

## Ruby On Rails Colorado Computer Science | 4b0239bbac3d60a28a0e6dd3a8d7ed5e

Ruby on Rails Tutorial Biology Everywhere The Well-Grounded Rubyist Cloud Computing 97 Things Every Project Manager Should Know Rework American-Made Learning Computer Architecture with Raspberry Pi Technology-Based Health Promotion Programming the World Wide Web Microservices From Day One Sustainable Web Development with Ruby on Rails Remote PC/Computing Python for Data Analysis Vue on Rails Rails AntiPatterns Cloudera Administration Handbook PC Mag Personal Computer Magazine PC Magazine The Rails Way Learning Ruby PC World PC Mag Engineering Software as a Service Programming the World Wide Web Ajax on Rails Why's (Poignant) Guide to Ruby Python for Kids Pro Active Record Understanding Computation Learn to Program Rails 4 in Action Trail Tracks A Common-Sense Guide to Data Structures and Algorithms Personal Computing Computer Architecture and Security GoHiniad Presentation Patterns

If you've traveled the nation's highways, flown into New York's LaGuardia Airport, strolled San Antonio's River Walk, or seen the Pacific Ocean from the Beach Chalet in San Francisco, you have experienced some part of the legacy of the Works Progress Administration (WPA)—one of the enduring cornerstones of Franklin D. Roosevelt's New Deal. When President Roosevelt took the oath of office in March 1933, he was facing a devastated nation. Four years into the Great Depression, a staggering 13 million American workers were jobless and many millions more of their family members were equally in need. Desperation ruled the land. What people wanted were jobs, not handouts: the pride of earning a paycheck; and in 1935, after a variety of temporary relief measures, a permanent nationwide jobs program was created. This was the Works Progress Administration, and it would forever change the physical landscape and the social policies of the United States. The WPA lasted for eight years, spent \$11 billion, employed 8½ million men and women, and gave the country not only a renewed spirit but a fresh face. Under its colorful head, Harry Hopkins, the agency's remarkable accomplishment was to combine the urgency of putting people back to work with its vision of physically rebuilding America. Its workers laid roads, erected dams, bridges, tunnels, and airports. They stocked rivers, made toys, sewed clothes, served millions of hot school lunches. When disasters struck, they were there by the thousands to rescue the stranded. And all across the country the WPA's arts programs performed concerts, staged plays, painted murals, delighted children with circuses, created invaluable guidebooks. Even today, more than sixty years after the WPA ceased to exist, there is almost no area in America that does not bear some visible mark of its presence. Politically controversial, the WPA was staffed by passionate believers and hated by conservatives; its critics called its projects make-work and wags said it stood for We Piddle Around. The contrary was true. We have only to look about us today to discover its lasting presence.

A comprehensive guide to building Ruby on Rails apps that can be sustained for many years.

The first book to introduce computer architecture for security and provide the tools to implement secure computer systems This book provides the fundamentals of computer architecture for security. It covers a wide range of computer hardware, system software and data concepts from a security perspective. It is essential for computer science and security professionals to understand both hardware and software security solutions to survive in the workplace. Examination of memory, CPU architecture and system implementation Discussion of computer buses and a dual-port bus interface Examples cover a board spectrum of hardware and software systems Design and implementation of a patent-pending secure computer system Includes the latest patent-pending technologies in architecture security Placement of computers in a security fulfilled network environment Co-authored by the inventor of the modern Computed Tomography (CT) scanner Provides website for lecture notes, security tools and latest updates

Rework shows you a better, faster, easier way to succeed in business. Most business books give you the same old advice: Write a business plan, study the competition, seek investors, yadda yadda. If you're looking for a book like that, put this one back on the shelf. Read it and you'll know why plans are actually harmful, why you don't need outside investors, and why you're better off ignoring the competition. The truth is, you need less than you think. You don't need to be a workaholic. You don't need to staff up. You don't need to waste time on paperwork or meetings. You don't even need an office. Those are all just excuses. What you really need to do is stop talking and start working. This book shows you the way. You'll learn how to be more productive, how to get exposure without breaking the bank, and tons more counterintuitive ideas that will inspire and provoke you. With its straightforward language and easy-is-better approach, Rework is the perfect playbook for anyone who's ever dreamed of doing it on their own. Hardcore entrepreneurs, small-business owners, people stuck in day jobs they hate, victims of "downsizing," and artists who don't want to starve anymore will all find valuable guidance in these pages.

Summary The Well-Grounded Rubyist, Third Edition is a beautifully written tutorial that begins with your first Ruby program and takes you all the way to sophisticated topics like reflection, threading, and recursion. Ruby masters David A. Black and Joe Leo distill their years of knowledge for you, concentrating on the language and its uses so you can use Ruby in any way you choose. Updated for Ruby 2.5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Designed for developer productivity, Ruby is an easy-to-learn dynamic language perfect for creating virtually any kind of software. Its famously friendly development community, countless libraries, and amazing tools, like the Rails framework, have established it as the language of choice for high-profile companies, including GitHub, SlideShare, and Shopify. The future is bright for the well-grounded Rubyist! About the Book In The Well-Grounded Rubyist, Third Edition, expert authors David A. Black and Joseph Leo deliver Ruby mastery in an easy-to-read, casual style. You'll lock in core principles as you write your first Ruby programs. Then, you'll progressively build up to topics like reflection, threading, and recursion, cementing your knowledge with high-value exercises to practice your skills along the way. What's Inside Basic Ruby syntax Running Ruby extensions FP concepts like currying, side-effect-free code, and recursion Ruby 2.5 updates About the Reader For readers with beginner-level programming skills. About the Authors David A. Black is an internationally known Ruby developer and author, and a cofounder of Ruby Central. Ruby teacher and advocate Joseph Leo III is the founder of Def Method and lead organizer of the Gotham Ruby Conference. Table of Contents PART 1 RUBY FOUNDATIONS Bootstrapping your Ruby literacy Objects, methods, and local variables Organizing objects with classes Modules and program organization The default object (self), scope, and visibility Control-flow techniques PART 2 BUILT-IN CLASSES AND MODULES Built-in essentials Strings, symbols, and other scalar objects Collection and container objects Collections central: Enumerable and Enumerator Regular expressions and regexp-based string operations File and I/O operations PART 3 RUBY DYNAMICS Object individuation Callable and runnable objects Callbacks, hooks, and runtime introspection Ruby and functional programming

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.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

# Read Book Ruby On Rails Colorado Computer Science

If the projects you manage don't go as smoothly as you'd like, *97 Things Every Project Manager Should Know* offers knowledge that's priceless, gained through years of trial and error. This illuminating book contains 97 short and extremely practical tips -- whether you're dealing with software or non-IT projects -- from some of the world's most experienced project managers and software developers. You'll learn how these professionals have dealt with everything from managing teams to handling project stakeholders to runaway meetings and more. While this book highlights software projects, its wise axioms contain project management principles applicable to projects of all types in any industry. You can read the book end to end or browse to find topics that are of particular relevance to you. *97 Things Every Project Manager Should Know* is both a useful reference and a source of inspiration. Among the 97 practical tips: "Clever Code Is Hard to Maintain and Maintenance Is Everything" -- David Wood, Partner, Zepheira "Every Project Manager Is a Contract Administrator" -- Fabio Teixeira de Melo, Planning Manager, Construtora Norberto Odebrecht "Can Earned Value and Velocity Coexist on Reports?" -- Barbee Davis, President, Davis Consulting "How Do You Define 'Finished'?" -- Brian Sam-Bodden, author, software architect "The Best People to Create the Estimates Are the Ones Who Do the Work" -- Joe Zenevitch, Senior Project Manager, ThoughtWorks "How to Spot a Good IT Developer" -- James Graham, independent management consultant "One Deliverable, One Person" -- Alan Greenblatt, CEO, Sciova

Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. *Python for Kids* brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit" -- a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: Use fundamental data structures like lists, tuples, and maps Organize and reuse your code with functions and modules Use control structures like loops and conditional statements Draw shapes and patterns with Python's turtle module Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Learn to build dynamic, interactive web applications using the two most important approaches to web development today: Ajax and the phenomenally efficient Ruby on Rails platform. This book teaches intermediate to advanced web developers how to use both Ajax and Rails to quickly build high-performance, scalable applications without being overwhelmed with thousands of lines of JavaScript code. More than just recipes, you also get a thorough, low-level understanding of what's happening under the hood. Ajax on Rails includes three fully worked out Rails/Ajax applications, and quick reference sections for Prototype and script.aculo.us. Testing lessons show you how to eliminate cross-browser JavaScript errors and DOM debugging nightmares using a combination of Firebug, and Venkman. Advanced material explains the most current design practices for Ajax usability. You'll learn to avoid user experience mistakes with proven design patterns. Beyond the how-to, Ajax on Rails helps you consider when Ajax is (and isn't) appropriate, and the trade-offs associated with it. For those new to Rails, this book provides a quick introduction, the big picture, a walk through the installation process, and some tips on getting started. If you've already started working with Rails and seek to deepen your skill set, you'll find dozens of examples drawn from real-world projects, exhaustive reference for every relevant feature, and expert advice on how to "Ajaxify" your applications.

The classic guide to working from home and why we should embrace a virtual office, from the bestselling authors of *Rework* -- A paradigm-smashing, compulsively readable case for a radically remote workplace. Susan Cain, New York Times bestselling author of *Quiet* Does working from home or anywhere else but the office make sense? In *Remote*, Jason Fried and David Heinemeier Hansson, the founders of Basecamp, bring new insight to the hotly debated argument. While providing a complete overview of remote work's challenges, Jason and David persuasively argue that, often, the advantages of working off-site far outweigh the drawbacks. In the past decade, the under one roof model of conducting work has been steadily declining, owing to technology that is rapidly creating virtual workspaces. Today the new paradigm is move work to the workers, rather than workers to the workplace. Companies see advantages in the way remote work increases their talent pool, reduces turnover, lessens their real estate footprint, and improves their ability to conduct business across multiple time zones. But what about the workers? Jason and David point out that remote work means working at the best job (not just one that is nearby) and achieving a harmonious work-life balance while increasing productivity. And those are just some of the perks to be gained from leaving the office behind. *Remote* reveals a multitude of other benefits, along with in-the-trenches tips for easing your way out of the office door where you control how your workday will unfold. Whether you're a manager fretting over how to manage workers who want out or a worker who wants to achieve a lifestyle upgrade while still being a top performer professionally, this book is your indispensable guide.

Finally, you can learn computation theory and programming language design in an engaging, practical way. *Understanding Computation* explains theoretical computer science in a context you'll recognize, helping you appreciate why these ideas matter and how they can inform your day-to-day programming. Rather than use mathematical notation or an unfamiliar academic programming language like Haskell or Lisp, this book uses Ruby in a reductionist manner to present formal semantics, automata theory, and functional programming with the lambda calculus. It's ideal for programmers versed in modern languages, with little or no formal training in computer science. Understand fundamental computing concepts, such as Turing completeness in languages Discover how programs use dynamic semantics to communicate ideas to machines Explore what a computer can do when reduced to its bare essentials Learn how universal Turing machines led to today's general-purpose computers Perform complex calculations, using simple languages and cellular automata Determine which programming language features are essential for computation Examine how halting and self-referencing make some computing problems unsolvable Analyze programs by using abstract interpretation and type systems

"Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for today's web and mobile apps. This book takes a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily production code. Graphics and examples make these computer science concepts understandable and relevant. You can use these techniques with any language; examples in the book are in JavaScript, Python, and Ruby. Use Big O notation, the primary tool for evaluating algorithms, to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary trees and graphs to help scale specialized applications such as social networks and mapping software. You'll even encounter a single keyword that can give your code a turbo boost. Jay Wengrow brings to this book the key teaching practices he developed as a web development bootcamp founder and educator. Use these techniques today to make your code faster and more scalable."

*The Complete Guide to Avoiding and Fixing Common Rails 3 Code and Design Problems* As developers worldwide have adopted the powerful Ruby on Rails web framework, many have fallen victim to common mistakes that reduce code quality, performance, reliability, stability, scalability, and maintainability. *Rails AntiPatterns* identifies these widespread Rails code and design problems, explains why they're bad and why they happen -- and shows exactly what to do instead. The book is organized into concise, modular chapters -- each outlines a single common AntiPattern and offers detailed, cookbook-style code solutions that were previously difficult or impossible to find. Leading Rails developers Chad Pytel and Tammer Saleh also offer specific guidance for refactoring existing bad code or design to reflect sound object-oriented principles and established Rails best practices. With their help, developers, architects, and testers can dramatically improve new and existing applications, avoid future problems, and establish superior Rails coding standards throughout their organizations. This book will help you understand, avoid, and solve problems with Model layer code, from general object-oriented programming violations to complex SQL and excessive redundancy Domain modeling, including schema and database issues such as normalization and serialization View layer tools and conventions Controller-layer code, including RESTful code Service-related APIs, including timeouts, exceptions, backgrounding, and response codes Third-party code, including plug-ins and gems Testing, from test suites to test-driven development processes Scaling and deployment Database issues, including migrations and validations System design for graceful degradation in the real world

Build modern and progressive web applications with Vue.js and Ruby on Rails. As the Rails community embraces JavaScript, this book answers your most pressing questions, including how to integrate front-end technologies with Rails, whether to build a single-page application, when and how to use JavaScript in your project, how to scaffold a Vue component in Rails, and how to configure Vue.js in a Rails project. This book explores how to manage and understand priorities when working with Vue on Rails and how to determine the best configuration for your project. You'll see how to reuse your Vue components in a Rails project with less coding and harness the component options, as well as how to use props, events and slots of Vue components. You'll also use webpack to set up your project and pass data from your Vue component to a Rails controller and back. Finally, you'll learn which is the best configuration for the router and how to test and deploy your application. These topics are essential for developers and product owners because they cover end-to-end advice for building a web application incrementally or from scratch. Vue.js on Rails shows you just how easy it is to build and maintain a modern web app and save hundreds of hours integrating these two technologies. What You'll Learn Use Vue and Rails together to improve products Build a web app with a focus on developer happiness Take a pragmatic approach to web app development with practical code examples Save time configuring Vue and Rails Control and manage states in a Vue on Rails project Who This Book Is For Product owners seeking a technology for a company's products with an emphasis on development scalability; business owners looking to

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maximize developer satisfaction and successful product development; technical managers requiring a pragmatic and successful web app development strategy; and new and experienced developers and designers learning to build web apps using the best tools available.

Presentation Patterns is the first book on presentations that categorizes and organizes the building blocks (or patterns) that you'll need to communicate effectively using presentation tools like Keynote and PowerPoint. Patterns are like the lower-level steps found in different recipes; they are the techniques you must master to be considered a master chef or master presenter. You can use the patterns in this book to construct your own recipes for different contexts, such as business meetings, technical demonstrations, scientific expositions, and keynotes, just to name a few. Although there are no such things as antirecipes, this book shows you lots of antipatterns—things you should avoid doing in presentations. Modern presentation tools often encourage ineffective presentation techniques, but this book shows you how to avoid them. Each pattern is introduced with a memorable name, a definition, and a brief explanation of motivation. Readers learn where the pattern applies, the consequences of applying it, and how to apply it. The authors also identify critical antipatterns: clichés, fallacies, and design mistakes that cause presentations to disappoint. These problems are easy to avoid once you know how. Presentation Patterns will help you Plan what you'll say, who you'll say it to, how long you'll talk, and where you'll present Perfectly calibrate your presentation to your audience Use the storyteller's [narrative arc] to full advantage Strengthen your credibility and avoid mistakes that hurt it Hone your message before you ever touch presentation software Incorporate visuals that support your message instead of hindering it Create highly effective [infodecks] that work when you're not able to deliver a talk in person Construct slides that really communicate and avoid [Ant Fonts, [Floodmarks, [Alienating Artifacts, and other errors Master 13 powerful techniques for delivering your presentation with power, authority, and clarity Whether you use this book as a handy reference or read it from start to finish, it will be a revelation: an entirely new language for systematically planning, creating, and delivering more powerful presentations. You'll quickly find it indispensable no matter what you're presenting, who your audiences are, or what message you're driving home.

A one-semester college course in software engineering focusing on cloud computing, software as a service (SaaS), and Agile development using Extreme Programming (XP). This book is neither a step-by-step tutorial nor a reference book. Instead, our goal is to bring a diverse set of software engineering topics together into a single narrative, help readers understand the most important ideas through concrete examples and a learn-by-doing approach, and teach readers enough about each topic to get them started in the field. Courseware for doing the work in the book is available as a virtual machine image that can be downloaded or deployed in the cloud. A free MOOC (massively open online course) at [saas-class.org](http://saasbook.info) follows the book's content and adds programming assignments and quizzes. See <http://saasbook.info> for details.

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

Learn what a microservices architecture is, its advantages, and why you should consider using one when starting a new application. The book describes how taking a microservices approach from the start helps avoid the complexity and expense of moving to a service-oriented approach after applications reach a critical code base size or traffic load. Microservices from Day One discusses many of the decisions you face when adopting a service-oriented approach and defines a set of rules to follow for easily adopting microservices. The book provides simple guidelines and tips for dividing a problem domain into services. It also describes best practices for documenting and generating APIs and client libraries, testing applications with service dependencies, optimizing services for client performance, and much more. Throughout the book, you will follow the development of a sample project to see how to apply the best practices described. What You Will Learn: Apply guidelines and best practices for developing projects that use microservices Define a practical microservices architecture at the beginning of a project that allows for fast development Define and build APIs based on real-world best practices Build services that easily scale by using tools available in most programming languages Test applications in a distributed environment Who This Book is For: Software engineers and web developers who have heard about microservices, and want to either move the project/applications they work on to a service-oriented environment, or want to start a new project knowing that building services helps with ease of scaling and maintainability. The book is a reference for developers who have a desire to build software in smaller, more focused and manageable chunks, but do not know how to get started.

The expert guide to building Ruby on Rails applications Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value. Now, for the first time, there's a comprehensive, authoritative guide to building production-quality software with Rails. Pioneering Rails developer Obie Fernandez and a team of experts illuminate the entire Rails API, along with the Ruby idioms, design approaches, libraries, and plug-ins that make Rails so valuable. Drawing on their unsurpassed experience, they address the real challenges development teams face, showing how to use Rails' tools and best practices to maximize productivity and build polished applications users will enjoy. Using detailed code examples, Obie systematically covers Rails' key capabilities and subsystems. He presents advanced programming techniques, introduces open source libraries that facilitate easy Rails adoption, and offers important insights into testing and production deployment. Dive deep into the Rails codebase together, discovering why Rails behaves as it does and how to make it behave the way you want it to. This book will help you Increase your productivity as a web developer Realize the overall joy of programming with Ruby on Rails Learn what's new in Rails 2.0 Drive design and protect long-term maintainability with TestUnit and RSpec Understand and manage complex program flow in Rails controllers Leverage Rails' support for designing REST-compliant APIs Master sophisticated Rails routing concepts and techniques Examine and troubleshoot Rails routing Make the most of ActiveRecord object-relational mapping Utilize Ajax within your Rails applications Incorporate logins and authentication into your application Extend Rails with the best third-party plug-ins and write your own Integrate email services into your applications with ActionMailer Choose the right Rails production configurations Streamline deployment with Capistrano

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Programming the World Wide Web<sub>2</sub> is intended for undergraduate students who have completed a course in object-oriented programming. It also serves as an up-to-date reference for Web programming professionals. Programming the World Wide Web<sub>2</sub> provides a comprehensive introduction to the tools and skills required for both client- and server-side programming, teaching students how to develop platform-independent sites using the most current Web development technology. Essential programming exercises are presented using a manageable progression: students begin with a foundational Web site and employ new languages and technologies to add features as they are discussed in the course. Readers with previous experience programming with an object-oriented language are guided through concepts relating to client-side and server-side programming. All of the markup documents in the book are validated using the W3C validation program. Teaching and Learning Experience This program presents a better teaching and learning experience for you and your students. It will help: Teach Students how to Develop Platform-independent Sites; Students will benefit from a comprehensive introduction to the tools and skills required for both client- and server-side programming. Present Essential Programming Exercises in a Logical Progression; Students begin with a foundational Web site and employ new languages and technologies to add features as they are discussed in the course.

An easy-to-follow Apache Hadoop administrator's guide filled with practical screenshots and explanations for each step and configuration. This book is great for administrators interested in setting up and managing a large Hadoop cluster. If you are an administrator, or want to be an administrator, and you are ready to build and maintain a production-level cluster running CDH5, then this book is for you.

Use your Raspberry Pi to get smart about computing fundamentals In the 1980s, the tech revolution was kickstarted by a flood of relatively inexpensive, highly programmable computers like the Commodore. Now, a second revolution in computing is beginning with the Raspberry Pi. Learning Computer Architecture with the Raspberry Pi is the premier guide to understanding the components of the most exciting tech product available. Thanks to this book, every Raspberry Pi owner can understand how the computer works and how to access all of its hardware and software capabilities. Now, students, hackers, and casual users alike can discover how computers work with Learning Computer Architecture with the Raspberry Pi. This book explains what each and every hardware component does, how they relate to one another, and how they correspond to the components of other computing systems. You'll also learn how programming works and how the operating system relates to the Raspberry Pi's physical components. Co-authored by Eben Upton, one of the creators of the Raspberry Pi, this is a companion volume to the Raspberry Pi User Guide An affordable solution for learning about computer system design considerations and experimenting with low-level programming Understandable descriptions of the functions of memory storage, Ethernet, cameras, processors, and more Gain knowledge of computer design and operation in general by exploring the basic structure of the Raspberry Pi The Raspberry Pi was created to bring forth a new generation of computer scientists, developers, and architects who understand the inner workings of the computers that have become essential to our daily lives. Learning Computer Architecture with the Raspberry Pi is your gateway to the world of computer system design.

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This is the first textbook of its kind to offer students an introduction to best practices for using technology in health promotion programs. Integrating detailed case studies and interactive skill-building exercises throughout, this succinct and practical text teaches students to identify the most appropriate technology to meet their goals.

Biology as explained through the lens of how we experience it as part of our daily lives. Written for a trade audience.

**KEY BENEFIT:** A comprehensive introduction to the tools and skills required for both client- and server-side programming, that teaches how to develop platform-independent sites using the most current Web development technology. **KEY TOPICS:** Internet introduction; Web Browsers and Servers; URL; MIME; HTTP; Web Programmer's Toolbox; HTML and XHTML; CSS; JavaScript(TM); XML and XLST; Applets; Flash; Perl(TM)/CGI; Java Web Programming; PHP; ASP.NET Using C# and Ajax; Visual Studio; Database Access through the Web; Ruby; Rails 2.0; Ajax. **MARKET:** An ideal reference for Web programming professionals.

Cloud computing continues to emerge as a subject of substantial industrial and academic interest. Although the meaning and scope of "cloud computing" continues to be debated, the current notion of clouds blurs the distinctions between grid services, web services, and data centers, among other areas. Clouds also bring considerations of lowering the cost for relatively bursty applications to the fore. *Cloud Computing: Principles, Systems and Applications* is an essential reference/guide that provides thorough and timely examination of the services, interfaces and types of applications that can be executed on cloud-based systems. The book identifies and highlights state-of-the-art techniques and methods for designing cloud systems, presents mechanisms and schemes for linking clouds to economic activities, and offers balanced coverage of all related technologies that collectively contribute towards the realization of cloud computing. With an emphasis on the conceptual and systemic links between cloud computing and other distributed computing approaches, this text also addresses the practical importance of efficiency, scalability, robustness and security as the four cornerstones of quality of service. Topics and features: explores the relationship of cloud computing to other distributed computing paradigms, namely peer-to-peer, grids, high performance computing and web services; presents the principles, techniques, protocols and algorithms that can be adapted from other distributed computing paradigms to the development of successful clouds; includes a Foreword by Professor Mark Baker of the University of Reading, UK; examines current cloud-practical applications and highlights early deployment experiences; elaborates the economic schemes needed for clouds to become viable business models. This book will serve as a comprehensive reference for researchers and students engaged in cloud computing. Professional system architects, technical managers, and IT consultants will also find this unique text a practical guide to the application and delivery of commercial cloud services. Prof. Nick Antonopoulos is Head of the School of Computing, University of Derby, UK. Dr. Lee Gillam is a Lecturer in the Department of Computing at the University of Surrey, UK.

Summary *Rails 4 in Action* is a comprehensive introduction to Rails that guides you hands-on through all you'll need to become a competent and confident Rails developer. In it, you'll master Rails 4 by developing a ticket-tracking application that includes RESTful routing, authentication and authorization, file uploads, email, and more. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Rails is a full-stack, open source web framework powered by Ruby. Now in version 4, Rails is mature and powerful, and to use it effectively you need more than a few Google searches. You'll find no substitute for the guru's-eye-view of design, testing, deployment, and other real-world concerns that this book provides. *Rails 4 in Action* is a hands-on guide to the subject. In this fully revised new edition, you'll master Rails 4 by developing a ticket-tracking application that includes RESTful routing, authentication and authorization, file uploads, email, and more. Learn to design your own APIs and successfully deploy a production-quality application. You'll see test-driven development and behavior-driven development in action throughout the book, just like in a top Rails shop. What's Inside Creating your own APIs Using RSpec and Capybara Emphasis on test-first development Fully updated for Rails 4 About the Reader For readers of this book, a background in Ruby is helpful but not required. No Rails experience is assumed. About the Authors Ryan Bigg, Yehuda Katz, Steve Klabnik, and Rebecca Skinner are contributors to Rails and active members of the Rails community. Table of Contents Ruby on Rails, the framework Testing saves your bacon Developing a real Rails application Oh, CRUD! Nested resources Authentication Basic access control Fine-grained access control File uploading Tracking state Tagging Sending email Deployment Designing an API Rack-based applications

*Pro ActiveRecord for Ruby* helps you take advantage of the full power of your database engine from within your Ruby programs and Rails applications. It walks you through every step from the basics of getting and installing the ActiveRecord library to working with legacy schema to using features specific to each of today's most popular database engines, including Oracle, MS SQL, and MySQL. You'll come to a deep understanding of ActiveRecord that will enable you to truly exploit all that Ruby, Rails, and your chosen database platform have to offer.

You don't have to know everything about a car to drive one, and you don't need to know everything about Ruby to start programming with it. Written for both experienced and new programmers alike, *Learning Ruby* is a just-get-in-and-drive book -- a hands-on tutorial that offers lots of Ruby programs and lets you know how and why they work, just enough to get you rolling down the road. Interest in Ruby stems from the popularity of Rails, the web development framework that's attracting new devotees and refugees from Java and PHP. But there are plenty of other uses for this versatile language. The best way to learn is to just try the code! You'll find examples on nearly every page of this book that you can imitate and hack. Briefly, this book: Outlines many of the most important features of Ruby Demonstrates how to use conditionals, and how to manipulate strings in Ruby. Includes a section on regular expressions Describes how to use operators, basic math, functions from the Math module, rational numbers, etc. Talks you through Ruby arrays, and demonstrates hashes in detail Explains how to process files with Ruby Discusses Ruby classes and modules (mixins) in detail, including a brief introduction to object-oriented programming (OOP) Introduces processing XML, the Tk toolkit, RubyGems, reflection, RDoc, embedded Ruby, metaprogramming, exception handling, and other topics Acquaints you with some of the essentials of Rails, and includes a short Rails tutorial. Each chapter concludes with a set of review questions, and appendices provide you with a glossary of terms related to Ruby programming, plus reference material from the book in one convenient location. If you want to take Ruby out for a drive, *Learning Ruby* holds the keys.

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Gothiniad of Surazeus - Oracle of Gotha presents 150,792 lines of verse in 1,948 poems, lyrics, ballads, sonnets, dramatic monologues, eulogies, hymns, and epigrams written by Surazeus 1993 to 2000.

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