[MOBI] 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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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.

Program Or Be Programmed-Douglas Rushkoff 2010-11-01 The debate over whether the Net is good or bad for us fills the airwaves and the blogosphere. But for all the heat of claim and counter-claim, the argument is essentially beside the point: it's here; it's everywhere. The real question is, do we direct technology, or do we let ourselves be directed by it and those who have mastered it? "Choose the former," writes Rushkoff, "and you gain access to the control panel of civilization. Choose the latter, and it could be the last real choice you get to make." In ten chapters, composed of ten "commands" accompanied by original illustrations from comic artist Leland Purvis, Rushkoff provides cyberenthusiasts and technophobes alike with the guidelines to navigate this new universe. In this spirited, accessible poetics of new media, Rushkoff picks up where Marshall McLuhan left off, helping readers come to recognize 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. World-renowned media theorist and counterculture figure Douglas Rushkoff is the originator of ideas such as "viral media," "social currency" and "screenagers." He has been at the forefront of digital society from its beginning, correctly predicting the rise of the net, the dotcom boom and bust, as well as the current financial crisis. He is a familiar voice on NPR, face on PBS, and writer in publications from Discover Magazine to the New York Times.

Program or Be Programmed-Douglas Rushkoff 2011-09-06 A friendly little book with a big and actionable message helps readers come to recognize programming as the new literacy of the digital age. The debate over whether the Net is good or bad for us fills the airwaves and the blogosphere. But for all the heat of claim and counter-claim, the argument is essentially beside the point: It's here; it's everywhere. The real question is, do we direct technology, or do we let ourselves be directed by it and those who have mastered it? "Choose the former," writes Rushkoff, "and you gain access to the control panel of civilization. Choose the latter, and it could be the last real choice you get to make." In this spirited, accessible guide to poetics of new media, Rushkoff picks up where Marshall McLuhan left off to create a template through which to see beyond the social conventions and power structures that have vexed us for centuries. In ten chapters, composed of ten "commands" accompanied by original illustrations from comic artist Leland Purvis, Rushkoff provides cyber enthusiasts and technophobes alike with the guidelines to navigate this new universe.

Media Virus!-Douglas Rushkoff 1996 Examines media and popular culture issues, including childrens' television, MTV, the O.J. Simpson trial, and alternative media

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.

Aleister & Adolf-Douglas Rushkoff 2021-02-02 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

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

Blur-Bill Kovach 2011-08-30 A critical guide in an age when the line between citizen and journalist is becoming increasingly unclear.

Coercion-Douglas Rushkoff 2000-10-01 Noted media pundit and author of Playing the Future Douglas Rushkoff gives a devastating critique of the influence techniques behind our culture of rampant consumerism. With a skilled analysis of how experts in the fields of marketing, advertising, retail atmospherics, and hand-selling attempt to take away our ability to make rational decisions, Rushkoff delivers a bracing account of media ecology today, consumerism in America, and why we buy what we buy, helping us recognize when we're being treated like consumers instead of human beings.

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.

Cyberia-Douglas Rushkoff 1994 A trip through modern computer culture that examines the cyberpunk movement, the hacker sub-culture, virtual reality, and smart drugs

Webs of Influence-Nathalie Nahai 2012-12-14 As legions of businesses scramble to set up virtual-shop, we face an unprecedented level of competition to win over and keep new customers online. At the forefront of this battleground is your ability to connect with your customers, nurture your relationships and understand the psychology behind what makes them click. In this book The Web Psychologist, Nathalie Nahai, expertly draws from the worlds of psychology, neuroscience and behavioural economics to bring you the latest developments, cutting edge techniques and fascinating insights that will lead to online success. Webs of Influence delivers the tools you need to develop a compelling, influential and profitable online strategy which will catapult your business to the next level – with dazzling results.

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

Life Inc-Douglas Rushkoff 2011-01-04 Now includes "The Life Inc. Guide to Reclaiming the Value You Create" In Life Inc, award-winning writer Douglas Rushkoff traces how corporations went from being convenient legal fictions to being the dominant fact of contemporary life. The resulting ideology, corporatism, has infiltrated all aspects of civics, commerce, and culture—from the founding of the first chartered monopoly to the branding of the self, from the invention of central currency to the privatization of banking, from the Victorian Great Exhibition to the solipsism of Facebook. Life Inc explains why we see our homes as investments rather than places to live, our 401(k) plans as the ultimate measure of success, and the Internet as just another place to do business. Most important, Rushkoff illuminates both how we've become disconnected from our world and how we can reconnect to our towns, to the value we can create, and, mostly, to one another. As the speculative economy collapses under its own weight, Life Inc shows us how to build a real and human-scaled society to take its place.

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.

The Final Programme-Michael Moorcock 2016-02-02 Jerry Cornelius is a scientist, a rock star, and an assassin. He is the hippest adventurer of them all: tripping through a pop art nightmare in which kidnappings, murder, sex and drugs are a daily occurrence. Along with his savvy and ruthless partner-

in-chaos, Miss Brunner, Cornelius is on a mission to control a revolutionary code for creating the ultimate human being, a modern messiah— the final programme. The first book in the Cornelius Quartet is the groundbreaking introduction to the misadventures and vendettas of Jerry Cornelius, one of modern literature's most distinctive characters, the product of a bewildering post-modern culture, and an inspiration for generations of characters since.

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.

Programming Embedded Systems-Michael Barr 2006 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.

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.

The Chimp Paradox-Steve Peters 2013-05-30 Your inner Chimp can be your best friend or your worst enemy...this is the Chimp Paradox Do you sabotage your own happiness and success? Are you struggling to make sense of yourself? Do your emotions sometimes dictate your life? Dr. Steve Peters explains that we all have a being within our minds that can wreak havoc on every aspect of our lives—be it business or personal. He calls this being "the chimp," and it can work either for you or against you. The challenge comes when we try to tame the chimp, and persuade it to do our bidding. The Chimp Paradox contains an incredibly powerful mind management model that can help you be happier and healthier, increase your confidence, and become a more successful person. This book will help you to: —Recognize how your mind is working —Understand and manage your emotions and thoughts —Manage yourself and become the person you would like to be Dr. Peters explains the struggle that takes place within your mind and then shows you how to apply this understanding. Once you're armed with this new knowledge, you will be able to utilize your chimp for good, rather than letting your chimp run rampant with its own agenda.

Think Like a Programmer-V. Anton Spraul 2012-08-12 The real challenge of programming isn't learning a language's syntax—it's learning to creatively solve problems so you can build something great. In this one-of-a-kind text, author V. Anton Spraul breaks down the ways that programmers solve problems and teaches you what other introductory books often ignore: how to Think Like a Programmer. Each chapter tackles a single programming concept, like classes, pointers, and recursion, and open-ended exercises throughout challenge you to apply your knowledge. You'll also learn how to: –Split problems into discrete components to make them easier to solve –Make the most of code reuse with functions, classes, and libraries –Pick the perfect data structure for a particular job –Master more advanced programming tools like recursion and dynamic memory –Organize your thoughts and develop strategies to tackle particular types of problems Although the book's examples are written in C++, the creative problem-solving concepts they illustrate go beyond any particular language; in fact, they often reach outside the realm of computer science. As the most skillful programmers know, writing great code is a creative art—and the first step in creating your masterpiece is learning to Think Like a Programmer.

Programmed Visions-Wendy Hui Kyong Chun 2011-04-29 A theoretical examination of the surprising emergence of software as a guiding metaphor for our neoliberal world. New media thrives on cycles of obsolescence and renewal: from celebrations of cyber-everything to Y2K, from the dot-com bust to the next big things—mobile mobs, Web 3.0, cloud computing. In Programmed Visions, Wendy Hui Kyong Chun argues that these cycles

result in part from the ways in which new media encapsulates a logic of programmability. New media proliferates "programmed visions," which seek to shape and predict—even embody—a future based on past data. These programmed visions have also made computers, based on metaphor, metaphors for metaphor itself, for a general logic of substitutability. Chun argues that the clarity offered by software as metaphor should make us pause, because software also engenders a profound sense of ignorance: who knows what lurks behind our smiling interfaces, behind the objects we click and manipulate? The combination of what can be seen and not seen, known (knowable) and not known—its separation of interface from algorithm and software from hardware—makes it a powerful metaphor for everything we believe is invisible yet generates visible, logical effects, from genetics to the invisible hand of the market, from ideology to culture.

The Web Designer's Roadmap-Giovanni DiFeterici 2012-08-29 The Web Designer's Roadmap is a full-color book about the creative process and the underlying principles that govern that process. While other books cover the nuts 'n' bolts of how to design the elements that make up websites, this book outlines how effective designers go about their work, illustrating the complete creative process from start to finish. As well as how-to content, the book draws on interviews with a host of well-known design gurus, including Shaun Inman, Daniel Burka, Meagan Fisher, Donald Norman and Dan Rubin. A non-academic book, this is a fun and easy read packed with practical information.

Program Synthesis-Sumit Gulwani 2017-07-11 Program synthesis is the task of automatically finding a program in the underlying programming language that satisfies the user intent expressed in the form of some specification. Since the inception of artificial intelligence in the 1950s, this problem has been considered the holy grail of Computer Science. Despite inherent challenges in the problem such as ambiguity of user intent and a typically enormous search space of programs, the field of program synthesis has developed many different techniques that enable program synthesis in different real-life application domains. It is now used successfully in software engineering, biological discovery, compute-raided education, end-user programming, and data cleaning. In the last decade, several applications of synthesis in the field of programming by examples have been deployed in mass-market industrial products. This monograph is a general overview of the state-of-the-art approaches to program synthesis, its applications, and subfields. It discusses the general principles common to all modern synthesis approaches such as syntactic bias, oracle-guided inductive search, and optimization techniques. We then present a literature review covering the four most common state-of-the-art techniques in program synthesis: enumerative search, constraint solving, stochastic search, and deduction-based programming by examples. It concludes with a brief list of future horizons for the field.

Outliers-Malcolm Gladwell 2008-11-18 From the bestselling author of Blink and The Tipping Point, Malcolm Gladwell's Outliers: The Story of Success overturns conventional wisdom about genius to show us what makes an ordinary person an extreme overachiever. Why do some people achieve so much more than others? Can they lie so far out of the ordinary? In this provocative and inspiring book, Malcolm Gladwell looks at everyone from rock stars to professional athletes, software billionaires to scientific geniuses, to show that the story of success is far more surprising, and far more fascinating, than we could ever have imagined. He reveals that it's as much about where we're from and what we do, as who we are - and that no one, not even a genius, ever makes it alone. Outliers will change the way you think about your own life story, and about what makes us all unique. 'Gladwell is not only a brilliant storyteller; he can see what those stories tell us, the lessons they contain' Guardian 'Malcolm Gladwell is a global phenomenon ... he has a genius for making everything he writes seem like an impossible adventure' Observer 'He is the best kind of writer - the kind who makes you feel like you're a genius, rather than he's a genius' The Times

PIC Projects for Non-Programmers-John Iovine 2011-08-24 John Iovine has created his next masterwork with PIC Projects for Non-Programmers. Engineers and hobbyists new to the PIC who want to create something today will find a valuable resource in this book. By working through the accessible projects in this book, readers will use a symbolic compiler that allows them to create 'code' via flowcharts immediately, getting their projects up and running quickly! The ability to create applications with the PIC from day one makes this a real page turner and a highly satisfying introduction to microcontrollers for both novices and readers who need to build their skills. Gets readers up and running fast with a quick review of basics and then onto ten tried-and-tested projects No languages to learn: Simply drag and drop the icons, plug in the settings and the PIC will

respond to the commands Step by step guide to using Flowcode 4

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

Programming Challenges-Steven S Skiena 2006-04-18 There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

Mind Programming-Eldon Taylor 2009-04-15 It is the 21st century and we have experienced a technology explosion that has granted us a cornucopia of luxuries and opportunities. At this point, virtually anything seems possible. However, along with the positive developments are ominous collaborations designed to deprive us of an inherent birthright—the power of a free mind. Mind Programming is a riveting expose on the plethora of research that has been carried out simply to discover ways to control your every thought and desire. What you will learn will both shock and horrify you. Tweaking your psyche has become big business. Never again will you be able to ignore the truth—your very thoughts are not your own. Mind Programming provides the tools to take back control and reprogram your own mind. Eldon Taylor provides the insight, information, and easy-to-use methods that will empower you to realize the life of your dreams. You were not meant to be the product of another's manipulation, whether in attitude and mood or in ambition and consumption.

The Library of Babel-Jorge Luis Borges 2000 "Not many living artists would be sufficiently brave or inspired to attempt reflecting in art what Borges constructs in words. But the detailed, evocative etchings by Erik Desmazieres provide a perfect counterpoint to the visionary prose. Like Borges, Desmazieres has created his own universe, his own definition of the meaning, topography and geography of the Library of Babel. Printed together, with the etchings reproduced in fine-line duotone, text and art unite to present an artist's book that belongs in the circle of Borges's sacrosanct Crimson Hexagon - "books smaller than natural books, books omnipotent, illustrated, and magical.""--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

Panic Free-Tom Bunn 2019-04-30 "HURRY, BUY THE BOOK AND TRANSFORM YOUR LIFE." — Marla Friedman, PsyD, PC, board chairman, Badge of Life What if you could stop panic by tapping into a different part of your brain? After years of working to help sufferers of panic and anxiety, licensed therapist (and pilot) Tom Bunn discovered a highly effective solution that utilizes a part of the brain not affected by the stress hormones that bombard a person experiencing panic. This "unconscious procedural memory" can be programmed to control panic by preventing the release of stress hormones and activating the parasympathetic nervous system. This process, outlined in Panic Free, sounds complicated but is not, requiring just ten days and no drugs or doctors. Bunn includes specific instructions for dealing with common panic triggers, such as airplane travel, bridges, MRIs, and tunnels. Because panic is profoundly life-limiting, the program Bunn offers can be a real life-changer.

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-handy 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

Probability with Applications in Engineering, Science, and Technology-Matthew A. Carlton 2017-03-30 This updated and revised first-course textbook in applied probability provides a contemporary and lively post-calculus introduction to the subject of probability. The exposition reflects a desirable balance between fundamental theory and many applications involving a broad range of real problem scenarios. It is intended to appeal to a wide audience, including mathematics and statistics majors, prospective engineers and scientists, and those business and social science majors interested in the quantitative aspects of their disciplines. The textbook contains enough material for a year-long course, though many instructors will use it for a single term (one semester or one quarter). As such, three course syllabi with expanded course outlines are now available for download on the book's page on the Springer website. A one-term course would cover material in the core chapters (1-4), supplemented by selections from one or more of the remaining chapters on statistical inference (Ch. 5), Markov chains (Ch. 6), stochastic processes (Ch. 7), and signal processing (Ch. 8—available exclusively online and specifically designed for electrical and computer engineers, making the book suitable for a one-term class on random signals and noise). For a year-long course, core chapters (1-4) are accessible to those who have taken a year of univariate differential and integral calculus; matrix algebra, multivariate calculus, and engineering mathematics are needed for the latter, more advanced chapters. At the heart of the textbook's pedagogy are 1,100 applied exercises, ranging from straightforward to reasonably challenging, roughly 700 exercises in the first four "core" chapters alone—a self-contained textbook of problems introducing basic theoretical knowledge necessary for solving problems and illustrating how to solve the problems at hand – in R and MATLAB, including code so that students can create simulations. New to this edition • Updated and re-worked Recommended Coverage for instructors, detailing which courses should use the textbook and how to utilize different sections for various objectives and time constraints • Extended and revised instructions and solutions to problem sets • Overhaul of Section 7.7 on continuous-time Markov chains • Supplementary materials include three sample syllabi and updated solutions manuals for both instructors and students

Structure and Interpretation of Computer Programs-Harold Abelson 1985 Describes the LISP programming language, and covers basic procedures, data, and modularity

Recovery-Russell Brand 2017-10-03 A guide to all kinds of addiction from a star who has struggled with heroin, alcohol, sex, fame, food and eBay, that will help addicts and their loved ones make the first steps into recovery "This manual for self-realization comes not from a mountain but from the mud...My qualification is not that I am better than you but I am worse." —Russell Brand With a rare mix of honesty, humor, and compassion, comedian and movie star Russell Brand mines his own wild story and shares

the advice and wisdom he has gained through his fourteen years of recovery. Brand speaks to those suffering along the full spectrum of addiction—from drugs, alcohol, caffeine, and sugar addictions to addictions to work, stress, bad relationships, digital media, and fame. Brand understands that addiction can take many shapes and sizes and how the process of staying clean, sane, and unhooked is a daily activity. He believes that the question is not "Why are you addicted?" but "What pain is your addiction masking? Why are you running—into the wrong job, the wrong life, the wrong person's arms?" Russell has been in all the twelve-step fellowships going, he's started his own men's group, he's a therapy regular and a practiced yogi—and while he's worked on this material as part of his comedy and previous bestsellers, he's never before shared the tools that really took him out of it, that keep him clean and clear. Here he provides not only a recovery plan, but an attempt to make sense of the ailing world.

The Ecstasy Club-Douglas Rushkoff 1998

Media Literacy-W. James Potter 1998-01-08 Media Literacy introduces students to the fascinating world that operates behind media messages. Examples and exercises are used to support the key ideas, while students are invited to analyze media from the points of view of a psychologist, an economist, an advertiser, a journalist, a media critic, a producer and a policymaker. This approach enables them to establish knowledge structures from which they can discern between the media effects which are positive - and have value as instruction or entertainment - and those which are negative.

Java 2 in 21 Days-Laura Lemay 2001

The Self-taught Programmer-Cory Althoff 2022-01-13 'One of the best software design books of all time' - BookAuthority Cory Althoff is a self-taught programmer. After a year of self-study, he learned to program well enough to land a job as a software engineer II at eBay. But once he got there, he realised he was severely under-prepared. He was overwhelmed by the amount of things he needed to know but hadn't learned. His journey learning to program, and his experience in first software engineering job were the inspiration for this book. This book is not just about learning to program, although you will learn to code. If you want to program professionally, it is not enough to learn to code; that is why, in addition to helping you learn to program, Althoff also cover the rest of the things you need to know to program professionally that classes and books don't teach you. The Self-taught Programmer is a roadmap, a guide to take you from writing your first Python program to passing your first technical interview. The book is divided into five sections: 1. Learn to program in Python 3 and build your first program. 2. Learn object-oriented programming and create a powerful Python program to get you hooked. 3. Learn to use tools like Git, Bash and regular expressions. Then use your new coding skills to build a web scraper. 4. Study computer science fundamentals like data structures and algorithms. 5. Finish with best coding practices, tips for working with a team and advice on landing a programming job. You can learn to program professionally. The path is there. Will you take it? From the author I spent one year writing The Self-Taught Programmer. It was an exciting and rewarding experience. I treated my book like a software project. After I finished writing it, I created a program to pick out all of the code examples from the book and execute them in Python to make sure all 300+ examples worked properly. Then I wrote software to add line numbers and color to every code example. Finally, I had a group of 200 new programmers 'beta read' the book to identify poorly explained concepts and look for any errors my program missed. I hope you learn as much reading my book as I did writing it. Best of luck with your programming!

The Goldilocks Challenge-Mary Kay Gugerty 2018-04-02 The social sector provides services to a wide range of people throughout the world with the aim of creating social value. While doing good is great, doing it well is even better. These organizations, whether nonprofit, for-profit, or public, increasingly need to demonstrate that their efforts are making a positive impact on the world, especially as competition for funding and other scarce resources increases. This heightened focus on impact is positive: learning whether we are making a difference enhances our ability to address pressing social problems effectively and is critical to wise stewardship of resources. Yet demonstrating efficacy remains a big hurdle for most organizations. The Goldilocks Challenge provides a parsimonious framework for measuring the strategies and impact of social sector organizations. A good data strategy starts first with a sound theory of change that helps organizations decide what elements they should monitor and measure. With a theory of change providing solid underpinning, the Goldilocks framework then puts forward four key principles, the CART principles: Credible data that are high quality and analyzed appropriately, Actionable data will actually influence future decisions; Responsible data create more benefits than costs; and Transportable data build knowledge that can be used in the future and by others. Mary Kay Gugerty and Dean Karlan combine their extensive experience working with nonprofits, for-profits and government with their understanding of measuring effectiveness in this insightful guide to thinking about and implementing evidence-based change. This book is an invaluable asset for nonprofit, social enterprise and government leaders, managers, and funders-including anyone considering making a charitable contribution to a nonprofit-to ensure that these organizations get it "just right" by knowing what data to collect, how to collect it, how it can be analyzed, and drawing implications from the analysis. Everyone who wants to make positive change should focus on the top priority: using data to learn, innovate, and improve program implementation over time. Gugerty and Karlan show how.