript bridge! Flutter also supports hot reloading to update changes instantly. And thanks to its built-in widgets and rich motion APIs, Flutter's apps are not just highly responsive, they're stunning! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology With Flutter, you can build mobile applications using a single, feature-rich SDK that includes everything from a rendering engine to a testing environment. Flutter compiles programs written in Google's intuitive Dart language to platform-specific code so your iOS and Android games, utilities, and shopping platforms all run like native

Java or Swift apps. About the book *Flutter in Action* teaches you to build professional-quality mobile applications using the Flutter SDK and the Dart programming language. You'll begin with a quick tour of Dart essentials and then dive into engaging, well-described techniques for building beautiful user interfaces using Flutter's huge collection of built-in widgets. The combination of diagrams, code examples, and annotations makes learning a snap. As you go, you'll appreciate how the author makes easy reading of complex topics like routing, state management, and async programming. What's inside *Understanding the Flutter approach to the UI* All the Dart you need to get started Creating custom animations Testing and debugging About the reader You'll need basic web or mobile app development skills. About the author Eric Windmill is a professional Dart developer and a contributor to open-source Flutter projects. His work is featured on the *Flutter Showcase* page. Table of Contents: PART 1 - MEET FLUTTER 1 | Meet Flutter 2 | A brief intro to Dart 3 | Breaking into Flutter PART 2 - FLUTTER USER INTERACTION, STYLES, AND ANIMATIONS 4 | Flutter UI: Important widgets, themes, and layout 5 | User interaction: Forms and gestures 6 |

*Pushing pixels: Flutter animations and using the canvas PART 3 - STATE MANAGEMENT AND ASYNCHRONOUS DART 7 ; Flutter routing in depth 8 ; Flutter state management 9 ; Async Dart and Flutter and infinite scrolling PART 4 - BEYOND FOUNDATIONS 10 ; Working with data: HTTP, Firestore, and JSON 11 ; Testing Flutter apps*  
*Transpersonal Leadership in Action*  
*Talk in Action*  
*The Way to Go*  
*Dart in Action*  
*Go in Action*  
*Event Processing in Action*

***Assessing the future is vital in informing public policy decisions. One of the most widespread approaches is the development of scenarios, which are alternative hypothetical futures. Research has indicated, however, that the reality of how professionals go about employing scenarios is often starkly at odds with the theory - a finding that has important ramifications for how the resulting images of the future should be interpreted. It also shows the need for rewriting and updating theory. This book, based on an intensive five year study of how experts actually go about assessing the future, provides a groundbreaking examination of foresighting in action. Obtained via ethnographic techniques, the results lay bare for the first time the real processes by which scenarios are made. It is also the first book to examine foresighting for public policy, which is so often overlooked in favour of business practice. From***

**handling of discontinuity to historical determinism, the analysis reveals and explains why foresight is difficult and what the major pitfalls are. Each chapter ends with a toolkit of recommendations for practice. The book aims to help readers to reflect on their own practices of public-oriented foresight and thus to foster a deeper understanding of the key principles and challenges. Ultimately, this will lead to better informed decision making.**

**A fascinating view of a vital period in Irish history, from 1913 to Independence, based on statements made by nearly 2,000 people between 1947 and 1957 about their role in Ireland's fight for freedom.**

**Eamonn Duggan explores the individual contributions of these remarkable people, and what they add to the history we thought we knew.**

**Summary Get Programming with Go introduces you to the powerful Go language without confusing jargon or high-level theory. By working through 32 quick-fire lessons, you'll quickly pick up the basics of the innovative Go programming language! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go is a small programming language designed by Google to tackle big problems. Large projects mean large teams with people of varying levels of experience. Go offers a small, yet capable, language that can be understood and used by anyone, no matter their experience. About the Book Hobbyists, newcomers, and professionals alike can benefit from a fast, modern language; all you need is the right resource! Get Programming with Go provides a hands-on introduction to Go language fundamentals, serving as a solid foundation for your**

**future programming projects. You'll master Go syntax, work with types and functions, and explore bigger ideas like state and concurrency, with plenty of exercises to lock in what you learn. What's inside Language concepts like slices, interfaces, pointers, and concurrency Seven capstone projects featuring spacefaring gophers, Mars rovers, ciphers, and simulations All examples run in the Go Playground - no installation required! About the Reader This book is for anyone familiar with computer programming, as well as anyone with the desire to learn. About the Author Nathan Youngman organizes the Edmonton Go meetup and is a mentor with Canada Learning Code. Roger Peppé contributes to Go and runs the Newcastle upon Tyne Go meetup. Table of Contents**

**Unit 0 - GETTING STARTED** Get ready, get set, Go

**Unit 1 - IMPERATIVE PROGRAMMING** A glorified calculator Loops and branches Variable scope

**Capstone: Ticket to Mars**

**Unit 2 - TYPES** Real numbers Whole numbers Big numbers Multilingual text Converting between types

**Capstone: The Vigenère cipher**

**Unit 3 - BUILDING BLOCKS** Functions Methods First-class functions

**Capstone: Temperature tables**

**Unit 4 - COLLECTIONS** Arrayed in splendor Slices: Windows into arrays A bigger slice The ever-versatile map

**Capstone: A slice of life**

**Unit 5 - STATE AND BEHAVIOR** A little structure Go's got no class Composition and forwarding Interfaces

**Capstone: Martian animal sanctuary**

**Unit 6 - DOWN THE GOPHER HOLE** A few pointers Much ado about nil To err is human

**Capstone: Sudoku rules**

**Unit 7 - CONCURRENT PROGRAMMING** Goroutines and concurrency Concurrent state

**Capstone: Life on Mars**

**Concurrency can be notoriously difficult to get right,**

***but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the skills and tooling you need to confidently write and implement concurrent systems of any size. Understand how Go addresses fundamental problems that make concurrency difficult to do correctly Learn the key differences between concurrency and parallelism Dig into the syntax of Go's memory synchronization primitives Form patterns with these primitives to write maintainable concurrent code Compose patterns into a series of practices that enable you to write large, distributed systems that scale Learn the sophistication behind goroutines and how Go's runtime stitches everything together***

***Creating Applications for the 21st Century***

***HTML5 in Action***

***ASP.NET Core in Action***

***Data analysis and graphics with R***

***Educational Leadership in Action***

***Gnuplot in Action***

Summary Node.js in Action, Second Edition is a thoroughly revised book based on the best-selling first edition. It starts at square one and guides you through all the features, techniques, and concepts you'll need to build production-quality Node applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You already know

# File Type PDF Go In Action

JavaScript. The trick to mastering Node.js is learning how to build applications that fully exploit its powerful asynchronous event handling and non-blocking I/O features. The Node server radically simplifies event-driven real-time apps like chat, games, and live data analytics, and with its incredibly rich ecosystem of modules, tools, and libraries, it's hard to beat! About the Book Based on the bestselling first edition, Node.js in Action, Second Edition is a completely new book. Packed with practical examples, it teaches you how to create high-performance web servers using JavaScript and Node. You'll master key design concepts such as asynchronous programming, state management, and event-driven programming. And you'll learn to put together MVC servers using Express and Connect, design web APIs, and set up the perfect production environment to build, lint, and test. What's Inside Mastering non-blocking I/O The Node event loop Testing and deploying Web application templating About the Reader Written for web developers with intermediate JavaScript skills. About the Authors The Second Edition author team includes Node masters Alex Young, Bradley Meck, Mike Cantelon, and Tim Oxley, along with original authors Marc Harter, T.J. Holowaychuk, and Nathan Rajlich. Table of contents PART 1 - WELCOME TO NODE Welcome to Node.js Node programming fundamentals What is a Node web application? PART 2 - WEB DEVELOPMENT WITH NODE Front-end build systems Server-side frameworks Connect and Express in depth Web application templating Storing application data Testing Node applications Deploying Node applications and maintaining uptime PART 3 - BEYOND WEB DEVELOPMENT Writing command-line applications Conquering the desktop with Electron

Summary Go in Practice guides you through 70 real-world techniques in key areas like package management, microservice communication, and more. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. Purchase of the print book includes a free

# File Type PDF Go In Action

eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Go may be the perfect systems language. Built with simplicity, concurrency, and modern applications in mind, Go provides the core tool set for rapidly building web, cloud, and systems applications. If you know a language like Java or C#, it's easy to get started with Go; the trick is finding the practical dirt-under-the-fingernails techniques that you need to build production-ready code. About the Book Go in Practice guides you through dozens of real-world techniques in key areas. Following a cookbook-style Problem/Solution/Discussion format, this practical handbook builds on the foundational concepts of the Go language and introduces specific strategies you can use in your day-to-day applications. You'll learn techniques for building web services, using Go in the cloud, testing and debugging, routing, network applications, and much more. After finishing this book, you will be ready to build sophisticated cloud-native Go applications. What's Inside Dozens of specific, practical Golang techniques Using Go for devops and cloudops Writing RESTful web services and microservices Practical web dev techniques About the Reader Written for experienced developers who have already started exploring Go and want to use it effectively in a production setting. About the Authors Matt Farina is a software architect at Deis. Matt Butcher is a Principal Engineer in the Advanced Technology Group at Hewlett Packard Enterprise. They are both authors, speakers, and regular open source contributors. Table of Contents PART 1 - BACKGROUND AND FUNDAMENTALS Getting into Go A solid foundation Concurrency in Go PART 2 - WELL-ROUNDED APPLICATIONS Handling errors and panic Debugging and testing PART 3 - AN INTERFACE FOR YOUR APPLICATIONS HTML and email template patterns Serving and receiving assets and forms Working with web services PART 4 - TAKING YOUR APPLICATIONS TO THE CLOUD Using the cloud Communication between cloud services Reflection and code generation

Summary Kubernetes in Action is a comprehensive guide to effectively

developing and running applications in a Kubernetes environment. Before diving into Kubernetes, the book gives an overview of container technologies like Docker, including how to build containers, so that even readers who haven't used these technologies before can get up and running. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Kubernetes is Greek for "helmsman," your guide through unknown waters. The Kubernetes container orchestration system safely manages the structure and flow of a distributed application, organizing containers and services for maximum efficiency.

Kubernetes serves as an operating system for your clusters, eliminating the need to factor the underlying network and server infrastructure into your designs. About the Book Kubernetes in Action teaches you to use Kubernetes to deploy container-based distributed applications. You'll start with an overview of Docker and Kubernetes before building your first Kubernetes cluster. You'll gradually expand your initial application, adding features and deepening your knowledge of Kubernetes architecture and operation. As you navigate this comprehensive guide, you'll explore high-value topics like monitoring, tuning, and scaling. What's Inside Kubernetes' internals Deploying containers across a cluster Securing clusters Updating applications with zero downtime About the Reader Written for intermediate software developers with little or no familiarity with Docker or container orchestration systems. About the Author Marko Luksa is an engineer at Red Hat working on Kubernetes and OpenShift. Table of Contents PART 1 - OVERVIEW Introducing Kubernetes First steps with Docker and Kubernetes PART 2 - CORE CONCEPTS Pods: running containers in Kubernetes Replication and other controllers: deploying managed pods Services: enabling clients to discover and talk to pods Volumes: attaching disk storage to containers ConfigMaps and Secrets: configuring applications Accessing pod metadata and other resources from applications Deployments: updating applications declaratively StatefulSets: deploying replicated stateful applications PART 3 - BEYOND THE BASICS Understanding Kubernetes internals Securing

the Kubernetes API server Securing cluster nodes and the network  
Managing pods' computational resources Automatic scaling of pods  
and cluster nodes Advanced scheduling Best practices for developing  
apps Extending Kubernetes

The Model Rules of Professional Conduct provides an up-to-date  
resource for information on legal ethics. Federal, state and local courts  
in all jurisdictions look to the Rules for guidance in solving lawyer  
malpractice cases, disciplinary actions, disqualification issues, sanctions  
questions and much more. In this volume, black-letter Rules of  
Professional Conduct are followed by numbered Comments that  
explain each Rule's purpose and provide suggestions for its practical  
application. The Rules will help you identify proper conduct in a  
variety of given situations, review those instances where discretionary  
action is possible, and define the nature of the relationship between  
you and your clients, colleagues and the courts.

Get Programming with Go

With examples using C++ and Emscripten

Interactions, Identities, and Institutions

The Art of Strategic Non-Action

Elm in Action

**Summary This bestseller has been updated and revised to cover all the latest changes to C++ 14 and 17! C++ Concurrency in Action, Second Edition teaches you everything you need to write robust and elegant multithreaded applications in C++17. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You choose C++ when your applications need to run fast. Well-designed concurrency makes them go even faster.**

**C++ 17 delivers strong support for the multithreaded, multiprocessor programming required for fast graphic processing, machine learning, and other performance-sensitive tasks. This exceptional book unpacks the features, patterns, and best practices of production-grade C++ concurrency. About the Book C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. What's inside Full coverage of new C++ 17 features Starting and managing threads Synchronizing concurrent operations Designing concurrent code Debugging multithreaded applications About the Reader Written for intermediate C and C++ developers. No prior experience with concurrency required. About the Author Anthony Williams has been an active member of the BSI C++ Panel since 2001 and is the developer of the just::thread Pro extensions to the C++ 11 thread library.**

**Table of Contents**  
**Hello, world of concurrency in C++!**  
**Managing threads**  
**Sharing data between threads**  
**Synchronizing concurrent operations**  
**The C++ memory model and operations on atomic types**  
**Designing lock-based concurrent data structures**  
**Designing lock-free concurrent data structures**  
**Designing concurrent code**  
**Advanced thread management**  
**Parallel algorithms**  
**Testing and debugging multithreaded applications**  
**This book describes process mining use cases and business impact along the value chain, from corporate to local applications, representing the state of the art in domain know-how. Providing a set of industrial case studies and best practices, it complements academic publications on the topic. Further the book reveals the challenges and failures in order to offer readers practical insights and guidance on how to avoid the pitfalls and ensure successful operational deployment. The book is divided into three parts: Part I provides an introduction to the topic from fundamental principles to key success factors, and an overview of operational use cases. As a holistic description of process mining in a business environment, this part is particularly useful for readers not yet familiar with the topic. Part II presents detailed use cases written**

**by contributors from a variety of functions and industries. Lastly, Part III provides a brief overview of the future of process mining, both from academic and operational perspectives. Based on a solid academic foundation, process mining has received increasing interest from operational businesses, with many companies already reaping the benefits. As the first book to present an overview of successful industrial applications, it is of particular interest to professionals who want to learn more about the possibilities and opportunities this new technology offers. It is also a valuable resource for researchers looking for empirical results when considering requirements for enhancements and further developments.**

**Summary Dart in Action introduces Google's Dart language and provides techniques and examples showing how to use it as a viable replacement for Java and JavaScript in browser-based desktop and mobile applications. It begins with a rapid overview of Dart language and tools, including features like interacting with the browser, optional typing, classes, libraries, and concurrency with isolates. After you master the core concepts, you'll move on to running Dart on the server and creating single page HTML5 web applications. About the**

**Technology Dart is a web programming language developed by Google. It has modern OO features, just like Java or C#, while keeping JavaScript's dynamic and functional characteristics. Dart applications are "transpiled" to JavaScript, and they run natively in Dart-enabled browsers. With production-quality libraries and tools, Dart operates on both the client and the server for a consistent development process. About this Book Dart in Action introduces the Dart language and teaches you to use it in browser-based, desktop, and mobile applications. Not just a language tutorial, this book gets quickly into the nitty-gritty of using Dart. Most questions that pop up while you're reading are answered on the spot! OO newbies will appreciate the gentle pace in the early chapters. Later chapters take a test-first approach and encourage you to try Dart hands-on. To benefit from this book you'll need experience with HTML and JavaScript? a Java or C# background is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Dart from the ground up Numerous code samples and diagrams Creating single-page web apps Transitioning from Java, C#, or JavaScript**

**Running Dart in the browser and on the server About the Author Chris Buckett builds enterprise-scale web applications. He runs Dartwatch.com and is an active contributor to the dartlang list. "Includes numerous examples of core language features as well as more advanced HTML5 features."-;From the Foreword by Seth Ladd, Developer Advocate, Google Table of Contents PART 1 INTRODUCING DART Hello Dart "Hello World" with Dart tools Building and testing your own Dart app PART 2 CORE DART Functional first-class functions and closures Understanding libraries and privacy Constructing classes and interfaces Extending classes and interfaces Collections of richer classes Asynchronous programming with callbacks and futures PART 3 CLIENT-SIDE DART APPS Building a Dart web app Navigating offline data Communicating with other systems and languages PART 4 SERVER-SIDE DART Server interaction with files and HTTP Sending, syncing, and storing data Concurrency with isolates How can leaders promote diversity, equality and inclusion? What does it mean to let go of leadership? How do learning, feedback and coaching help us become better leaders? Following the success of Leading Beyond the Ego, this book shows how to**

**apply transpersonal leadership - practiced leaders who are radical, ethical, authentic and act beyond their own interests to create high-performing organisations - in a wide range of contexts. It considers the attributes of transpersonal leaders and how they transform organisations by building strong, collaborative relationships and a caring, sustainable and performance-enhancing environment. Shining a light on the way forward for senior leaders and HR and talent professionals, the book covers:**

- Characteristics of transpersonal leaders such as purpose, ethics and adult development**
- Impact of transpersonal leaders on global organisations, during digital transformation and change and through crises**
- Case studies of transpersonal leadership in different contexts including in India and East Asia, when leading remotely, in HR and politics**

**Transpersonal Leadership in Action is essential reading for senior leaders, HR professionals and those responsible for leader and organisational development.**

- Concurrency in Go**
- Developing Policy-Oriented Scenarios**
- Build Reliable, Scalable Programs**
- Head First Go**
- Go Web Programming**
- Introducing Go**

*Strategic non-action is a powerful yet under-rated method of influencing worldly affairs. In cultures where action is favoured over inaction, like in the West, direct action is considered a virtue while inaction is little more than laziness or cowardice. Let us be more subtle and nuanced in our understanding. There is a time for both action and inaction. Non-action gives access to a deeper intuitive awareness than that gained through action, since knowledge that comes through action is obscured by situation-specific reactions. Non-action is an aspect of going with the flow, not resisting the larger forces that govern a world of which you are a small part. It acknowledges that events are governed by the laws of Nature, and it is often best to simply allow those laws to operate and play out in their own time, in their own way. Non-action can help us towards our goals by encouraging patience and taking the long-view. Humanistic Psychology says that it is within our reach to create the life we want for ourselves. As we think and believe, so we create our world. This is indeed true, but only up to a point. We can transform our lives in goal fulfilling ways, but the transformation is relatively slow, its progress measured in months and years.*

*Summary Web Components are a standardized way to build reusable custom elements for web pages and applications using HTML, CSS, and*

*JavaScript. A Web Component is well-encapsulated, keeping its internal structure separate from other page elements so they don't collide with the rest of your code. In Web Components in Action you'll learn to design, build, and deploy reusable Web Components from scratch. Foreword by Gray Norton. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The right UI can set your sites and web applications apart from the ordinary. Using the Web Components API, you can build Custom Elements and then add them to your pages with just a simple HTML tag. This standards-based design approach gives you complete control over the style and behavior of your components and makes them radically easier to build, share, and reuse between projects. About the Book Web Components in Action teaches you to build and use Web Components from the ground up. You'll start with simple components and component-based applications, using JavaScript, HTML, and CSS. Then, you'll customize them and apply best design practices to maximize reusability. Through hands-on projects, you'll learn to build production-ready Web Components for any project, including color pickers, advanced applications using 3D models, mixed reality, and machine learning. What's inside Creating reusable*

*Custom Elements without a framework Using the Shadow DOM for ultimate component encapsulation Leveraging newer JS features to organize and reuse code Fallback strategies for using Web Components on older browsers About the Reader Written for web developers experienced with HTML, CSS, and JavaScript. About the Author Ben Farrell is a Senior Experience Developer at Adobe working on the Adobe Design Prototyping Team. Table of Contents PART 1 - FIRST STEPS The framework without a framework Your first Web Component Making your component reuseable The component lifecycle Instrumenting a better web app through modules PART 2 - WAYS TO IMPROVE YOUR COMPONENT WORKFLOW Markup Managed Templating your content with HTML The Shadow DOM Shadow CSS Shadow CSS rough edges PART 3 - PUTTING YOUR COMPONENTS TOGETHER A real-world UI component Building and supporting older browsers Component testing Events and application data flow Hiding your complexities Climate change governance is in a state of enormous flux. New and more dynamic forms of governing are appearing around the international climate regime centred on the United Nations Framework Convention on Climate Change (UNFCCC). They appear to be emerging spontaneously from the bottom up, producing a*

*more dispersed pattern of governing, which Nobel Laureate Elinor Ostrom famously described as 'polycentric'. This book brings together contributions from some of the world's foremost experts to provide the first systematic test of the ability of polycentric thinking to explain and enhance societal attempts to govern climate change. It is ideal for researchers in public policy, international relations, environmental science, environmental management, politics, law and public administration. It will also be useful on advanced courses in climate policy and governance, and for practitioners seeking incisive summaries of developments in particular sub-areas and sectors. This title is also available as Open Access on Cambridge Core.*

*Summary Elm is more than just a cutting-edge programming language, it's a chance to upgrade the way you think about building web applications. Once you get comfortable with Elm's refreshingly different approach to application development, you'll be working with a clean syntax, dependable libraries, and a delightful compiler that essentially eliminates runtime exceptions. Elm compiles to JavaScript, so your code runs in any browser, and Elm's best-in-class rendering speed will knock your socks off. Let's get started! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.*

*About the technology Simply put, the Elm programming language transforms the way you think about frontend web development. Elm's legendary compiler is an incredible assistant, giving you the precise and user-friendly support you need to work efficiently. Elm applications have small bundle sizes that run faster than JavaScript frameworks and are famously easy to maintain as they grow. The catch? Elm isn't JavaScript, so you'll have some new skills to learn. About the book Elm in Action teaches you the Elm language along with a new approach to coding frontend applications. Chapter by chapter, you'll create a full-featured photo-browsing app, learning as you go about Elm's modular architecture, Elm testing, and how to work seamlessly with your favorite JavaScript libraries. You'll especially appreciate author and Elm core team member Richard Feldman's unique insights, based on his thousands of hours writing production code in Elm. When you're done, you'll have a toolbox of new development skills and a stunning web app for your portfolio. What's inside Scalable design for production web applications Single-page applications in Elm Data modeling in Elm Accessing JavaScript from Elm About the reader For web developers with no prior experience in Elm or functional programming. About the author Richard Feldman is a software engineer at*

*NoRedInk and a well-known member of the Elm community. Table of Contents PART 1 - GETTING STARTED 1. Welcome to Elm 2. Your first Elm application 3. Compiler as assistant PART 2 - PRODUCTION-GRADE ELM 4. Talking to servers 5. Talking to JavaScript 6. Testing PART 3 - BUILDING BIGGER 7. Data modeling 8. Single-page applications*

*Learning to Go with the Flow*

*Foresight in Action*

*C++ Concurrency in Action*

*Node.js in Action*

*Go Programming Language For Dummies*

*Governing Climate Change*

There's a great deal of wisdom in a crowd, but how do you listen to a thousand people talking at once? Identifying the wants, needs, and knowledge of internet users can be like listening to a mob. In the Web 2.0 era, leveraging the collective power of user contributions, interactions, and feedback is the key to market dominance. A new category of powerful programming techniques lets you discover the patterns, inter-relationships, and individual profiles--the collective intelligence--locked in the data people leave behind as they surf websites, post blogs, and interact with other users. *Collective Intelligence in Action* is a hands-on guidebook for implementing collective intelligence concepts using Java. It is the first Java-based book to emphasize the underlying algorithms and technical implementation of vital data gathering and mining techniques like analyzing trends, discovering relationships, and making predictions. It provides a pragmatic approach to personalization by combining

content-based analysis with collaborative approaches. This book is for Java developers implementing Collective Intelligence in real, high-use applications. Following a running example in which you harvest and use information from blogs, you learn to develop software that you can embed in your own applications. The code examples are immediately reusable and give the Java developer a working collective intelligence toolkit. Along the way, you work with, a number of APIs and open-source toolkits including text analysis and search using Lucene, web-crawling using Nutch, and applying machine learning algorithms using WEKA and the Java Data Mining (JDM) standard. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Summary Spring in Action, 5th Edition is the fully updated revision of Manning's bestselling Spring in Action. This new edition includes all Spring 5.0 updates, along with new examples on reactive programming, Spring WebFlux, and microservices. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Spring Framework makes life easier for Java developers. New features in Spring 5 bring its productivity-focused approach to microservices, reactive development, and other modern application designs. With Spring Boot now fully integrated, you can start even complex projects with minimal configuration code. And the upgraded WebFlux framework supports reactive apps right out of the box! About the Book Spring in Action, 5th Edition guides you through Spring's core features, explained in Craig Walls' famously clear style. You'll roll up your sleeves and build a secure database-backed web app step by step. Along the way, you'll explore reactive programming, microservices, service

discovery, RESTful APIs, deployment, and expert best practices. Whether you're just discovering Spring or leveling up to Spring 5.0, this Manning classic is your ticket! What's inside Building reactive applications Spring MVC for web apps and RESTful web services Securing applications with Spring Security Covers Spring 5.0 Over 100,000 copies sold! About the Reader For intermediate Java developers. About the Author Craig Walls is a principal software engineer at Pivotal, a popular author, an enthusiastic supporter of Spring Framework, and a frequent conference speaker. Table of Contents PART 1 - FOUNDATIONAL SPRING Getting started with Spring Developing web applications Working with data Securing Spring Working with configuration properties PART 2 - INTEGRATED SPRING Creating REST services Consuming REST services Sending messages asynchronously Integrating Spring PART 3 - REACTIVE SPRING Introducing Reactor Developing reactive APIs Persisting data reactively PART 4 CLOUD-NATIVE SPRING Discovering services Managing configuration Handling failure and latency PART 5 - DEPLOYED SPRING Working with Spring Boot Actuator Administering Spring Monitoring Spring with JMX Deploying Spring

In the United States, some populations suffer from far greater disparities in health than others. Those disparities are caused not only by fundamental differences in health status across segments of the population, but also because of inequities in factors that impact health status, so-called determinants of health. Only part of an individual's health status depends on his or her behavior and choice; community-wide problems like poverty, unemployment, poor education, inadequate housing, poor public transportation, interpersonal violence, and decaying neighborhoods also contribute to health inequities, as well as the historic and ongoing interplay of structures, policies, and norms that shape lives. When these factors are

not optimal in a community, it does not mean they are intractable: such inequities can be mitigated by social policies that can shape health in powerful ways. Communities in Action: Pathways to Health Equity seeks to delineate the causes of and the solutions to health inequities in the United States. This report focuses on what communities can do to promote health equity, what actions are needed by the many and varied stakeholders that are part of communities or support them, as well as the root causes and structural barriers that need to be overcome.

Perfect for beginners familiar with programming basics, this hands-on guide provides an easy introduction to Go, the general-purpose programming language from Google. Author Caleb Doxsey covers the language's core features with step-by-step instructions and exercises in each chapter to help you practice what you learn. Go is a general-purpose programming language with a clean syntax and advanced features, including concurrency. This book provides the one-on-one support you need to get started with the language, with short, easily digestible chapters that build on one another. By the time you finish this book, not only will you be able to write real Go programs, you'll be ready to tackle advanced techniques. Jump into Go basics, including data types, variables, and control structures Learn complex types, such as slices, functions, structs, and interfaces Explore Go's core library and learn how to create your own package Write tests for your code by using the language's go test program Learn how to run programs concurrently with goroutines and channels Get suggestions to help you master the craft of programming

Polycentricity in Action?

R in Action

Model Rules of Professional Conduct

Programming in Go

Spring in Action

Rust in Action

*ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization.*

*Summary Fully updated to ASP.NET 5.0, ASP.NET Core in Action, Second Edition is a hands-on primer to building cross-platform web applications with your C# and .NET skills. Even if you've never worked with ASP.NET you'll start creating productive cross-platform web apps fast. And don't worry about late-breaking changes to ASP.NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.*

*About the technology Build full-stack web applications that run anywhere. Developers love ASP.NET Core for its libraries and pre-built components that maximize productivity. Version 5.0 offers new features for server-side apps, as well as background services for cross-platform development.*

*About the book ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Illustrations and annotated code make learning visual and easy. Master logins, dependency injection, security, and more. This updated edition covers the latest features, including Razor Pages and the new hosting paradigm. What's inside*

*Developing apps for Windows and non-Windows servers  
Configuring applications Building custom components Logging, testing, and security*

*About the reader For intermediate C# developers. About the author Andrew Lock is a Microsoft MVP who has worked with ASP.NET Core since before its first release.*

*Table of Contents PART 1 - GETTING STARTED WITH*

*ASP.NET CORE 1 Getting started with ASP.NET Core 2 Your first application 3 Handling requests with the middleware pipeline 4 Creating a website with Razor Pages 5 Mapping URLs to Razor Pages using routing 6 The binding model: Retrieving and*

*Table of Contents PART 1 - GETTING STARTED WITH*

*ASP.NET CORE 1 Getting started with ASP.NET Core 2 Your first application 3 Handling requests with the middleware pipeline 4*

*Creating a website with Razor Pages 5 Mapping URLs to Razor Pages using routing 6 The binding model: Retrieving and*

*Table of Contents PART 1 - GETTING STARTED WITH*

*validating user input 7 Rendering HTML using Razor views 8 Building forms with Tag Helpers 9 Creating a Web API for mobile and client applications using MVC PART 2 - BUILDING COMPLETE APPLICATIONS 10 Service configuration with dependency injection 11 Configuring an ASP.NET Core application 12 Saving data with Entity Framework Core 13 The MVC and Razor Pages filter pipeline 14 Authentication: Adding users to your application with Identity 15 Authorization: Securing your application 16 Publishing and deploying your application PART 3 - EXTENDING YOUR APPLICATIONS 17 Monitoring and troubleshooting errors with logging 18 Improving your application's security 19 Building custom components 20 Building custom MVC and Razor Pages components 21 Calling remote APIs with IHttpConnectionFactory 22 Building background tasks and services 23 Testing your application*

*"This well-written book will help you make the most of what Rust has to offer." - Ramnivas Laddad, author of AspectJ in Action*

*Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. Summary Rust in Action introduces the Rust programming language by exploring numerous systems programming concepts and techniques. You'll be learning Rust by delving into how computers work under the hood. You'll find yourself playing with persistent storage, memory, networking and even tinkering with CPU instructions. The book takes you through using Rust to extend other applications and teaches you tricks to write blindingly fast code. You'll also discover parallel and concurrent programming. Filled to the brim with real-life use cases and scenarios, you'll go beyond the Rust syntax and see what Rust has to offer in real-world use cases. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Rust is the perfect language for systems programming. It delivers the low-level power of C along with rock-solid safety features that let you*

*code fearlessly. Ideal for applications requiring concurrency, Rust programs are compact, readable, and blazingly fast. Best of all, Rust's famously smart compiler helps you avoid even subtle coding errors. About the book Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. You'll explore Rust implementations for file manipulation, networking, and kernel-level programming and discover awesome techniques for parallelism and concurrency. Along the way, you'll master Rust's unique borrow checker model for memory management without a garbage collector. What's inside Elementary to advanced Rust programming Practical examples from systems programming Command-line, graphical and networked applications About the reader For intermediate programmers. No previous experience with Rust required. About the author Tim McNamara uses Rust to build data processing pipelines and generative art. He is an expert in natural language processing and data engineering. Table of Contents 1 Introducing Rust PART 1 RUST LANGUAGE DISTINCTIVES 2 Language foundations 3 Compound data types 4 Lifetimes, ownership, and borrowing PART 2 DEMYSTIFYING SYSTEMS PROGRAMMING 5 Data in depth 6 Memory 7 Files and storage 8 Networking 9 Time and timekeeping 10 Processes, threads, and containers 11 Kernel 12 Signals, interrupts, and exceptions Summary Go Web Programming teaches you how to build scalable, high-performance web applications in Go using modern design principles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing microservices or building scalable, maintainable systems. About the Book Go Web Programming teaches you how to build web*

*applications in Go using modern design principles. You'll learn how to implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside Basics Testing and benchmarking Using concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents*

**PART 1 GO AND WEB APPLICATIONS** *Go and web applications Go ChitChat*

**PART 2 BASIC WEB APPLICATIONS** *Handling requests Processing requests Displaying content Storing data*

**PART 3 BEING REAL** *Go web services Testing your application Leveraging Go concurrency Deploying Go*

*Unlike traditional information systems which work by issuing requests and waiting for responses, event-driven systems are designed to process events as they occur, allowing the system to observe, react dynamically, and issue personalized data depending on the recipient and situation. Event Processing in Action introduces the major concepts of event-driven architectures and shows how to use, design, and build event processing systems and applications. Written for working software architects and developers, the book looks at practical examples and provides an in-depth explanation of their architecture and implementation. Since patterns connect the events that occur in any system, the book also presents common event-driven patterns and explains how to detect and implement them. Throughout the book, readers follow a comprehensive use case that incorporates all event processing programming styles in practice today. Purchase of the print book*

*comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.*

*Tools and Techniques for Developers*

*A Casebook for Aspiring Educational Leaders*

*We Go Into Action Today at Noon ...*

*How To Code in Go*

*Flutter in Action*

*Collective Intelligence in Action*

"Atwood's Law" is driven by the idea that all applications will ultimately wind up on the web and therefore must be written in JavaScript. WebAssembly may be your way out! With WebAssembly, you can write in nearly any modern language and run your code in the browser through a memory-safe, sandboxed execution environment that can be embedded in a web browser and other platforms. Getting set up and moving with WebAssembly requires you to modify your web dev process; WebAssembly in Action will get you started quickly and guide you through real-world examples and detailed diagrams that help you create, run, and debug WebAssembly modules. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

The Go Programming Language is the

authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and

interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of

applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the `go get` command.

A valuable programming reference provides a complete introduction to the Go programming language, covering all of Go's clean and easy to understand syntax and its built-in arrays, maps, slices and Unicode strings. Original. Summary Gnuplot in Action, Second Edition is a major revision of this popular and authoritative guide for developers, engineers, and scientists who want to learn and use gnuplot effectively. Fully updated for gnuplot version 5, the book includes four pages of color illustrations and four bonus appendixes available in the eBook. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Gnuplot is an open-source graphics program that helps you analyze, interpret, and present

numerical data. Available for Unix, Mac, and Windows, it is well-maintained, mature, and totally free. About the Book Gnuplot in Action, Second Edition is a major revision of this authoritative guide for developers, engineers, and scientists. The book starts with a tutorial introduction, followed by a systematic overview of gnuplot's core features and full coverage of gnuplot's advanced capabilities. Experienced readers will appreciate the discussion of gnuplot 5's features, including new plot types, improved text and color handling, and support for interactive, web-based display formats. The book concludes with chapters on graphical effects and general techniques for understanding data with graphs. It includes four pages of color illustrations. 3D graphics, false-color plots, heatmaps, and multivariate visualizations are covered in chapter-length appendixes available in the eBook. What's Inside Creating different types of graphs in detail Animations, scripting, batch operations Extensive discussion of terminals Updated to cover gnuplot

version 5 About the Reader No prior experience with gnuplot is required. This book concentrates on practical applications of gnuplot relevant to users of all levels. About the Author Philipp K. Janert, PhD, is a programmer and scientist. He is the author of several books on data analysis and applied math and has been a gnuplot power user and developer for over 20 years.

Table of Contents

PART 1 GETTING STARTED

Prelude: understanding data with gnuplot

Tutorial: essential gnuplot

The heart of the matter: the plot command

PART 2 CREATING GRAPHS

Managing data sets and files

Practical matters: strings, loops, and history

A catalog of styles

Decorations: labels, arrows, and explanations

All about axes

PART 3 MASTERING TECHNICALITIES

Color, style, and appearance

Terminals and output formats

Automation, scripting, and animation

Beyond the defaults: workflow and styles

PART 4 UNDERSTANDING DATA

Basic techniques of graphical analysis

Topics in graphical analysis

Coda: understanding data with graphs

Ultimate Go Notebook

## **The Go Programming Language**

### **Understanding data with graphs**

### **Communities in Action**

### **WebAssembly in Action**

### **Principles, Use Cases and Outlook**

Educational Leadership in Action provides 24 complex, real-life, accessible cases to provoke and stimulate conversation around practical problems that confront educational leaders today. Written by a diverse group of educators, these cases cover a wide range of topics, including: teacher evaluations, educational reforms, contract negotiations, school safety, cultural differences, undocumented students, and social media. To foster additional meaningful discussion and debate, this resource includes responses to each of the cases, written by a range of experts. The organization and unique approach of Educational Leadership in Action allows for flexible use in courses for aspiring leaders to supplement core readings, reinforce central concepts, exemplify theory, and provide grounded examples to encourage learning. This essential compendium of cases and responses prepares future leaders to frame problems, identify solutions, and develop strategies to meet the multiple challenges and competing demands in rapidly changing education contexts.

Go in Action Simon and Schuster

Many of the normal concerns faced by application developers are amplified by the challenges of web-scale concurrency, real-time performance expectations, multi-core support, and efficiently consuming services without constantly managing I/O blocks. Although it's possible to solve most of these issues with existing languages and frameworks, Go is designed to handle them right out of the box, making for a more natural and productive coding experience. Developed at Google for its own internal use, Go now powers dozens of

nimble startups, along with name brands like Canonical, Heroku, SoundCloud, and Mozilla, who rely on highly performant services for their infrastructure. Go in Action introduces the unique features and concepts of the Go language, guiding readers from inquisitive developers to Go gurus. It provides hands-on experience with writing real-world applications including web sites and network servers, as well as techniques to manipulate and convert data at incredibly high speeds. It also goes in-depth with the language and explains the tricks and secrets that the Go masters are using to make their applications perform. For example, it looks at Go's powerful reflection libraries and uses real-world examples of integration with C code. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with

other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking

Go in Practice

A Thorough Introduction to the Go Programming Language

How to Lead Beyond the Ego

Pathways to Health Equity

Web Components in Action

Process Mining in Action

Talk in Action examines the language, identity, and interaction of social institutions, introducing students to the research methodology of Conversation Analysis. Features a unique focus on real-world applications of CA by examining four institutional domains: calls to emergency numbers, doctor-patient interaction, courtroom trials, and mass communication, Provides a theoretical and methodological overview of the roots of CA, reviewing the main developments and findings of research on talk and social

institutions conducted over the past 25 years Showcases the significance of this subject to everyday events, making it ideal for students coming to the field for the first time  
Written by two leading figures in the field of Conversation Analysis

Ready, set, program with Go! Now is the perfect time to learn the Go Programming Language. It ' s one of the most in-demand languages among tech recruiters and developers love its simplicity and power. Go Programming Language For Dummies is an easy way to add this top job skill to your toolkit. Written for novice and experienced coders alike, this book traverses basic syntax, writing functions, organizing data, building packages, and interfacing with APIs. Go—or GoLang, as it ' s also known—has proven to be a strong choice for developers creating applications for the cloud-based world we live in. This book will put you on the path to using the language that ' s created some of today ' s leading web applications, so you can steer your career where you want to Go! Learn how Go works and start writing programs and modules Install and implement the most powerful third-party Go packages Use Go in conjunction with web services and MySQL databases Keep your codebase organized and use Go to structure data With this book, you can join the growing numbers of developers using Go to create 21st century solutions. Step inside to take start writing code that puts data in users ' hands.

What will you learn from this book? Go makes it easy to build software that ' s simple, reliable, and efficient. Andthis book makes it easy for programmers like you to get started. Googledesigned Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With thispractical hands-on guide, you ' ll learn how to write Go code using clearexamples that demonstrate the language in action.

Best of all, you ' ll understand the conventions and techniques that employers want entry-level Godevelopers to know. Why does this book look so different? Based on the latest research in cognitive science and learning theory, HeadFirst Go uses a visually rich format to engage your mind rather than a textheavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Kubernetes in Action

First-Hand Accounts from Ireland's Revolutionary Years, 1913-22