Lauren Ipsum Ebook Carlos Bueno

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Grace Hopper HarperCollins

As a web developer, you may not want to spend time making your web app secure, but it definitely comes with the territory. This practical guide provides you with the latest information on how to thwart security threats at several levels, including new areas such as microservices. You'll learn how to help protect your app no matter where it runs, from the latest smartphone to an older desktop, and everything in between. Author John Paul Mueller delivers specific advice as well as several security programming examples for developers with a good knowledge of CSS3, HTML5, and JavaScript. In five separate sections, this book shows you how to protect against viruses, DDoS attacks, security breaches, and other nasty intrusions. Create a security plan for your organization that takes the latest devices and user needs into account Develop secure interfaces, and safely incorporate third-party code from libraries, APIs, and microservices Use sandboxing techniques, in-house and third-party testing techniques, and learn to think like a hacker Implement a maintenance cycle by determining when and how to update your application software Learn techniques for efficiently tracking security threats as well as training requirements that your organization can use

The Experimental Fire Basic Books

In his bestselling work of "comic sociology," David Brooks coins a new word, Bobo, to describe today's upper class—those who have wed the bourgeois world of capitalist enterprise to the hippie values of the bohemian counterculture. Their hybrid lifestyle is the atmosphere we breathe, and in this witty and serious look at the cultural consequences of the information age, Brooks has defined a new generation. Do you believe that spending $15,000 on a media center is vulgar, but that spending $15,000 on a slate shower stall is a sign that you are at one with the Zenlike rhythms of nature? Do you work for one of those visionary software companies where people come to work wearing hiking boots and glacier glasses, as if a wall of ice were about to come sliding through the parking lot? If so, you might be a Bobo.

PHP Advanced and Object-Oriented Programming University of Chicago Press

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Readers can take their PHP skills to the next level with this fully
revised and updated PHP Advanced: Visual QuickPro Guide, Third
Edition! Filled with fourteen chapters of step-by-step content and
written by bestselling author and PHP programmer Larry Ullman, this
guide teaches specific topics in direct, focused segments, shows how
PHP is used in real-world applications. The book teaches developing
web applications using advanced PHP techniques and advanced database
concepts, and this edition offers several chapters devoted to object-
oriented programming and all-new chapters on debugging, testing, and
performance and using the Zend framework. Author hosts a popular
companion website at www.larryullman.com, where readers can freely
download code used in the book, access a user forum and book updates,
and get advice directly from the author.
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Lauren Ipsum No Starch Press

The Washington Post's Pulitzer Prize-winning book critic uses the books of the Trump era to argue that our response to this presidency reflects the same failures of imagination that made it possible. As a book critic for The Washington Post, Carlos Lozada has read some 150 volumes claiming to diagnose why Trump was elected and what his presidency reveals about our nation. Many of these, he's found, are more defensive than incisive, more righteous than right. In What Were We Thinking, Lozada uses these books to tell the story of how we understand ourselves in the Trump era, using as his main characters the political ideas and debates at play in America today. He dissects works on the white working class like Hillbilly Elegy; manifestos from the anti-Trump resistance like On Tyranny and No Is Not Enough; books on race, gender, and identity like How to Be an Antiracist and Good and Mad; polemics on the future of the conservative movement like The Corrosion of Conservatism; and of course plenty of books about Trump himself. Lozada's argument is provocative: that many of these books—whether written by liberals or conservatives, activists or academics, Trump's true believers or his harshest critics—are vulnerable to the same blind spots, resentments, and failures that gave us his presidency. But Lozada also highlights the books that succeed in illuminating how America is changing in the 21st century. What Were We Thinking is an intellectual history of the Trump era in real time, helping us transcend the battles of the moment and see ourselves for who we really are.

Machine Learning for Kids Novatec Editora

A Companion to Linguistic Anthropology provides a series of in-depth explorations of key concepts and approaches by some of the scholars whose work constitutes the theoretical and methodological foundations of the contemporary study of language as culture. Provides a definitive overview of the field of linguistic anthropology, comprised of original contributions by leading scholars in the field Summarizes past and contemporary research across the field and is intended to spur students and scholars to pursue new paths in the coming decades Includes a comprehensive bibliography of over 2000 entries designed as a resource for anyone seeking a guide to the literature of linguistic anthropology

Hello Ruby: Journey Inside the Computer Walter de Gruyter GmbH & Co KG

JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: –Create functions to organize and reuse your code –Write and modify HTML to create dynamic web pages –Use the DOM and jQuery to make your web pages react to user input –Use the Canvas element to draw and animate graphics –Program real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)

Dictionary of Foreign Quotations Walter de Gruyter GmbH & Co KG

A richly illustrated history of a single atom of carbon, tracing its many manifestations from the Big Bang to the present. Carbon: One Atom's Odyssey is an illustrated adaptation of 'Carbon,' a short story from Italian chemist, writer, and Auschwitz survivor Primo Levi. It traces the life story and many molecular manifestations of a single atom of this life-essential element. You'll follow one atom from its spectacular birth 14 billion years ago through its harrowing journey on planet earth where it has become a basic building block of nearly 10 million known compounds in living things. You'll learn that carbon: Is breathed in by the Peregrine Falcon Helps trees grow strong and tall Lets a moth's eye make sense of light Is found in your pencil as well as in your liver And even helps convert grapes into wine In this wondrous graphic journey, clever narrative and detailed art help bring to life the natural world and teach you a thing or two about how it was created. For anyone with a general interest in chemistry, physics, and the science of the universe, this beautiful book will both educate and inspire. If you're ready for a STEAM adventure, then let the journey begin!

Best Practices of Spell Design Göttingen University Press

This book features a discussion on the modernisation of law and legal change, focusing on the key concepts of innovation" and "transition". These concepts both appear to be relevant and poorly defined in contemporary legal science. A critical reflection on the heuristic value of these categories seems appropriate, particularly considering their dyadic value. While innovation is increasingly appearing in the present day as being the category in which one looks at the modernisation of law, the concept of transition also seems to be the privileged place of occurrence for such dynamics. This group of Italian and Brazilian scholars contributing to this volume intends to investigate such problems through an interdisciplinary prism. It includes points of view both internal to legal studies - such as the history of law, theory of law, constitutional law, private law and commercial law - and external, such as political philosophy and history of justice and political institutions.

Lauren Ipsum No Starch Press

Magicians, necromancers and astrologers are assiduous characters in the European golden age theatre. This book deals with dramatic characters who act as physiognomists or palm readers in the fictional world and analyses the fictionalisation of physiognomic lore as a practice of divination in early modern Romance theatre from Pietro Aretino and Giordano Bruno to Lope de Vega, Calderón de la Barca and Thomas Corneille.

The Pattern On The Stone Union Square & Co.

A hands-on introduction to computer science concepts for non-technical readers. Activities include word searches, mazes, "Find the Bug!" hunts, matching games, "Color by Boolean" (a twist on the classic Paint by Numbers), and more. The Computer Science Activity Book is the perfect companion for curious youngsters -- or grown-ups who think they'll never understand some of the basics of how computers work. Work through this brief, coloring book-like collection of fun and innovative hands-on exercises and learn some basic programming concepts and computer terminology that form the foundation of a STEM education. You'll learn a bit about historical figures like Charles Babbage, Ada Lovelace, Grace Hopper, and Alan Turing; how computers store data and run programs; and how the parts of a computer work together (like the hard drive, RAM, and CPU). Draw a garden of flowers using loops, create creatures with conditional statements, and just have a bit of fun.

Innovation and Transition in Law: Experiences and Theoretical Settings Macmillan

Teach Your Kids to Code is a parent's and teacher's guide to teaching kids basic programming and problem solving using Python, the powerful language used in college courses and by tech companies like Google and IBM. Step-by-step explanations will have kids learning computational thinking right away, while visual and game-oriented examples hold their attention. Friendly introductions to fundamental programming concepts such as variables, loops, and functions will help even the youngest programmers build the skills they need to make their own cool games and applications. Whether you've been coding for years or have never programmed anything at all, Teach Your Kids to Code will help you show your young programmer how to: –Explore geometry by drawing colorful shapes with Turtle graphics –Write programs to encode and decode messages, play Rock-Paper-Scissors, and calculate how tall someone is in Ping-Pong balls –Create fun, playable games like War, Yahtzee, and Pong –Add interactivity, animation, and sound to their apps Teach Your Kids to Code is the perfect companion to any introductory programming class or after-school meet-up, or simply your educational efforts at home. Spend some fun, productive afternoons at the computer with your kids—you can all learn something!

The Computer Science Activity Book Simon and Schuster

Reveals how companies like GE and Burberry have broken the corporate mould, and introduces us to entrepreneurs like Leila Velez, who started a multi-million hair-care company from her kitchen sink in Rio.

What Were We Thinking Portfolio

Hello Ruby is the world's most whimsical way to learn about computers, programming and technology. Includes activities for all future coders.

Iberian and slavonic cultures Jones & Bartlett Publishers

Lauren Ipsum é uma jornada fantástica através de uma terra onde a lógica e a ciência da computação ganham vida. Conheça Lauren, uma aventureira perdida em Usuariolândia, que precisa resolver uma série de quebra-cabeças para encontrar o caminho para casa. À medida que visita lugares como o Café Inserção & Remoção e faz amizade com pessoas como Hugo Rústico e o Caixeiro-Viajante, Lauren aprende ciência da computação sem sequer se dar conta de que está aprendendo – e você também! Leia Lauren Ipsum sozinho ou com alguém menor que você, e então pule para as notas no final do livro para aprender mais sobre lógica e ciência da computação no mundo real.

Charting the Future of Translation History Walter de Gruyter GmbH & Co KG

Most people are baffled by how computers work and assume that they will never understand them. What they don't realize -- and what Daniel Hillis's short book brilliantly demonstrates -- is that computers' seemingly complex operations can be broken down into a few simple parts that perform the same simple procedures over and over again. Computer wizard Hillis offers an easy-to-follow explanation of how data is processed that makes the operations of a computer seem as straightforward as those of a bicycle. Avoiding technobabble or discussions of advanced hardware, the lucid explanations and colorful anecdotes in The Pattern on the Stone go straight to the heart of what computers really do. Hillis proceeds from an outline of basic logic to clear descriptions of programming languages, algorithms, and memory. He then takes readers in simple steps up to the most exciting developments in computing today -- quantum computing, parallel computing, neural networks, and self-organizing systems. Written clearly and succinctly by one of the world's leading computer scientists, The Pattern on the Stone is an indispensable guide to understanding the workings of that most ubiquitous and important of machines: the computer.

Plato in the Third Sophistic No Starch Press

The Hellenica Oxyrhynchia, substantial fragments of history by an anonymous 4th century writer, cover the years 410 BC and 396 BC a period which is at the heart of most students' study of Greek history.

Divination on stage Feiwel & Friends

A hands-on, application-based introduction to machine learning and artificial intelligence (AI) that guides young readers through creating compelling AI-powered games and applications using the Scratch programming language. Machine learning (also known as ML) is one of the building blocks of AI, or artificial intelligence. AI is based on the idea that computers can learn on their own, with your help. Machine Learning for Kids will introduce you to machine learning, painlessly. With this book and its free, Scratch-based, award-winning companion website, you'll see how easy it is to add machine learning to your own projects. You don't even need to know how to code! As you work through the book you'll discover how machine learning systems can be taught to recognize text, images, numbers, and sounds, and how to train your models to improve their accuracy. You'll turn your models into fun computer games and apps, and see what happens when they get confused by bad data. You'll build 13 projects step-by-step from the ground up, including: • Rock, Paper, Scissors game that recognizes your hand shapes • An app that recommends movies based on other movies that you like • A computer character that reacts to insults and compliments • An interactive virtual assistant (like Siri or Alexa) that obeys commands • An AI version of Pac-Man, with a smart character that knows how to avoid ghosts NOTE: This book includes a Scratch tutorial for beginners, and step-by-step instructions for every project. Ages 12+

Fictionalizing heterodoxy Simon & Schuster

This easy-to-follow introduction to computer science reveals how familiar stories like Hansel and Gretel, Sherlock Holmes, and Harry Potter illustrate the concepts and everyday relevance of computing. Picture a computer scientist, staring at a screen and clicking away frantically on a keyboard, hacking into a system, or perhaps developing an app. Now delete that picture. In Once Upon an Algorithm, Martin Erwig explains computation as something that takes place beyond electronic computers, and computer science as the study of systematic problem solving. Erwig points out that many daily activities involve problem solving. Getting up in the morning, for example: You get up, take a shower, get dressed, eat breakfast. This simple daily routine solves a recurring problem through a series of well-defined steps. In computer science, such a routine is called an algorithm. Erwig illustrates a series of concepts in computing with examples from daily life and familiar stories. Hansel and Gretel, for example, execute an algorithm to get home from the forest. The movie Groundhog Day illustrates the problem of unsolvability; Sherlock Holmes manipulates data structures when solving a crime; the magic in Harry Potter's world is understood through types and abstraction; and Indiana Jones demonstrates the complexity of searching. Along the way, Erwig also discusses representations and different ways to organize data; "intractable" problems; language, syntax, and ambiguity; control structures, loops, and the halting problem; different forms of recursion; and rules for finding errors in algorithms. This engaging book explains computation accessibly and shows its relevance to daily life. Something to think about next time we execute the algorithm of getting up in the morning.

The Enchanted Forest Chronicles John Wiley & Sons

No matter how visually appealing or content-packed a Web site may be, if it's not adaptable to a variety of situations and reaching the widest possible audience, it isn't really succeeding. In Bulletproof Web Desing, author and Web designer extraordinaire, Dan Cederholm outlines standards-based strategies for building designs that provide flexibility, readability, and user control--key components of every sucessful site. Each chapter starts out with an example of an unbulletproof site one that employs a traditional HTML-based approach which Dan then deconstructs, pointing out its limitations. He then gives the site a make-over using XHTML and Cascading Style Sheets (CSS), so you can see how to replace bloated code with lean markup and CSS for fast-loading sites that are accessible to all users. Finally, he covers several popular fluid and elastic-width layout techniques and pieces together all of the page components discussed in prior chapters into a single-page template.

The Art of Insight John Wiley & Sons

From the computer science nonprofit Girls Who Code comes this lively and funny story introducing kids to computer coding concepts. All summer, Pearl has been trying to build the perfect sandcastle, but out-of-control Frisbees and mischievous puppies keep getting in the way! Pearl and her robot friend Pascal have one last chance, and this time, they're going to use code to get the job done. Using fundamental computer coding concepts like sequences and loops, Pearl and Pascal are able to break down their sandcastle problem into small, manageable steps. If they can create working code, this could turn out to be the best beach day ever! With renowned computer science nonprofit Girls Who Code, Josh Funk and Sara Palacios use humor, relatable situations, and bright artwork to introduce kids to the fun of coding.