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# Lawrenceville Press Guide Programming Java

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the Internet  
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"The official **Globalism,**  
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writers and William English  
editors of Summary The  
the world's Well-Grounded  
most Rubyist, Third  
authoritativ Edition is a  
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with your first Ruby program and takes you all the way to sophisticated topics like reflection, threading, and recursion. Ruby masters David A. Black and Joe Leo distill their years of knowledge for you, concentrating on the language and its uses so you can use Ruby in any way you choose. Updated for Ruby 2.5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the

Technology Designed for developer productivity, Ruby is an easy-to-learn dynamic language perfect for creating virtually any kind of software. Its famously friendly development community, countless libraries, and amazing tools, like the Rails framework, have established it as the language of choice for high-profile companies, including GitHub, SlideShare, and Shopify. The future is bright for the well-grounded Rubyist! About the Book In The Well-Grounded Rubyist,

Third Edition, expert authors David A. Black and Joseph Leo deliver Ruby mastery in an easy-to-read, casual style. You'll lock in core principles as you write your first Ruby programs. Then, you'll progressively build up to topics like reflection, threading, and recursion, cementing your knowledge with high-value exercises to practice your skills along the way. What's Inside Basic Ruby syntax Running Ruby extensions FP

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concepts like currying, side-effect-free code, and recursion  
Ruby 2.5 updates  
About the Reader  
For readers with beginner-level programming skills. About the Authors David A. Black is an internationally known Ruby developer and author, and a cofounder of Ruby Central. Ruby teacher and advocate Joseph Leo III is the founder of Def Method and lead organizer of the Gotham Ruby Conference. Table of Contents PART 1 RUBY

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Bootstrapping your Ruby literacy  
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PART 2 BUILT-IN CLASSES AND MODULES  
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*American Book Publishing Record Cumulative 1998*  
Apress  
A Guide to Programming in Java assumes little or no previous programming experience, making it ideal for an introductory programming course. It also includes complete coverage of the

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Advanced Placement Computer Science A topics. A Guide to Programming in Java emphasizes good problem-solving and programming skills in a clear, easy-to-understand format. Object-oriented programming is taught from the very start of the text. Throughout the text are many demonstration programs complete with runs that show program outputs. Numerous review problems, critical-thinking questions, and exercises with a wide range of difficulty are provided in each chapter. Topics covered in A Guide to Programming in Java include: Hardware and

software, networking, and social and ethical issues; Applets and Web programming; Algorithms, pseudocode, and exception handling; Control structures; Strings, arrays, and generics; Classes and interfaces; GUI programming; Data structures, searching, and sorting. - Publisher. Microsoft Word 2016 in 90 Pages Manning Publications Fractals are characterized by the repetition of similar patterns at ever-diminishing scales. Fractal geometry has emerged as one of the most exciting frontiers on the border between mathematics and information technology and can be seen in many of

the swirling patterns produced by computer graphics. It has become a new tool for modeling in biology, geology, and other natural sciences. Anthropologists have observed that the patterns produced in different cultures can be characterized by specific design themes. In Europe and America, we often see cities laid out in a grid pattern of straight streets and right-angle corners. In contrast, traditional African settlements tend to use fractal structures-circles of circles of circular dwellings, rectangular walls enclosing ever-smaller rectangles, and streets in which broad avenues branch down to tiny footpaths with striking geometric repetition. These indigenous fractals are

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not limited to architecture; their recursive patterns echo throughout many disparate African designs and knowledge systems. Drawing on interviews with African designers, artists, and scientists, Ron Eglash investigates fractals in African architecture, traditional hairstyling, textiles, sculpture, painting, carving, metalwork, religion, games, practical craft, quantitative techniques, and symbolic systems. He also examines the political and social implications of the existence of African fractal geometry. His book makes a unique contribution to the study of mathematics, African culture, anthropology, and computer simulations.

Proceedings from FECS'20, FCS'20, SERP'20, and EEE'20 Lawrenceville Press, Incorporated It is tempting to take the tremendous rate of contemporary linguistic change for granted. What is required, in fact, is a radical reinterpretation of what language is. Steven Roger Fischer begins his book with an examination of the modes of

communication used by dolphins, birds and primates as the first contexts in which the concept of "language" might be applied. As he charts the history of language from the times of Homo erectus, Neanderthal humans and Homo sapiens through to the nineteenth century, when the science of linguistics was developed, Fischer analyses the emergence of

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language as a science and its development as a written form. He considers the rise of pidgin, creole, jargon and slang, as well as the effects of radio and television, propaganda, advertising and the media are having on language today. Looking to the future, he shows how electronic media will continue to reshape and reinvent the ways in which we communicate. "[a] delightful

and unexpectedly accessible book ... a virtuoso tour of the linguistic world."—The Economist "... few who read this remarkable study will regard language in quite the same way again."—The Good Book Guide Business Education Forum Reaktion Books This 2nd edition textbook has been expanded to include of

175 additional pages of additional content, created in response to readers feedback, as well as to new hardware and software releases. The book presents foundational robotics concepts using the ROBOTIS BIOLOID and OpenCM-904 robotic systems, and is suitable as a curriculum for a first course in robotics for undergraduate students or a self-learner. It

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<p>covers wheel-based robots, as well as walking robots. Although it uses the standard “ Sense, Think, Act ” approach, communication s (bot-to-bot and PC-to-bot) programming concepts are treated in more depth (wired and wireless ZigBee/Bluetooth). Algorithms are developed and described via ROBOTIS ’ proprietary RoboPlus IDE, as well as the more open Arduino-based Embedded C</p>	<p>environments. Additionally, a vast array of web-based multimedia materials are used for illustrating robotics concepts, code implementation s and videos of actual resulting robot behaviors. Advanced sensor interfacing for gyroscope, inertial measuring unit, foot pressure sensor and color camera are also demonstrated. Java 2 Platform Standard Edition</p>	<p>5 Virtualbookworm Publishing * A much-needed clearinghouse for information on amateur and educational robotics, containing over 2,500 listings of robot suppliers, including mail order and local area businesses * Contains resources for both common and hard-to-find parts and supplies * Features dozens of "sidebars" to clarify essential robotics technologies * Provides original articles on various robot-</p>
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building topics  
The Well-  
Grounded  
Rubyist e-  
artnow  
"This Country  
of Ours" is a  
collection of  
extraordinary  
stories from the  
history of the  
United States  
beginning with  
accounts of  
exploration and  
settlement and  
ending with the  
presidency of  
Woodrow  
Wilson. This is  
a book which  
when you lay it  
down will make  
you say, "I'm  
glad that I was  
born an  
American."  
Contents:  
Stories of  
Explorers and

Pioneers How  
the Vikings of  
Old Sought and  
Found New  
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How the Redmen  
Fought Against  
Their White



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Brothers How  
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Came to New  
England How  
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Constitution  
Guide to  
Microsoft

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Since many  
countries in  
the world at  
present were  
European  
colonies in the  
not so distant  
past, the  
relationship  
between  
colonial  
institutions and  
development  
outcomes is a  
key topic of  
study across  
many  
disciplines.  
This edited  
volume, from a  
leading  
international  
group of  
scholars,  
discusses the  
comparative

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legacy of colonial rule in the Netherlands Indies and Belgian Congo during the nineteenth and twentieth centuries. Whereas the Indonesian economy progressed rapidly during the last three decades of the twentieth century and became a self-reliant and assertive world power, the Congo regressed into a state of political chaos and endemic

violence. To which extent do the different legacies of Dutch and Belgian rule explain these different development outcomes, if they do at all? By discussing the comparative features and development of Dutch and Belgian rule, the book aims to 1) to contribute to a deeper understanding of the role of colonial institutional legacies in long run patterns of

economic divergence in the modern era; 2) to fill in a huge gap in the comparative colonial historical literature, which focuses largely on the comparative evolution of the British, French, Spanish and Portuguese Empires; 3) to add a focused and well-motivated comparative case-study to the increasing strand of literature analyzing the marked

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differences in economic and political development in Asia and Africa during the postcolonial era. Covering such issues as agriculture, manufacturing and foreign investment, human capital, fiscal policy, labour coercion and mineral resource management, this book offers a highly original and scholarly contribution to the literature on colonial history and development

economics. For Java SE 5 and Java SE 6 Pine Forge Press Improve your programming through a solid understanding of C pointers and memory management. With this practical book, you ' ll learn how pointers provide the mechanism to dynamically manipulate memory, enhance support for data structures, and enable access to hardware. Author Richard Reese shows you how to use pointers with arrays, strings, structures, and functions, using memory models throughout the

book. Difficult to master, pointers provide C with much flexibility and power—yet few resources are dedicated to this data type. This comprehensive book has the information you need, whether you ' re a beginner or an experienced C or C++ programmer or developer. Get an introduction to pointers, including the declaration of different pointer types Learn about dynamic memory allocation, de-allocation, and alternative memory management techniques Use techniques for passing or returning data to and from

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functions  
Understand the fundamental aspects of arrays as they relate to pointers Explore the basics of strings and how pointers are used to support them Examine why pointers can be the source of security problems, such as buffer overflow Learn several pointer techniques, such as the use of opaque pointers, bounded pointers and, the restrict keyword  
Robot Builder's Sourcebook  
Pearson  
A world list of books in the English language.  
American Book

Publishing Record  
Routledge  
Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You ' ll see how algorithms function and learn to develop your own DRL agents using evaluative feedback.  
Summary We all learn through trial and error. We avoid the things that cause us to experience pain and failure. We embrace and

build on the things that give us reward and success. This common pattern is the foundation of deep reinforcement learning: building machine learning systems that explore and learn based on the responses of the environment.  
Grokking Deep Reinforcement Learning introduces this powerful machine learning approach, using examples, illustrations, exercises, and crystal-clear teaching. You'll love the perfectly paced teaching and the clever, engaging writing style as you dig into this awesome exploration of

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reinforcement learning fundamentals, effective deep learning techniques, and practical applications in this emerging field. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology We learn by interacting with our environment, and the rewards or punishments we experience guide our future behavior. Deep reinforcement learning brings that same natural process to artificial intelligence,

analyzing results to uncover the most efficient ways forward. DRL agents can improve marketing campaigns, predict stock performance, and beat grand masters in Go and chess. About the book Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You 'll see how algorithms function and learn to develop your own DRL agents

using evaluative feedback. What's inside An introduction to reinforcement learning DRL agents with human-like behaviors Applying DRL to complex situations About the reader For developers with basic deep learning experience. About the author Miguel Morales works on reinforcement learning at Lockheed Martin and is an instructor for the Georgia Institute of Technology 's Reinforcement Learning and Decision Making course. Table of Contents 1 Introduction to deep

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reinforcement learning 2  
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general intelligence  
This Country of Ours: The Story of the United States "O'Reilly Media, Inc."  
"The clearest and most comprehensive Java text available. The Primary objective in this text is to present material in clear language and easy to follow examples."--Preface.  
Genius Matters  
Springer Science & Business Media  
From writing top-notch resumes and

sending tailored cover letters to going on winning interviews, this best-selling Vault guide is a comprehensive one-volume job search source. A Guide to Programming in Java Routledge  
Paul James has written a magnificent account of the world's current condition, one that highlights the complexities and contradictions with which people, communities, and nations must contend and that does so

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in a compelling and creative style. Stressing the interaction between global and local forces, his writing style is lively and compelling as well as peppered with a wide range of citations, from Woman's Day to the Cambodian Daily (on the same page!)' - James N Rosenau, University Professor of International Affairs, The George Washington University Globalism, Nationalism, Tribalism establishes a

new basis for understanding the changing nature of polity and community and offers unprecedented attention to these dominant trends. Paul James charts the contradictions and tensions we all encounter in an era of increasing globalization, from genocide and terrorism to television and finance capital. Globalism is treated as an uneven and layered process of spatial expansion, not simply one of disorder, fragmentation or

rupture. Nor is it simply a force of homogenization. Nationalism is taken seriously as a continuing and important formation of contemporary identity and politics. James rewrites the modernism theories of the nation-state without devolving into the postmodernist assertion that all is invention or surface gloss. Tribalism is given the attention it has long warranted and is analyzed as a continuing and changing formation of

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social life, from the villages of Rwanda to the cities of the West. Theoretically adept and powerfully argued, this is the first comprehensive analysis that brings these crucial themes of contemporary life together.

Understanding and Using C Pointers  
Crown Publishing Group (NY)  
Java Programming: A Comprehensive Introduction is designed for an introductory

programming course using Java. This text takes a logical approach to the presentation of core topics, moving step-by-step from the basics to more advanced material, with objects being introduced at the appropriate time. The book is divided into three parts: Part One covers the elements of the Java language and the fundamentals of programming. An introduction to object-oriented design

is also included. Part Two introduces GUI (Graphical User Interface) programming using Swing. Part Three explores key aspects of Java's API (Application Programming Interface) library, including the Collections Framework and the concurrency API. Herb Schildt has written many successful programming books in Java, C++, C, and C#. His books



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have sold more than three million copies. Dale Skrien is a professor at Colby College with degrees from the University of Illinois-Champaign, the University of Washington, and St. Olaf College. He's also authored two books and is very active in SIGCSE. Reach Every Student in Every Class Every Day Jones & Bartlett Learning This book presents the proceedings of four conferences: The 16th International Conference on Frontiers in Education: Computer Science and Computer Engineering + STEM (FECS'20), The 16th International Conference on Foundations of Computer Science (FCS'20), The 18th International Conference on Software Engineering Research and Practice (SERP'20), and The 19th International Conference on e-Learning, e-Business, Enterprise Information Systems, & e-Government (EEE'20). The conferences took place in Las Vegas, NV, USA, July 27-30, 2020 as part of the larger 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCE'20), which features

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20 major tracks. Authors include academics, researchers, professionals, and students. This book contains an open access chapter entitled, "Advances in Software Engineering, Education, and e-Learning". Presents the proceedings of four conferences as part of the 2020 World Congress in Computer Science, Computer Engineering, &

Applied Computing (CSCE'20); Includes the tracks Computer Engineering + STEM, Foundations of Computer Science, Software Engineering Research, and e-Learning, e-Business, Enterprise Information Systems, & e-Government; Features papers from FECS'20, FCS'20, SERP'20, EEE'20, including one open access

chapter. Java Programming: A Comprehensive Introduction International Society for Technology in Education The third edition of this award-winning Handbook continues the mission of its predecessors: to provide a comprehensive compendium of research in all aspects of distance education, arguably the most significant development in

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education over the past three decades. While the book deals with education that uses technology, the focus is on teaching and learning and how its management can be facilitated through technology. Key features include: Comprehensive coverage that includes all aspects of distance education, including design, instruction, management,

policy, and a section on different audiences. Chapter authors frame their topic in terms of empirical research (past and present) and discuss the nature of current practice in terms of that research. Future research needs are discussed in relation to both confirmed practice and recent changes in the field. Section one provides a unique review

of the theories that support distance education pedagogy. Section six includes a unique review of distance education as a component of global culture. This book will be of interest to anyone engaged in distance education at any level. It is also appropriate for corporate and government trainers and for administrators and policy makers in all these

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environments. Possible – shelter or other  
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