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# Sample Chapter 13 Manning Publications

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Mining of Massive Datasets  
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"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.

**Web Information Systems Engineering - WISE 2005 Workshops**

Routledge  
If you're like most R users, you have deep knowledge and love for statistics. But as your organization continues to

collect huge amounts of data, adding tools such as Apache Spark makes a lot of sense. With this practical book, data scientists and professionals working with large-scale data applications will learn how to use Spark from R to tackle big data and big compute problems. Authors Javier Luraschi, Kevin Kuo, and Edgar Ruiz show you how to use R with Spark to solve different data analysis problems. This book covers relevant data science topics, cluster computing, and issues that should interest even the most advanced users. Analyze, explore, transform, and visualize data in Apache Spark

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with R Create statistical models to extract information and predict outcomes; automate the process in production-ready workflows Perform analysis and modeling across many machines using distributed computing techniques Use large-scale data from multiple sources and different formats with ease from within Spark Learn about alternative modeling frameworks for graph processing, geospatial analysis, and genomics at scale Dive into advanced topics including custom transformations, real-time data processing, and creating custom Spark extensions

An illustrated guide for programmers and other curious people Simon and Schuster This text provides an introduction to the process of software engineering. The revision concentrates on updating the book to reflect the most current trends and innovations in the field. The Universal Modeling Language (UML) has become an industry standard and now permeates this new edition. In this text, it is used for object-oriented analysis and design as well as when diagrams depict objects and their interrelationships. Design patterns, frameworks and software architecture have also become a popular topic in the field of software engineering and are part

of a new chapter on reuse, portability, and inoperability. The inoperability material includes sections on such hot topics as OLE, COM, and CORBA. Some material from the 3rd edition has been reorganized into a new chapter on planning and estimating, including feature points and COCOMO II. While the text has been updated, the traditional features which have defined the previous three editions of Schach's book have been retained. These include a balanced coverage of the object-oriented model along with the classical model (as reflected in the title) and an emphasis on metrics. The special considerations of object-oriented life-cycle models, object-oriented analysis, and object-oriented design

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are also retained in this edition.

Supporting Children's Learning in the Early Years "O'Reilly Media, Inc."

Summary Grokking

Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such

as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a

practical, hands-on video course available exclusively at Manning.com ([www.manning.com/livevideo/algorithms-?in-motion](http://www.manning.com/livevideo/algorithms-?in-motion)). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If

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you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day.

You'll start with tasks and graph algorithms like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort,

and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming

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at [adit.io](http://adit.io). Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors Multiplatform game development in C# Simon and Schuster Summary Griffon in Action is a comprehensive tutorial written for Java developers who want a more productive approach to UI development. After a quick Groovy tutorial, you'll immediately dive into Griffon and start building examples that explore its high productivity

approach to Swing development. About the Technology You can think of Griffon as Grails for the desktop. It is a Groovy-driven UI framework for the JVM that wraps and radically simplifies Swing. Its declarative style and approachable abstractions are instantly familiar to developers using Grails or JavaFX. About the Book Griffon in Action gets you going quickly. Griffon's convention-over-configuration approach requires minimal code to get an app off the ground, so you can start seeing results immediately. You'll learn how SwingBuilder and other Griffon "builders" provide a coherent DSL-driven development experience. Along the way, you'll

explore best practices for structure, architecture, and lifecycle of a Java desktop application. Written for Java developers—no experience with Groovy, Grails, or Swing is 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 Griffon from the ground up Full compatibility with Griffon 1.0 Using SwingBuilder and the other "builders" Practical, real-world examples Just enough Groovy =====  
===== Table of Contents PART 1 GETTING STARTED Welcome to the Griffon revolution A closer look at Griffon PART 2

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ESSENTIAL GRIFFON Models and binding Creating a view Understanding controllers and services Understanding MVC groups Multithreaded applications Listening to notifications Testing your application Ship it! Working with plugins Enhanced looks Griffon in front, Grails in the back Productivity tools Solr in Action McFarland "This book will teach you everything you need to build and deploy kubernetes native microservices in a super productive fashion: a must!" - Alain Lompo Build fast, efficient Kubernetes-based Java applications using the Quarkus framework, MicroProfile, and Java standards. Most popular	Java frameworks, like Spring, were designed long before the advent of Kubernetes and cloud-native systems. A new generation of tools, including Quarkus and MicroProfile have been cloud- native and Kubernetes-aware from the beginning. Kubernetes Native Microservices: With Quarkus and MicroProfile teaches you how to create efficient enterprise Java applications that are easy to deploy, maintain, and expand. In Kubernetes Native Microservices: With Quarkus and MicroProfile you'll learn how to: Deploy enterprise Java applications on Kubernetes Develop applications using the Quarkus runtime framework Compile natively using GraalVM	for blazing speed Create efficient microservices applications Take advantage of MicroProfile specifications about the technology Modern enterprise Java applications have embraced microservices, containers, Kubernetes, and a cloud-native approach. The Quarkus framework, developed at Red Hat, is designed for this deployment model, making cloud-native application development in Java much easier than it is on Spring or other older platforms. Quarkus applications compiled natively to GraalVM can deliver extremely fast runtimes, potentially improving performance by 100x or more. about the book Kubernetes Native Microservices:
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With Quarkus and MicroProfile introduces a modern approach to enterprise Java development using new tools designed for cloud-native applications. This book begins by exploring the impact Kubernetes and cloud systems have on your application design. Then, it quickly guides you through setting up an application using MicroProfile APIs, Kubernetes, and Quarkus. Using carefully selected examples and crystal-clear explanations, it guides you step by step from design to deployment. Written by veteran Java developers John Clingan and Ken Finnigan, this book oozes with experience and insight. You'll look past the ideal-but-untested advice you find in

many books on new technologies and see how Kubernetes-native development with Quarkus and MicroProfile work in the real world. about the reader Written for intermediate Java developers comfortable with Java EE, Jakarta EE, or Spring. Assumes some prior exposure to Docker and Kubernetes. No experience with Quarkus or MicroProfile required. about the author John Clingan is a senior principal product manager at Red Hat. At Red Hat John works on next generation platforms including Quarkus. He is a co-founder of Eclipse MicroProfile, MicroProfile committer, and MicroProfile co-lead. Ken Finnigan is a senior principal software engineer and

Eclipse MicroProfile technical architect at Red Hat. He's the co-founder of Eclipse MicroProfile and a MicroProfile committer. African American Films Through 1959 Simon and Schuster With this textbook, Vaisman and Zim á nyi deliver excellent coverage of data warehousing and business intelligence technologies ranging from the most basic principles to recent findings and applications. To this end, their work is structured into three parts. Part I describes “ Fundamental Concepts ” including multi-dimensional models; conceptual and logical data



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warehouse design and MDX and SQL/OLAP. Subsequently, Part II details “ Implementation and Deployment, ” which includes physical data warehouse design; data extraction, transformation, and loading (ETL) and data analytics. Lastly, Part III covers “ Advanced Topics ” such as spatial data warehouses; trajectory data warehouses; semantic technologies in data warehouses and novel technologies like Map Reduce, column-store databases and in-memory databases. As a key characteristic of the book, most of the topics are presented and	illustrated using application tools. Specifically, a case study based on the well-known Northwind database illustrates how the concepts presented in the book can be implemented using Microsoft Analysis Services and Pentaho Business Analytics. All chapters are summarized using review questions and exercises to support comprehensive student learning. Supplemental material to assist instructors using this book as a course text is available at <a href="http://cs.ulb.ac.be/DWSDIbook/">http://cs.ulb.ac.be/DWSDIbook/</a> , including electronic versions of the figures, solutions to all	exercises, and a set of slides accompanying each chapter. Overall, students, practitioners and researchers alike will find this book the most comprehensive reference work on data warehouses, with key topics described in a clear and educational style. <u>Baptist Missionary Magazine</u> Simon and Schuster Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date
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treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to

make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Deep Learning with Python  
Simon and Schuster

First published in 1997, this volume asks: when was ‘ The Postmodern ’ in the History of Management Thought? Marta B. Cal á s and Linda Smircich have chosen this subtitle as entry point to the collection for several reasons. The first, and most evident, is

that it prompts us to reflect on the inclusion of a volume on postmodern organization studies within a series of books on the history of management thought. What does such inclusion signal? Are we saying that we are past the postmodern in organization studies? That we have transcended modernity and, beyond, postmodernity? Similar to other social sciences, organization and management studies in the Anglo-American and European academy became impressed by the styles of ‘ postmodernism ’ and their epistemological

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companions, ' poststructuralisms ' , during the 1980s. For this collection we have selected twenty two journal articles, published between 1985 and 1996, that we consider emblematic of postmodern endeavours in management thought, as they further our understanding of how ' truth ' (of any paradigmatic persuasion), is fashioned through particular discourses and other signifying practices. Taken together, these articles address the following questions: What has the field accomplished through attempts at being postmodern? With

what consequences? And, where does the field stand now, if it is still/already (going) after ' the postmodern ' ? In our view ' the postmodern ' cannot transcend modern management thought; it is, rather, part of it. Nevertheless, the mere appearance of efforts towards making the field ' postmodern ' makes it important to account for them in the history of the field. Such is the narrative that we are trying to portray in this volume. Health Economics Simon and Schuster "A comprehensive overview of the challenges teams face

when moving to microservices, with industry-tested solutions to these problems." - Tim Moore, Lightbend 44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic

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approach to the benefits and the drawbacks of microservices architecture	on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture	and querying patterns
Solve service decomposition, transaction management, and inter-service communication		Effective testing strategies
Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.		Deployment patterns
About The Book		This Book Is Written For
Microservices Patterns teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds	Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java.	Written
	About The Author	
	Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning 's	
	POJOs in Action, and creator of the original	
	CloudFoundry.com.	
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	Escaping monolithic hell	
	Decomposition strategies	

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Interprocess communication in a microservice architecture  
Managing transactions with sagas  
Designing business logic in a microservice architecture  
Developing business logic with event sourcing  
Implementing queries in a microservice architecture  
External API patterns  
Testing microservices: part 1  
Testing microservices: part 2  
Developing production-ready services  
Deploying microservices  
Refactoring to microservices  
Design and Implementation

Simon and Schuster  
Summary  
Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You'll learn to write highly scalable applications without the need to dive into the low-level non-blocking APIs at the core of Java. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology  
Netty is a Java-based networking framework

that manages complex networking, multithreading, and concurrency for your applications. And Netty hides the boilerplate and low-level code, keeping your business logic separate and easier to reuse. With Netty, you get an easy-to-use API, leaving you free to focus on what's unique to your application.  
About the Book  
Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You will discover how to write highly

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scalable applications without getting into low-level APIs. The book teaches you to think in an asynchronous way as you work through its many hands-on examples and helps you master the best practices of building large-scale network apps. What's Inside Netty from the ground up Asynchronous, event-driven programming Implementing services using different protocols Covers Netty 4.x About the Reader This book assumes readers are comfortable with Java and basic network

architecture. About the Authors Norman Maurer is a senior software engineer at Apple and a core developer of Netty. Marvin Wolfthal is a Dell Services consultant who has implemented mission-critical enterprise systems using Netty. Table of Contents PART 1 NETTY CONCEPTS AND ARCHITECTURE Netty- asynchronous and event-driven Your first Netty application Netty components and design Transports ByteBuf ChannelHandler and

ChannelPipeline EventLoop and threading model Bootstrapping Unit testing PART 2 CODECS The codec framework Provided ChannelHandlers and codecs PART 3 NETWORK PROTOCOLS WebSocket Broadcasting events with UDP PART 4 CASE STUDIES Case studies, part 1 Case studies, part 2 Grokking Algorithms Manning Publications Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in

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Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of *The Art of Game Design*. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game aspect of the game dev process, play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe

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Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3

- Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices Sails.js in Action Routledge Summary Think Like a Data Scientist presents a step-by-step approach to data science, combining analytic, programming, and business perspectives into easy-to-digest techniques and thought processes for solving real world data-centric problems. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Data

collected from customers, scientific measurements, IoT sensors, and so on is valuable only if you understand it. Data scientists revel in the interesting and rewarding challenge of observing, exploring, analyzing, and interpreting this data. Getting started with data science means more than mastering analytic tools and techniques, however; the real magic happens when you begin to think like a data scientist. This book will get you there. About the Book Think Like a Data Scientist teaches you a step-by-step approach to solving real-world data-centric problems. By breaking down carefully crafted examples, you'll learn to combine analytic, programming, and



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business perspectives into a repeatable process for extracting real knowledge from data. As you read, you'll discover (or remember) valuable statistical techniques and explore powerful data science software. More importantly, you'll put this knowledge together using a structured process for data science. When you've finished, you'll have a strong foundation for a lifetime of data science learning and practice. What's Inside The data science process, step-by-step How to anticipate problems Dealing with uncertainty Best practices in software and scientific thinking About the Reader Readers need beginner programming skills and

knowledge of basic statistics. About software: bigger, faster, more the Author Brian Godsey has worked in software, academia, finance, and defense and has launched several data-centric startups. Table of Contents PART 1 - PREPARING AND GATHERING DATA AND KNOWLEDGE Philosophies of data science Setting goals by asking good questions Data all around us: the virtual wilderness Data wrangling: from capture to domestication Data assessment: poking and prodding PART 2 - BUILDING A PRODUCT WITH SOFTWARE AND STATISTICS Developing a plan Statistics and modeling: concepts and foundations Software: statistics in action Supplementary

efficient Plan execution: putting it all together PART 3 - FINISHING OFF THE PRODUCT AND WRAPPING UP Delivering a product After product delivery: problems and revisions Wrapping up: putting the project away Introduction to Information Retrieval Introduction to Information Retrieval This book constitutes the joint refereed proceedings of the three workshops held in conjunction with the 6th International Conference on Web Information Systems Engineering, WISE 2005, in

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New York, NY, USA, in November 2005. A total of 47 papers were submitted to the three workshops, and 28 revised full papers were carefully selected for presentation. The workshop on Web Information Systems Quality (WISQ 2005) - discussing and disseminating research on the quality of WIS and Web services from a holistic point of view - included 7 papers out of 12 submissions. The workshop on Web-based Learning (WBL 2005) accounted for 10 papers from 14 papers

submitted - organized in topical sections on tools, models, and innovative applications. The workshop on Scalable Semantic Web Knowledge Base Systems (SSWS 2005) included 11 presentations selected from 21 submissions. Topics addressed are scalable repository and reasoning services, practical Semantic Web applications, query handling and optimization techniques.

Groovy in Action Springer  
Science & Business Media  
Summary Deep Learning

with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent

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years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful

Keras library. Written by Keras creator and Google AI researcher Fran ç ois Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from

first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author Fran ç ois Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-

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learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the

International Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-

learning best practices Generative deep learning Conclusions appendix A - Installing Keras and its dependencies on Ubuntu appendix B - Running Jupyter notebooks on an EC2 GPU instance Simon and Schuster 'An impressive collection of authoritative treatments of major current and ongoing topics in public sector human resource management, provided by both well-established experts and up-and-coming scholars who are becoming leaders in

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the field. A valuable resource for courses on the topic and an important reference for scholars and those seeking to maintain expert knowledge about it.' – Hal G. Rainey, The University of Georgia, US

This insightful book presents current thinking and research evidence on the role of human resource management policies and practices in increasing service quality, efficiency and organizational effectiveness in the public sector. Internationally, public sector organisations face enormous

challenges, including increasingly uncertain political and economic environments, more vigilant and cost-conscious governments, rapidly evolving community needs and an ageing workforce. This collection examines a range of HRM-related topics that will influence the capacity of public sector agencies to negotiate and respond to the challenges ahead. These topics include managing public sector human resources during an economic downturn,

enhancing the satisfaction and motivation of public sector employees, attracting and retaining talent, leadership development, and case studies in successful public sector organizational change. With each chapter drawing on the latest research, but also emphasizing the practical implications, this collection is suitable for practitioners, researchers and students alike. It will also be valuable for HR specialists and managers of HR units in the public sector.

Human Resource Management

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in the Public Sector Cambridge University Press

Supporting Children ' s Learning in the Early Years is aimed at early years practitioners who are developing their knowledge and understanding of professional practice through studying at undergraduate level. The book encourages readers to consider their professional development as reflective practitioners, building on and supporting the government agenda to provide quality provision for young children and their families. Combining theory and practice, and bringing together current research and thinking in a broad range of areas, the book covers: Learning environments: young

children as learners, assessment of learning, well being and children ' s rights, diversity and inclusion. Learning and development: children ' s development including social and emotional development, literacy and mathematical development, the potential of ICT, fostering creativity, musical development and knowledge and understanding of the world. Reflective practice: the learning environment, safeguarding and wellbeing, the reflective practitioner. Throughout, the contributions in this book encourage the reader to consider the diverse range of experiences which young children bring to early years and early primary settings and suggest ways

in which they can be supported. The book will also be a valuable and unique resource for training providers of a range of courses at further and higher education level that prepare people to work with, and lead in, early years settings in the UK. With examples in Java Simon and Schuster

Get access to an interactive eBook\* when you buy the paperback! (Print paperback version only, ISBN 9781446285879) A Unique Blend of Digital and Print Learning Resources! 5 Star student reviews: “ A must have for teachers-to-be, especially those who are a bit

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shaky on their maths knowledge! ” “ Not many maths books keep me fixated but this is one that is definitely worth the money. ” “ It is a book I will be using even when in the classroom. ”

Mathematics Explained for Primary Teachers develops your understanding of mathematical concepts and processes, and how children learn them, so you can confidently teach mathematics to primary children. Tried and tested, the fifth edition of Derek Haylock ’ s much loved textbook matches the 2014 curriculum requirements for

England. Every chapter integrates children ’ s learning, classroom practice, and teacher ’ s own requirements for subject knowledge, making this the ideal text to guide you through your studies and beyond. More than just a book! The new edition is supported by FREE access to an interactive eBook and a companion website allowing you to use a wealth of teaching and learning resources. You can use the eBook to study where and when you want, and read, annotate and search the book on a tablet, laptop or PC. You can also visit

[study.sagepub.com/haylock5e](http://study.sagepub.com/haylock5e) to access: Videos by the author introduce core themes of each section and explain key mathematical processes. Links to the National Curriculum specify the statutory requirements for primary schools in England that relate to the mathematical content of each chapter. Learning and Teaching points highlight important issues you may face in the classroom and provide practical guidance for teaching. Self-assessment questions help check your understanding and provide immediate feedback to see how well you have done.

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Select SAGE journal articles to support literature reviews and wider reading. Lesson Plan Activities by Ralph Manning support content-focused chapters and contain creative mathematics tasks across the primary age range. A Student Workbook is also available to accompany this book, including over 700 practice problems to help you understand, apply and teach primary mathematics. Derek Haylock is an education consultant and writer with a background in mathematics teaching, teacher education and classroom-based research in mathematics education. Ralph

Manning is an independent consultant in primary education. He has worked as a primary teacher and as a lecturer in primary teacher education for 18 years, following a career in IT. \*interactivity only available through Vitalsource eBook Grokking Deep Reinforcement Learning Simon and Schuster Summary Sails.js in Action is a comprehensive guide to building enterprise-capable web applications using Node and Sails. Written by the creators of the Sails.js framework, this book carefully introduces each concept, technique, and tool

with real-world examples and crystal clear explanations. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Sails makes professional web development a breeze. This instantly familiar MVC framework automatically handles the tedious application boilerplate, so you can concentrate on developing features and creating business value. You get powerful tools for rapid API development, task automation, an ORM, and easy integration with any web, mobile, or IoT frontend. And



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because you're using Node.js, it's JavaScript all the way down. About the Book Sails.js in Action is a comprehensive guide on how to build enterprise-capable web applications. Written by the creators of Sails.js, this book introduces each concept and technique with real-world examples and thorough explanations. As you read, you'll learn to build the backend of a typical web application while you explore real-time programming with WebSockets, security fundamentals, and best practices for building

Sails/Node.js apps. What's Inside Creating the backend for a web, mobile, or IoT app Real-time programming with WebSockets User management, authentication, and password recovery Using Sails to autogenerate REST APIs Custom backend development and third-party API integrations About the Reader Readers should be comfortable with JavaScript and frontend web development. About the Author Mike McNeil is the creator of Sails.js. Irl Nathan is the producer of sailsCasts, a series focused on using Sails. Table of Contents Getting

started First steps Using static assets Using the blueprint API Custom backend code Using models Custom actions Server-rendered views Authentication and sessions Policies and access control Refactoring Embedded data and associations Ratings, followers, and search Realtime with WebSockets Deployment, testing, and security API Security in Action Edward Elgar Publishing Summary This easy-to-follow book includes terrific tutorials and plenty of exercises and examples that let you learn by doing. It starts by giving you a hands-on orientation to the

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TI-84 Plus calculator. Then, you'll start exploring key features while you tackle problems just like the ones you'll see in your math and science classes. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About this Book With so many features and functions, the TI-84 Plus graphing calculator can be a little intimidating. But fear not if you have this book in your hand! In it you'll find terrific tutorials ranging from mastering basic skills to advanced graphing and

calculation techniques, along with countless examples and exercises that let you learn by doing. Using the TI-84 Plus, Second Edition starts by making you comfortable with the screens, buttons, and special vocabulary you'll use every time you fire up the TI-84 Plus. Then, you'll master key features and techniques while you tackle problems just like the ones you'll see in your math and science classes. You'll even get tips for using the TI-84 Plus on the SAT and ACT math sections! No advanced knowledge of math or science is required. What's Inside Learn

hands-on with real examples and exercises Find specific answers fast Compliant with all models of the TI-83 Plus and TI-84 Plus Full coverage of the color-screen TI-84 Plus CE and TI-84 Plus C Silver Edition Christopher Mitchell, PhD. is a research scientist studying distributed systems, the founder of the programming and calculator support site [cemetech.net](http://cemetech.net), and the author of Manning's Programming the TI-83 Plus/ TI-84 Plus. Table of Contents PART 1 BASICS AND ALGEBRA ON THE TI-84 PLUS What can your calculator do? Get started with

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your calculator Basic graphing  
Variables, matrices, and lists  
PART 2 PRECALCULUS  
AND CALCULUS Expanding  
your graphing skills Precalculus  
and your calculator Calculus on  
the TI-83 Plus/TI-84 Plus  
PART 3 STATISTICS,  
PROBABILITY, AND  
FINANCE Calculating and  
plotting statistics Working with  
probability and distributions  
Financial tools PART 4  
GOING FURTHER WITH  
THE TI-83 PLUS/TI-84  
PLUS Turbocharging math  
with programming The TI-84  
Plus CE and TI-84 Plus C  
Silver Edition Now what?