Lauren Ipsum Ebook Carlos Bueno

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Writing Beyond Pen and Parchment No Starch Press

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.

Lauren Ipsum University of Ottawa Press

The Jesuit Juan de Mariana (1535-1624) is one of the most misunderstood authors in the history of political thought. His treatise De rege et regis institutione libri tres (1599) is dedicated to Philip III of Spain. It was to present the principles of statecraft by which the young king was to abide. Yet soon after its publication, Catholic and Calvinist politiques in France started branding Mariana a regicide. De rege was said to empower the private individual to kill a legitimate king. Its 'pernicious doctrines' were blamed for the murder of Henry IV in 1610, and it was burned at the order of the parlement of Paris. Modern historians have tended to build on this interpretation and consider De rege a stepping stone towards modern pluralist and democratic thought. Nothing could be further from the truth. The notion of Mariana as an uncompromising theorist of resistance is in fact based on the distorted reading of a few select sentences from the first book of the treatise. This study offers a radical departure from the old view of Mariana as an early modern constitutionalist thinker and advocate of regicide. Thorough analysis of the text as a whole reveals him to be a shrewd and creative operator of political language as well as a champion of the church and bishops of Castile. The argument as a whole is informed by a Catholic-Augustinian view of human nature. Mariana's bleak, at times downright cynical view of man imparts focus and coherence to a text that challenges well established terminological boundaries and political discourses. In the first instance, his deeply pessimistic appraisal of human virtue justifies his disregard of positive law. He is thus able to mould diverse elements extracted from Roman and canon law, scholastic theology and humanist literature into a deliberately equivocal discourse of reason of state. Finally, this secular interpretation of the world of politics is cleverly yoked to a thoroughly clerical agenda of reform. In fact, reason of state is made to propagate an episcopal monarchy. De rege is exceptional in that it strings together a curious scholastic theory of the origins of society, a conservative ideology of absolute monarchy and a breathtakingly radical vision of theocratic renewal of Spanish government and society. Juan de Mariana and Early Modern Political Thought elucidates the differentiated nature of political debate in Habsburg Spain. It confirms the complexity of Spanish political life in the later sixteenth and early seventeenth century. Complementing recent work on Catholic political thought, the European reception of Machiavelli, and Spanish Habsburg government, this study offers a more complete and holistic picture of early modern Spanish political culture.

Innovation and Transition in Law: Experiences and Theoretical Settings Penguin

"This concise guide helps busy IT professionals get up and running quickly with this popular data interchange format, and provides a deep understanding of how JSON works ... begins with an overview of JSON syntax, data types, formatting, and security concerns before exploring the many ways you can apply JSON today. From Web APIs and server-side language libraries to NoSQL databases and client-side frameworks, JSON has emerged as a viable alternative to XML for exchanging data between different platforms. If you have some programming experience and understand HTML and JavaScript, this is your book"--Publisher's description.

Juan de Mariana and Early Modern Spanish Political Thought Portfolio

Python is a powerful programming language that’s easy to learn and fun to play with. But once you’ve gotten a handle on the basics, what do you do next? Python Playground is a collection of imaginative programming projects that will inspire you to use Python to make art and music, build simulations of real-world phenomena, and interact with hardware like the Arduino and Raspberry Pi. You’ll learn to use common Python tools and libraries like numpy, matplotlib, and pygame to do things like: –Generate Spirograph-like patterns using parametric equations and the turtle module –Create music on your computer by simulating frequency overtones –Translate graphical images into ASCII art –Write an autostereogram program that produces 3D images hidden beneath random patterns –Make realistic animations with OpenGL shaders by exploring particle systems, transparency, and billboarding techniques –Construct 3D visualizations using data from CT and MRI scans –Build a laser show that responds to music by hooking up your computer to an Arduino Programming shouldn’t be a chore. Have some solid, geeky fun with Python Playground. The projects in this book are compatible with both Python 2 and 3.

Le Ton Beau De Marot Ashgate Publishing, Ltd.

The Ruby programming language is perfect for beginners: easy to learn, powerful, and fun to use! But wouldn't it be more fun if you were learning with the help of some wizards and dragons? Ruby Wizardry is a playful, illustrated tale that will teach you how to program in Ruby by taking you on a fantastical journey. As you follow the adventures of young heroes Ruben and Scarlet, you’ll learn real

programming skills, like how to: –Use fundamental concepts like variables, symbols, arrays, and strings –Work with Ruby hashes to create a programmable breakfast menu –Control program flow with loops and conditionals to help the Royal Plumber –Test your wild and crazy ideas in IRB and save your programs as scripts –Create a class of mini-wizards, each with their own superpower! –Organize and reuse your code with methods and lists –Write your own amazing interactive stories using Ruby Along the way, you'll meet colorful characters from around the kingdom, like the hacker Queen, the Off-White Knight, and Wherefore the minstrel. Ruby Wizardry will have you (or your little wizard) hooked on programming in no time. For ages 10+ (and their parents!)

Grace Hopper "O'Reilly Media, Inc."

Lost in an art—the art of translation. Thus, in an elegant anagram (translation = lost in an art), Pulitzer Prize-winning author and pioneering cognitive scientist Douglas Hofstadter hints at what led him to pen a deep personal homage to the witty sixteenth-century French poet Clément Marot."Le ton beau de Marot" literally means "The sweet tone of Marot", but to a French ear it suggests "Le tombeau de Marot"—that is, "The tomb of Marot". That double entendre foreshadows the linguistic exuberance of this book, which was sparked a decade ago when Hofstadter, under the spell of an exquisite French miniature by Marot, got hooked on the challenge of recreating both its sweet message and its tight rhymes in English—jumping through two tough hoops at once.In the next few years, he not only did many of his own translations of Marot's poem, but also enlisted friends, students, colleagues, family, noted poets, and translators—even three state-of-the-art translation programs!—to try their hand at this subtle challenge.The rich harvest is represented here by 88 wildly diverse variations on Marot's little theme. Yet this barely scratches the surface of Le Ton beau de Marot, for small groups of these poems alternate with chapters that run all over the map of language and thought.Not merely a set of translations of one poem, Le Ton beau de Marot is an autobiographical essay, a love letter to the French language, a series of musings on life, loss, and death, a sweet bouquet of stirring poetry—but most of all, it celebrates the limitless creativity fired by a passion for the music of words.Dozens of literary themes and creations are woven into the picture, including Pushkin's Eugene Onegin, Dante's Inferno, Salinger's Catcher in the Rye, Villon's Ballades, Nabokov's essays, Georges Perec's La Disparition, Vikram Seth's Golden Gate, Horace's odes, and more.Rife with stunning form-content interplay, crammed with creative linguistic experiments yet always crystal-clear, this book is meant not only for lovers of literature, but also for people who wish to be brought into contact with current ideas about how creativity works, and who wish to see how today's computational models of language and thought stack up next to the human mind.Le Ton beau de Marot is a sparkling, personal, and poetic exploration aimed at both the literary and the scientific world, and is sure to provoke great excitement and heated controversy among poets and translators, critics and writers, and those involved in the study of creativity and its elusive wellsprings.

Crazy Is a Compliment Göttingen University Press

What if William Shakespeare were asked to generate the Fibonacci series or Jane Austen had to write a factorial program? In If Hemingway Wrote JavaScript, author Angus Croll imagines short JavaScript programs as written by famous wordsmiths. The result is a peculiar and charming combination of prose, poetry, and programming. The best authors are those who obsess about language—and the same goes for JavaScript developers. To master either craft, you must experiment with language to develop your own style, your own idioms, and your own expressions. To that end, If Hemingway Wrote JavaScript playfully bridges the worlds of programming and literature for the literary geek in all of us. Featuring original artwork by Miran Lipova?a.

Running Lean No Starch Press

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!

Iberian and slavonic cultures BRILL

"Introduces principles of computational thinking, illustrating high-level computer science concepts, the motivation behind them, and their application in a non-computer fairy tale domain."--Amazon.com.

Lauren Ipsum Basic Books

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.

Reassembling the Republic of Letters in the Digital Age "O'Reilly Media, Inc."

Between 1500 and 1800, the rapid evolution of postal communication allowed ordinary men and women to scatter letters across Europe like never before. This exchange helped knit together what contemporaries called the 'respublica litteraria', a knowledge-based civil society, crucial to that era's intellectual breakthroughs, formative of many modern values and institutions, and a potential cornerstone of a transnational level of European identity. Ironically, the exchange of letters which created this community also dispersed the documentation required to study it, posing enormous difficulties for historians of the subject ever since. To reassemble that scattered material and chart the history of that imagined community, we need a revolution in digital communications. Between 2014 and 2018, an EU networking grant assembled an interdisciplinary community of over 200 experts from 33 different countries and many different fields for four years of structured discussion. The aim was to envisage transnational digital infrastructure for facilitating the radically multilateral collaboration needed to reassemble this scattered documentation and to support a new generation of scholarly work and public dissemination. The framework emerging from those discussions – potentially applicable also to other forms of intellectual, cultural and economic exchange in other periods and regions – is documented in this book.

The Enchanted Forest Chronicles Dykinson

Offers a systematic approach to product/market fit, discussing customer involvment, optimal time to obtain funding, and when to change the plan.

JavaScript for Kids 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.

Dictionary of Foreign Quotations Walter de Gruyter GmbH & Co KG

In The LEGO Neighborhood Book, you'll create buildings with real-world details like cornices and facades, and try your hand at interior design by filling your buildings with furniture and light fixtures. Then add the finishing touches to your models with plants, traffic lights, scaffolding, and park benches. Snap together a few houses, shops, and apartment buildings to create your own neighborhood! Inside you'll find: –Complete, step-by-step instructions for four multistory buildings –Dozens of inspiring ideas to use in your own models –Mini builds for a recliner, old-time lamp post, traffic light, and more –A gallery of the authors' designs For ages 10+

Twelve Years a Slave Basic Books

"The Best Practices of Spell Design introduces practical aspects of software development that are often learned through painful experience. Through Marcus and Shelly's quest, the story encourages readers to think about how to write readable, well-tested and maintainable programs."--Page 4 of cover

Teach Your Kids to Code No Starch Press

Plato in the Third Sophistic examines the influence and impact of Plato and Platonism in the era of Byzantine and Christian rhetoric. The volume brings together articles from leading scholars of late antique philosophy and literature. Their examinations show that Plato is the single most important and influential literary figure used to frame the literature of this time.

Secrets of Pinar's Game (2 vols) Jones & Bartlett Publishers

This is a children's book biography of Grace Hopper, who played a prominent role in the early days of computers.--

Best Practices of Spell Design Jeremy Kubica

The information overload produced by the printing press and the new forms of the structuring of knowledge are echoed in fictional works. The essays assembled in this book study the textualization of problematic forms of knowledge in medieval and early modern Spanish literature. Literary Works like the Libro buen amor, La Lozana Andaluza, or the Guzmán de Alfarache are read against the backdrop of scientific developments of their times.

Computer Science Illuminated Novatec Editora

Lauren Ipsum is a whimsical journey through a land where logic and computer science come to life. Meet Lauren, an adventurer lost in Userland who needs to find her way home by solving a series of puzzles. As she visits places like the Push & Pop Café and makes friends with people like Hugh Rustic and the Wandering Salesman, Lauren learns about computer science without even realizing it—and so do you! Read Lauren Ipsum yourself or with someone littler than you, then flip to the notes at the back of the book to learn more about logic and computer science in the real world. Suggested for ages 10+

The Pattern On The Stone Macmillan

What exactly is a computer? How does it work? What is it made of? Learn all this and more with Ruby! In Ruby's world anything is possible if you put your mind to it—even fixing her father's broken computer! Join Ruby and her new friend, Mouse, on an imaginative journey through the insides of a computer in search of the missing Cursor. From bits and logic gates to computer hardware, in Journey Inside the Computer, Ruby (and her readers!) will learn the basic elements of the machines that power our world. Then future kid coders can put their knowledge and imaginations to work with fun activities. Praise for Linda Liukas and the Hello Ruby series: "[Linda Liukas] wants kids to understand and embrace basic computer logic, so that they later formulate code in the same effortless and creative way they build structures with LEGO." —The Wall Street Journal "Hello Ruby by Linda Liukas is half picture book and half activity book rolled into one adorable package. What I love about it is that it introduces programming without requiring a computer at all." —GeekMom.com