

Program Or Be Programmed Ten Commands For A Digital Age 1st First Edition By Douglas Rushkoff Published By Or Books 2010

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Team Human - Douglas Rushkoff 2019-01-22

"A provocative, exciting, and important rallying cry to reassert our human spirit of community and teamwork."—Walter Isaacson *Team Human* is a manifesto—a fiery distillation of preeminent digital theorist Douglas Rushkoff's most urgent thoughts on civilization and human nature. In one hundred lean and incisive statements, he argues that we are essentially social creatures, and that we achieve our greatest aspirations when we work together—not as individuals. Yet today society is threatened by a vast antihuman infrastructure that undermines our ability to connect. Money, once a means of exchange, is now a means of exploitation; education, conceived as way to elevate the working class, has become another assembly line; and the internet has only further divided us into increasingly atomized and radicalized groups. *Team Human* delivers a call to arms. If we are to resist and survive these destructive forces, we must recognize that being human is a team sport. In Rushkoff's own words: "Being social may be the whole point." Harnessing wide-ranging research on human evolution, biology, and psychology, Rushkoff shows that when we work together we realize greater happiness, productivity, and peace. If we can find the others who understand this fundamental truth and reassert our humanity—together—we can make the world a better place to be human.

The Elements of Computing Systems - Noam Nisan 2008

This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

Designing Embedded Hardware - John Catsoulis 2002

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. *Designing Embedded Hardware* carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. *Designing Embedded Hardware* provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, *Designing Embedded Hardware* also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. *Designing Embedded Hardware* covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Thou Shall Prosper - Daniel E. Lapin 2002-09-30

Offers advice on personal finance and creating wealth based on the principles of Jewish tradition.

Program Or be Programmed - Douglas Rushkoff 2010

Is the internet good or bad? How can technology be directed? In this spirited, accessible poetics of new media, Rushkoff picks up where Marshall McLuhan left off, helping readers come to recognise programming as the new literacy of the digital age and as a template

through which to see beyond social conventions and power structures that have vexed us for centuries. This is a friendly little book with a big and actionable message.

Media Virus! - Douglas Rushkoff 2010-12-01

The most virulent viruses today are composed of information. In this information-driven age, the easiest way to manipulate the culture is through the media. A hip and caustically humorous McLuhan for the '90s, culture watcher Douglas Rushkoff now offers a fascinating expose of media manipulation in today's age of instant information.

Digital Humanities Pedagogy - Brett D. Hirsch 2012

"The essays in this collection offer a timely intervention in digital humanities scholarship, bringing together established and emerging scholars from a variety of humanities disciplines across the world. The first section offers views on the practical realities of teaching digital humanities at undergraduate and graduate levels, presenting case studies and snapshots of the authors' experiences alongside models for future courses and reflections on pedagogical successes and failures. The next section proposes strategies for teaching foundational digital humanities methods across a variety of scholarly disciplines, and the book concludes with wider debates about the place of digital humanities in the academy, from the field's cultural assumptions and social obligations to its political visions." (4e de couverture).

What Algorithms Want - Ed Finn 2017-03-10

The gap between theoretical ideas and messy reality, as seen in Neal Stephenson, Adam Smith, and Star Trek. We depend on—we believe in—algorithms to help us get a ride, choose which book to buy, execute a mathematical proof. It's as if we think of code as a magic spell, an incantation to reveal what we need to know and even what we want. Humans have always believed that certain invocations—the marriage vow, the shaman's curse—do not merely describe the world but make it. Computation casts a cultural shadow that is shaped by this long tradition of magical thinking. In this book, Ed Finn considers how the algorithm—in practical terms, "a method for solving a problem"—has its roots not only in mathematical logic but also in cybernetics, philosophy, and magical thinking. Finn argues that the algorithm deploys concepts from the idealized space of computation in a messy reality, with unpredictable and sometimes fascinating results. Drawing on sources that range from Neal Stephenson's *Snow Crash* to Diderot's *Encyclopédie*, from Adam Smith to the Star Trek computer, Finn explores the gap between theoretical ideas and pragmatic instructions. He examines the development of intelligent assistants like Siri, the rise of algorithmic aesthetics at Netflix, Ian Bogost's satiric Facebook game *Cow Clicker*, and the revolutionary economics of Bitcoin. He describes Google's goal of anticipating our questions, Uber's cartoon maps and black box accounting, and what Facebook tells us about programmable value, among other things. If we want to understand the gap between abstraction and messy reality, Finn argues, we need to build a model of "algorithmic reading" and scholarship that attends to process, spearheading a new experimental humanities.

Understanding Media Industries - Timothy Havens 2016-01-15

An engaging and accessible introduction to the field, *Understanding Media Industries* helps students develop deeper and more critical knowledge of industries. This book provides students with a thorough discussion of how media industries work, why they work as they do, and the broader theoretical and practical implications of media industry structure and function. The authors' unique Industrialization of Culture Framework organizes the book and helps students to consider media

industries in different nations and historical periods.

Barefoot in Blood - H. W. Royal 2020-03-20

Eden, Carly, and Valeria were in fifth grade when they saw their friend, Laney, murdered during a school wilderness trip. They watched in horror as their classmate, Markus Foster, submerged her bleeding body in the forbidden Camp Echo lake. No one in their Florida town believed a fifth grader to be capable of such thing. He was acquitted, despite the testimonies of the three friends, and moved away with his family. Now, it's freshman year of high school and Markus Foster is back. Eden is determined to prove him guilty once and for all before he hurts anyone else. Overwhelmed by her need to protect those she loves and achieve justice for Laney, she's willing to do whatever it takes, even if that means keeping secrets, losing friends, and working alone.

Game Programming Patterns - Robert Nystrom 2014-11-03

The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPU's cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

Head First Programming - David Griffiths 2009-11-16

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? Head First Programming introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

The Book of R - Tilman M. Davies 2016-07-16

The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: -The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops -Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R -How to access R's thousands of functions, libraries, and data sets -How to draw valid and useful conclusions from your data -How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data analysis.

Present Shock - Douglas Rushkoff 2014-02-25

People spent the twentieth century obsessed with the future. We created

technologies that would help connect us faster, gather news, map the planet, and compile knowledge. We strove for an instantaneous network where time and space could be compressed. Well, the future's arrived. We live in a continuous now enabled by Twitter, email, and a so-called real-time technological shift. Yet this "now" is an elusive goal that we can never quite reach. And the dissonance between our digital selves and our analog bodies has thrown us into a new state of anxiety: present shock.

Aleister & Adolf - Douglas Rushkoff 2016-11-15

Media theorist and documentarian Douglas Rushkoff weaves a mind-bending tale of iconography and mysticism against the backdrop of a battle-torn Europe. In a story spanning generations, and featuring some of the most notable and notorious idealists of the 20th century, legendary occultist Aleister Crowley develops a powerful and dangerous new weapon to defend the world against Adolf Hitler's own war machine spawning an unconventional new form of warfare that is fought not with steel, but with symbols and ideas. Unfortunately, these intangible arsenals are much more insidious and perhaps much more dangerous than their creators could have ever conceived. "Rushkoff is a cultural treasure and an eccentric author of big, strange ideas, never less than fascinating and always entertaining." -Warren Ellis, author of Gun Machine, Red, Trees, and Transmetropolitan "Douglas has been one of my personal heroes, and I've been a most attentive reader of anything he cares to put between covers, knowing that his combination of a cold eye and a warm heart is guaranteed to astonish and embolden my own thinking about what's possible in the world--about what's possible to enact in the space between one human being and another. He occupies the ground of our most immediate perplexities, and his reports of what he finds are breaking news." -Jonathan Lethem, author of The Best American Comics and The Fortress of Solitude

Children of Chaos - Douglas Rushkoff 1997

Our world is getting more complex every day. Faced by a media run amok, a rapidly expanding global economy, the collapse of national and social boundaries and the profound impact of technology on our lives, we all feel like immigrants to a very new territory. Gone is the predictability of an organized civilization, overwhelmed by a seemingly random wave of change. Like any new immigrants to an unfamiliar culture, we must look to our children for signs of how to act and think. Natives of chaos, they have already adapted to its demands.

Seeing As Your Shoes Are Soon to be on Fire - Liza Monroy 2016-10-01

Liza Monroy's new book is collection of deeply personal essays that tackle the universal themes of romantic and familial love, fate and chance, all told in a humorous and intelligent manner that keeps the reader yearning for more. Created in the wake of Liza's popular essays--including her piece for the Modern Love column in the New York Times -- Seeing As Your Shoes Are Soon To Be On Fire chronicles Liza's many misadventures in her quest for love. These misadventures span a variety of countries and a variety of men, all bound together under the watchful eye of her eccentric, single mother, a profiler for the U.S. State Department, who is soon using her professional aptitude to weed out the men in her daughter's path. Filled with quirky details and archetypal characters from our everyday lives, with stories that are both wildly hilarious and deeply heartfelt, Seeing As Your Shoes Are Soon To Be On Fire is both a vulnerably open testament to Liza's personal experiences and an intriguing work that confronts the odds of finding love and intimacy in the increasingly depersonalized world of technology.

RTF Pocket Guide - Sean M. Burke 2003-07-22

Presents a guide to RTF, the internal document markup language that is used by Microsoft Word.

Get Back in the Box - Douglas Rushkoff 2010-08-31

Douglas Rushkoff was one of the first social commentators to identify the new culture around the internet. He has spent nearly a decade advising companies on the ways they can re-orient their businesses to the transformations the internet has caused. Through his speaking and consulting, Rushkoff has discovered an important and unrecognized shift in American business. Too many companies are panicked and operating in survival mode when the worst of the crisis has already passed. Likening the internet transformation to the intellectual and technological ferment of the Enlightenment, Rushkoff suggests we have a remarkable opportunity to re-integrate our new perspective with the work we actually do. Instead of running around trying to "think out of the box," Rushkoff demonstrates, now is the time to "get back in the box" and improve the way we do our jobs, run our operations and drive innovation from the ground up. Combining stories gleaned from his consulting with a thrilling tour of history's dramatic moments and clever readings of

cultural shift we've just experienced, Rushkoff offers a compelling vision of the simple and effective ways businesses can re-invigorate themselves.

Programming Embedded Systems - Michael Barr 2006-10-11

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Hotel Theory - Wayne Koestenbaum 2016-02-01

Hotel Theory is two books in one: a meditation on the meaning of hotels, and a dime novel (Hotel Women) featuring Lana Turner and Liberace. Typical of Wayne Koestenbaum's invigoratingly inventive style, the two books — one fiction, one nonfiction — run concurrently, in twin columns, and the articles "a," "an," and "the" never appear. The nonfiction ruminations on hotels are divided into eight dossiers, composed of short takes on the presence of hotels in the author's dreams as well as in literature, film, and history. Guest stars include everyone from Oscar Wilde to Marilyn Monroe. Hotel Theory gives (divided) voice to an aesthetic of hyperaesthesia, of yearning. It is an oblique manifesto, the place where writing disappears. A new mode of theorizing — in fiction, in fragment, through quotation and palimpsest — arises in this dazzling work.

Using Csh & Tcsh - Paul DuBois 1995-07

Using csh & tcsh describes from the beginning how to use csh--the standard shell on most UNIX systems--interactively. More importantly, it shows the reader how to get work done faster with less typing.

Bastard Culture! - Mirko Tobias Schäfer 2011

The computer and particularly the Internet have been represented as enabling technologies, turning consumers into users and users into producers. The unfolding online cultural production by users has been framed enthusiastically as participatory culture. But while many studies of user activities and the use of the Internet tend to romanticize emerging media practices, this book steps beyond the usual framework and analyzes user participation in the context of accompanying popular and scholarly discourse, as well as the material aspects of design, and their relation to the practices of design and appropriation.

Program Or Be Programmed - Douglas Rushkoff 2010-11

"The media theorist who gave us the concepts of viral media, social currency and screenagers is back with his most far-reaching appraisal yet of digital media" --Cover, p. 4.

Python 101 - Michael Driscoll 2014-06-03

Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast!

RESTful Web Services - Leonard Richardson 2008-12-17

"Every developer working with the Web needs to read this book." -- David Heinemeier Hansson, creator of the Rails framework "RESTful Web Services finally provides a practical roadmap for constructing services that embrace the Web, instead of trying to route around it." -- Adam Trachtenberg, PHP author and EBay Web Services Evangelist You've built web sites that can be used by humans. But can you also build web sites that are usable by machines? That's where the future lies, and that's what RESTful Web Services shows you how to do. The World Wide Web is the most popular distributed application in history, and Web services and mashups have turned it into a powerful distributed computing platform. But today's web service technologies have lost sight of the simplicity that made the Web successful. They don't work like the Web, and they're missing out on its advantages. This book puts the "Web" back into web services. It shows how you can connect to the programmable web with the technologies you already use every day. The key is REST, the architectural style that drives the Web. This book: Emphasizes the power of basic Web technologies -- the HTTP application protocol, the URI naming standard, and the XML markup language Introduces the Resource-Oriented Architecture (ROA), a common-sense set of rules for designing RESTful web services Shows how a RESTful design is simpler, more versatile, and more scalable than a design based on Remote Procedure Calls (RPC) Includes real-world examples of RESTful web services, like Amazon's Simple Storage Service and the Atom Publishing Protocol Discusses web service clients for popular programming languages Shows how to implement RESTful services in three popular frameworks -- Ruby on Rails, Restlet (for Java), and Django (for Python) Focuses on practical issues: how to design and implement RESTful web services and clients This is the first book that applies the REST design philosophy to real web services. It sets down the best practices you need to make your design a success, and the techniques you need to turn your design into working code. You can harness the power of the Web for programmable applications: you just have to work with the Web instead

of against it. This book shows you how.

Cyberia - Douglas Rushkoff 1994

A trip through modern computer culture that examines the cyberpunk movement, the hacker sub-culture, virtual reality, and smart drugs

Networking for Nerds - Alaina G. Levine 2015-05-13

Networking for Nerds provides a step-by-step guide to understanding how to access hidden professional opportunities through networking. With an emphasis on practical advice on how and why to network, you will learn how to formulate and execute a strategic networking plan that is dynamic, multidimensional, and leverages social media platforms and other networking channels. An invaluable resource for both established and early-career scientists and engineers (as well as networking neophytes!), Networking for Nerds offers concrete insight on crafting professional networks that are mutually beneficial and support the advancement of both your career goals and your scholarly ambitions. "Networking" does not mean going to one reception or speaking with a few people at one conference, and never contacting them again. Rather, "networking" involves a spectrum of activities that engages both parties, ensures everyone's value is appropriately communicated, and allows for the exploration of a win-win collaboration of some kind. Written by award-winning entrepreneur and strategic career planning expert Alaina G. Levine, Networking for Nerds is an essential resource for anyone working in scientific and engineering fields looking to enhance their professional planning for a truly fulfilling, exciting, and stimulating career. Networking for Nerds provides a step-by-step guide to understanding how to access hidden professional opportunities through networking. With an emphasis on practical advice on how and why to network, you will learn how to formulate and execute a strategic networking plan that is dynamic, multidimensional, and leverages social media platforms and other networking channels. An invaluable resource for both established and early-career scientists and engineers (as well as networking neophytes!), Networking for Nerds offers concrete insight on crafting professional networks that are mutually beneficial and support the advancement of both your career goals and your scholarly ambitions. "Networking" does not mean going to one reception or speaking with a few people at one conference, and never contacting them again. Rather, "networking" involves a spectrum of activities that engages both parties, ensures everyone's value is appropriately communicated, and allows for the exploration of a win-win collaboration of some kind. Written by award-winning entrepreneur and strategic career planning expert Alaina G. Levine, Networking for Nerds is an essential resource for anyone working in scientific and engineering fields looking to enhance their professional planning for a truly fulfilling, exciting, and stimulating career.

Python for Data Analysis - Wes McKinney 2017-09-25

Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

Python Crash Course - Eric Matthes 2015-11-01

Python Crash Course is a fast-paced, thorough introduction to Python that will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn about basic programming concepts, such as lists, dictionaries, classes, and loops, and practice writing clean and readable code with exercises for each topic. You'll also learn how to make your programs interactive and how to test your code safely before adding it to a project. In the second half of the book, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, data visualizations with Python's super-handful libraries, and a simple web app

you can deploy online. As you work through Python Crash Course you'll learn how to: -Use powerful Python libraries and tools, including matplotlib, NumPy, and Pygal -Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses -Work with data to generate interactive visualizations -Create and customize Web apps and deploy them safely online -Deal with mistakes and errors so you can solve your own programming problems If you've been thinking seriously about digging into programming, Python Crash Course will get you up to speed and have you writing real programs fast. Why wait any longer? Start your engines and code! Uses Python 2 and 3

Life Inc - Douglas Rushkoff 2011-03-31

Douglas Rushkoff was mugged outside his apartment on Christmas Eve, but when he posted a friendly warning on his community website, the responses castigated him for potentially harming the local real-estate market. When did these corporate values overtake civic responsibilities? Rushkoff examines how corporatism has become an intrinsic part of our everyday lives, choices and opinions. He demonstrates how this system created a world where everything can be commodified, where communities have dissolved into consumer groups, where fiction and reality have become fundamentally blurred. And, with this system on the verge of collapse, Rushkoff shows how the simple pleasures that make us human can also point the way to freedom.

Practical C++ Programming - Steve Oualline 2003

Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

How to Design Programs, second edition - Matthias Felleisen 2018-05-04

A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

The Ecstasy Club - Douglas Rushkoff 1998

Social and Personal Identity - Derek Layder 2004-02-24

How can you understand yourself? Where do your views, attitudes and values come from and why do they change? This accessible and illuminating book provides a reliable guide to these questions. The book: · Demonstrates that personal identity is formed around basic needs for security and self-esteem and the personal desires that flow from them · Shows the role of the emotions in personal life · Explores the limits of approaches that deny the existence of 'individuals' and 'personal experience' · Demonstrates how we build on everyday problems and dilemmas of life to shape our moods, attitudes and feelings. Shrewd and compelling, the book will be of interest to anyone studying Social Psychology and Sociology.

A Complete Guide to Programming in C++ - Ulla Kirch-Prinz 2002

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

Fundamentals of Computer Programming with C# - Svetlin Nakov

2013-09-01

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Playing the Future - Douglas Rushkoff 1999

"Makes dazzling links between chaos theory and Rodney King, snow boarding and William Gibson, race culture and Star Wars--the literary equivalent of U2's Zoo TV--Rushkoff is courageous enough to stand up against fashionable gloom by putting his faith in today's 'screenagers. *Mediactive* - Dan Gillmor 2010

We're in an age of information overload, and too much of what we watch, hear and read is mistaken, deceitful or even dangerous. Yet you and I can take control and make media serve us -- all of us -- by being active consumers and participants. Here's how. With a Foreword by Clay Shirky Praise for *Mediactive*: "Dan Gillmor has thought more deeply, more usefully, and over a longer period of time about the next stages of media evolution than just about anyone else. In *Mediactive*, he puts the results of his ideas and experiments together in a guide full of practical tips and longer-term inspirations for everyone affected by rapid changes in the news ecology. This book is a very worthy successor to his influential *We the Media*." --James Fallows, Atlantic Magazine, author of Postcards from

Tomorrow Square and Breaking the News "Dan's book helps us understand when the news we read is reliable and trustworthy, and how to determine when what we're reading is intended to deceive. A trustworthy press is required for the survival of a democracy, and we really need this book right now." --Craig Newmark, founder of craigslist "A master-class in media-literacy for the 21st century, operating on all scales from the tiniest details of navigating wiki software all the way up to sensible and smart suggestions for reforming law and policy to make the news better and fairer. Gillmor's a reporter's reporter for the information age, Mediactive made me want to stand up and salute." -- Cory Doctorow, co-editor/owner, Boing Boing; author of For the Win "As the lines between professional and citizen journalists continue to blur, Mediactive provides a useful roadmap to help us become savvier consumers and creators alike." -- Steve Case, chairman and CEO of Revolution and co-founder of America Online "It's all true - at least to someone. And that's the problem in a hypermediated world where everyone and anyone can represent his own reality. Gillmor attacks the problem of representation and reality head on, demanding we become media-active users of our emerging media, instead of passive consumers. If this book doesn't get you out of Facebook and back on the real Internet, nothing will." --Douglas Rushkoff, author of Program or Be Programmed: Ten Commands for a Digital Age "An important book showing people how to swim rather than drown in today's torrent of information. Dan Gillmor lives on the front line of digital information - there's no-one better to help us understand the risks and opportunities or help us ask the right questions." --Richard Sambrook, Global Vice Chairman and Chief Content Officer at Edelman, and former BBC Director of Global News "With the future of journalism and democracy in peril, Mediactive comes along with sage and practical advice at a crucial time. Dan Gillmor, pioneering journalist and teacher of journalists, offers a practical guide to citizens who now need to become active producers as

well as critical consumers of media. Read this book right away, buy one for a friend and another one for a student, and then put Gillmor's advice into action." --Howard Rheingold, author of the Smart Mobs and other books about our digital future "Through common-sense guidelines and well-chosen examples, Gillmor shows how anyone can navigate the half-truths, exaggerations and outright falsehoods that permeate today's media environment and ferret out what is true and important. As Gillmor writes, 'When we have unlimited sources of information, and when so much of what comes at us is questionable, our lives get more challenging. They also get more interesting.'" --Dan Kennedy, assistant professor of journalism at Northeastern University, former Boston Phoenix media critic, and author of the Media Nation blog at www.dankennedy.net

JavaScript & jQuery: The Missing Manual - David Sawyer McFarland
2014-09-18

JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This easy-to-read guide not only covers JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI libraries of prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the curtain on JavaScript. Learn how to build a basic program with this language. Get up to speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.