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## ELAINE ANIYA

Beyond the Basic Stuff with Python No Starch Press

A comprehensive reference to the newest version of the world's most popular spreadsheet application: Excel 2010 John Walkenbach's name is synonymous with excellence in computer books that decipher complex technical topics. Known as "Mr. Spreadsheet," Walkenbach shows you how to maximize the power of all the new features of Excel 2010. An authoritative reference, this perennial bestseller proves itself indispensable no matter your level of skill, from Excel beginners and intermediate users to power users and potential power users everywhere. Fully updated for the new release, this latest edition provides comprehensive, soup-to-nuts coverage, delivering over 900 pages of Excel tips, tricks, and techniques you won't find anywhere else. Excel guru and bestselling author John Walkenbach ("Mr. Spreadsheet") guides you through every aspect of Excel Delivers essential coverage of all the newest features of Excel 2010 Presents material in a clear, concise, logical format that is ideal for all levels of Excel experience Includes a CD that contains all the templates and worksheets used in the book plus John Walkenbach's award-winning Power Utility Pak Excel 2010 Bible serves as an excellent resource on all things Excel! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Behavioral Economics Addison-Wesley Longman

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop Classroom in a Book (2020 release) from Adobe Press. The 15 project-based lessons show key step-by-step techniques for working in Photoshop,

including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2020 release covers features like the new Object Selection tool, saving Cloud Documents for easy access from Photoshop on other devices such as the Apple iPad, removing objects with upgraded Content-Aware Fill, applying styles and objects such as gradients and shapes, instantly using redesigned Presets panels, and much more! The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Open Software HarperCollins UK

Stay younger for longer and get the body you've always dreamed of. Join the health revolution taking the world by storm! How Big Data Increases Inequality and Threatens Democracy OECD Publishing Despite popular belief, anyone can learn to program a computer. Computer programming doesn't require a high IQ and an innate proficiency in advanced mathematics. All that's required is a desire to learn and the patience to never give up. If you've ever dreamed of writing your own programs, rest assured that you can. Programming can be a lot of fun, but it can also be frustrating, annoying, and time-consuming. And that's why you need Beginning Programming For Dummies, 2nd Edition - to help you discover how to program a computer with the minimum amount of inconvenience and the maximum amount of enjoyment. Now, enjoyment can go only so far. In fact, not many people program just for the fun of it; usually, they want to create a program to do something unique to their lives, or perhaps they'd like to make a little cash on the side by selling their programs as shareware. If you've always wondered how

you could do what so many others have done, all you have to do is plug into Beginning Programming For Dummies, 2nd Edition, to find out how. Here's just a sample of the topics you'll find covered: Deciphering the mystery of the various programming languages Assembling and working with programming tools Getting inside a programming language: Liberty BASIC Programming basics: From variables, constants, and comments to strings, control statements, and loops Creating user interfaces for your programs Dealing with data structures Playing with object-oriented programming Debugging and optimizing your code Top Ten lists on the top programming careers and additional resources So no matter what operating system platform you use - whether it's Windows, Mac OS, Linux, Palm OS, or Pocket PC - Beginning Programming For Dummies, 2nd Edition, can walk you through the basics of programming and get you well on your way to becoming a programming wizard!

Learn to Program Hachette Children's Learn How to Maximize Your Online Brand Visibility with Less Effort No stones are left unturned when you get your hands on this now. You will become a complete expert on this, and you'll get everything you need inside to do the same...

Immune Food Solutions Packt Publishing Ltd

"A great book with deep insights into the bridge between programming and the human mind." - Mike Taylor, CGI Your brain responds in a predictable way when it encounters new or difficult tasks. This unique book teaches you concrete techniques rooted in cognitive science that will improve the way you learn and think about code. In The Programmer's Brain: What every programmer needs to know about cognition you will learn: Fast and effective ways to master new programming languages Speed reading skills to quickly comprehend new code Techniques to unravel the meaning of complex code Ways to learn new syntax and keep it memorized Writing code that

is easy for others to read Picking the right names for your variables Making your codebase more understandable to newcomers Onboarding new developers to your team Learn how to optimize your brain's natural cognitive processes to read code more easily, write code faster, and pick up new languages in much less time. This book will help you through the confusion you feel when faced with strange and complex code, and explain a codebase in ways that can make a new team member productive in days! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Take advantage of your brain's natural processes to be a better programmer. Techniques based in cognitive science make it possible to learn new languages faster, improve productivity, reduce the need for code rewrites, and more. This unique book will help you achieve these gains. About the book *The Programmer's Brain* unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You'll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you'll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed. What's inside Understand how your brain sees code Speed reading skills to learn code quickly Techniques to unravel complex code Tips for making codebases understandable About the reader For programmers who have experience working in more than one language. About the author Dr. Felienne Hermans is an associate professor at Leiden University in the Netherlands. She has spent the last decade researching programming, how to learn and how to teach it. Table of Contents PART 1 ON READING CODE BETTER 1 Decoding your confusion while coding 2 Speed reading for code 3 How to learn programming syntax quickly 4 How to read complex code PART 2 ON THINKING ABOUT CODE 5 Reaching a deeper understanding of code 6 Getting better at solving programming problems 7 Misconceptions: Bugs in thinking PART 3 ON WRITING BETTER CODE 8 How to get better at naming things 9 Avoiding bad code and cognitive load: Two frameworks 10 Getting better at solving complex problems PART 4 ON COLLABORATING ON CODE 11 The act of writing code 12 Designing and improving larger systems 13 How to onboard new developers *Weapons of Math Destruction* Wiley

Learn how to program in Python while making and breaking ciphers—algorithms used to create and send secret messages! After a crash course in Python programming basics, you'll learn to make, test, and hack programs that encrypt text with classical ciphers like the transposition cipher and Vigenère cipher. You'll begin with simple programs for the reverse and Caesar ciphers and then work your way up to public key cryptography, the type of encryption used to secure today's online transactions, including digital signatures, email, and Bitcoin. Each program includes the full code and a line-by-line explanation of how things work. By the end of the book, you'll have learned how to code in Python and you'll have the clever programs to prove it! You'll also learn how to: - Combine loops, variables, and flow control statements into real working programs - Use dictionary files to instantly detect whether decrypted messages are valid English or gibberish - Create test programs to make sure that your code encrypts and decrypts correctly - Code (and hack!) a working example of the affine cipher, which uses modular arithmetic to encrypt a message - Break ciphers with techniques such as brute-force and frequency analysis There's no better way to learn to code than to play with real programs. *Cracking Codes with Python* makes the learning fun!

**Mapping It Out** SAGE Publications Now in striking full color, the Second Edition shows readers how to make the research results presented in reports, slideshows, dashboards, posters, and data visualizations more interesting, engaging, and impactful. The book guides students, researchers, evaluators, entrepreneurs, and non-profit workers—anyone reporting data to an outside audience—through design choices in four primary areas: graphics, text, color, and arrangement. The Second Edition features an improved layout with larger screenshots, a review of the recent literature on data visualization, and input from a panel of graphic design experts. Watch Stephanie D. H. Evergreen's latest webinar on tips to make your data presentations successful!

**Expository Cartography for the Humanities and Social Sciences** Routledge

Writers know only too well how long it can take—and how awkward it can be—to describe spatial relationships with words alone. And while a map might not always be worth a thousand words, a good one can help writers communicate an argument or explanation clearly, succinctly, and effectively. In his acclaimed *How to Lie with Maps*, Mark

Monmonier showed how maps can distort facts. In *Mapping it Out: Expository Cartography for the Humanities and Social Sciences*, he shows authors and scholars how they can use expository cartography—the visual, two-dimensional organization of information—to heighten the impact of their books and articles. This concise, practical book is an introduction to the fundamental principles of graphic logic and design, from the basics of scale to the complex mapping of movement or change. Monmonier helps writers and researchers decide when maps are most useful and what formats work best in a wide range of subject areas, from literary criticism to sociology. He demonstrates, for example, various techniques for representing changes and patterns; different typefaces and how they can either clarify or confuse information; and the effectiveness of less traditional map forms, such as visibility base maps, frame-rectangle symbols, and complementary scatterplot designs for conveying complex spatial relationships. There is also a wealth of practical information on map compilation, cartobibliographies, copyright and permissions, facsimile reproduction, and the evaluation of source materials. Appendixes discuss the benefits and limitations of electronic graphics and pen-and-ink drafting, and how to work with a cartographic illustrator. Clearly written, and filled with real-world examples, *Mapping it Out* demystifies mapmaking for anyone writing in the humanities and social sciences. "A useful guide to a subject most people probably take too much for granted. It shows how map makers translate abstract data into eye-catching cartograms, as they are called. It combats cartographic illiteracy. It fights cartophobia. It may even teach you to find your way."—Christopher Lehmann-Haupt, *The New York Times*

**Adobe Photoshop Classroom in a Book (2021 Release)** "O'Reilly Media, Inc."

Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around

with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application.

*Learn to Program with Minecraft* No Starch Press

Wolf Wood has been home to generations of werewolves, including Grandpa Werewolf, and holds an important secret. But unscrupulous developers plan to destroy the woods and build blocks of flats and carparks. The werewolves are in danger - and so is their secret. When Alfie's mysterious dreams lead him to uncover the secret of Wolf Wood he knows

he must save it - can his classmates help Alfie stop the bulldozers, before the wood gets turned into a block of flats?

*Cookies, Coleslaw, and Stoops* John Wiley & Sons

"This book describes the process of analyzing data. The authors have extensive experience both managing data analysts and conducting their own data analyses, and this book is a distillation of their experience in a format that is applicable to both practitioners and managers in data science."--Leanpub.com. *The Art of Data Science* No Starch Press In this volume, the renowned linguist Nicoline van der Sijs glosses over some 300 Dutch loan words that travelled to the New World between the 17th and the 20th century.

*The Influence of Dutch on the North American Languages* □□□□□

A succinct and highly readable guide to creating effective graphs The right graph can be a powerful tool for communicating information, improving a presentation, or conveying your point in print. If your professional endeavors call for you to present data graphically, here's a book that can help you do it more effectively. *Creating More Effective Graphs* gives you the basic knowledge and techniques required to choose and create appropriate graphs for a broad range of applications. Using real-world examples everyone can relate to, the author draws on her years of experience in graphical data analysis and presentation to highlight some of today's most effective methods. In clear, concise language, the author answers such common questions as: What constitutes an effective graph for communicating data? How do I choose the type of graph that is best for my data? How do I recognize a misleading graph? Why do some graphs have logarithmic scales? In no time you'll graduate from bar graphs and pie charts to graphs that illuminate data like: Dot plots Box plots Scatterplots Linked micromaps Trellis displays Mosaic plots Month plots Scatterplot matrices . . . most of them requiring only inexpensive, easily downloadable software. Whether you're a novice at graphing or already use graphs in your work but want to improve them, *Creating More Effective Graphs* will help you develop the kind of clear, accurate, and well-designed graphs that will allow your data to be understood.

*A Hands-On Approach for Beginners* Faber Publishing

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough,

but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

*Data Science at the Command Line* Information Gatekeepers Inc

Do you think the programmers who work at your office are magical wizards who hold special powers that manipulate your computer? Believe it or not, anyone can learn how to write programs, and it doesn't take a higher math and science education to start. *Beginning Programming for Dummies* shows you how computer programming works without all the technical details or hard programming language. It explores the common parts of every computer programming language and how to write for multiple platforms like Windows, Mac OS X, or Linux. This easily accessible guide provides you with the tools you need to: Create programs and divide them into subprograms Develop variables and use constants Manipulate strings and convert them into numbers Use an array as storage space Reuse and rewrite code Isolate data Create a user interface Write programs for the Internet Utilize JavaScript and Java

Applets In addition to these essential building blocks, this guide features a companion CD-ROM containing Liberty BASIC compiler and code in several languages. It also provides valuable programming resources and lets you in on cool careers for programmers. With *Beginning Programming of Dummies*, you can take charge of your computer and begin programming today!

[Social Messaging Apps For Marketers New Riders](#)

Businesses are gathering data today at exponential rates and yet few people know how to access it meaningfully. If you're a business or IT professional, this short hands-on guide teaches you how to pull and transform data with SQL in significant ways. You will quickly master the fundamentals of SQL and learn how to create your own databases. Author Thomas Nield provides exercises throughout the book to help you practice your newfound SQL skills at home, without having to use a database server environment. Not only will you learn how to use key SQL statements to find and manipulate your data, but you'll also discover how to efficiently design and manage databases to meet your needs. You'll also learn how to: Explore relational databases, including lightweight and centralized models Use SQLite and SQLiteStudio to create lightweight databases in minutes Query and transform data in meaningful ways by using SELECT, WHERE, GROUP BY, and ORDER BY Join tables to get a more complete view of your business data Build your own tables and centralized databases by using normalized design principles Manage data by learning how to INSERT, DELETE, and UPDATE records

[Beginning Programming For Dummies](#)  
Editora Bibliomundi

Over the last few decades behavioral economics has revolutionized the

discipline. It has done so by putting the human back into economics, by recognizing that people sometimes make mistakes, care about others and are generally not as cold and calculating as economists have traditionally assumed. The results have been exciting and fascinating, and have fundamentally changed the way we look at economic behavior. This textbook introduces all the key results and insights of behavioral economics to a student audience. Ideas such as mental accounting, prospect theory, present bias, inequality aversion and learning are explained in detail. These ideas are also applied in diverse settings such as auctions, stock market crashes, charitable donations and health care, to show why behavioral economics is crucial to understanding the world around us. Consideration is also given to what makes people happy, and how we can potentially nudge people to be happier. This new edition contains expanded and updated coverage of contract theory, bargaining in the family, time and risk, and stochastic reference points, among other topics, to ensure that readers are kept up to speed with this fast-paced field. The companion website is also updated with a range of new questions and worked examples. This book remains the ideal introduction to behavioral economics for advanced undergraduate and graduate students. [OECD Information Technology Outlook 2010](#) Broadway Books  
Longlisted for the National Book Award  
New York Times Bestseller A former Wall Street quant sounds an alarm on the mathematical models that pervade modern life -- and threaten to rip apart our social fabric We live in the age of the algorithm. Increasingly, the decisions that affect our lives--where we go to school, whether we get a car loan, how much we pay for health insurance--are being made not by humans, but by mathematical

models. In theory, this should lead to greater fairness: Everyone is judged according to the same rules, and bias is eliminated. But as Cathy O'Neil reveals in this urgent and necessary book, the opposite is true. The models being used today are opaque, unregulated, and uncontestable, even when they're wrong. Most troubling, they reinforce discrimination: If a poor student can't get a loan because a lending model deems him too risky (by virtue of his zip code), he's then cut off from the kind of education that could pull him out of poverty, and a vicious spiral ensues. Models are propping up the lucky and punishing the downtrodden, creating a "toxic cocktail for democracy." Welcome to the dark side of Big Data. Tracing the arc of a person's life, O'Neil exposes the black box models that shape our future, both as individuals and as a society. These "weapons of math destruction" score teachers and students, sort r sum s, grant (or deny) loans, evaluate workers, target voters, set parole, and monitor our health. O'Neil calls on modelers to take more responsibility for their algorithms and on policy makers to regulate their use. But in the end, it's up to us to become more savvy about the models that govern our lives. This important book empowers us to ask the tough questions, uncover the truth, and demand change. -- Longlist for National Book Award (Non-Fiction) -- Goodreads, semi-finalist for the 2016 Goodreads Choice Awards (Science and Technology) -- Kirkus, Best Books of 2016 - - New York Times, 100 Notable Books of 2016 (Non-Fiction) -- The Guardian, Best Books of 2016 -- WBUR's "On Point," Best Books of 2016: Staff Picks -- Boston Globe, Best Books of 2016, Non-Fiction  
[Presenting Data Effectively](#) Wiley-Interscience  
Excel VBA Programming For Dummies John Wiley & Sons