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KEY=ARITHMETIC - JAMARI JAXSON

THE BOOK OF R

A FIRST COURSE IN PROGRAMMING AND STATISTICS

No Starch Press **The Book of R** is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn:

- The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops
- Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R
- How to access R's thousands of functions, libraries, and data sets
- How to draw valid and useful conclusions from your data
- How to create publication-quality graphics of your results

Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make **The Book of R** your doorway into the growing world of data analysis.

A COMPLETE GUIDE TO PROGRAMMING IN C++

Jones & Bartlett Learning 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.

INTRODUCTION TO PROGRAMMING USING JAVA

Orange Grove Text Plus

RESOURCES IN EDUCATION

PRACTICAL C++ PROGRAMMING

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

FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C#

THE BULGARIAN C# BOOK

Faber Publishing 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

THE ROCKET INTO PLANETARY SPACE

Walter de Gruyter GmbH & Co KG For all being interested in astronautics, this translation of Hermann Oberth's classic work is a truly historic event. Readers will be impressed with this extraordinary pioneer and his incredible achievement. In a relatively short work of 1923, Hermann Oberth laid down the mathematical laws governing rocketry and spaceflight, and he offered practical design considerations based on those laws.

THE SCHOLARSHIP OF TEACHING AND LEARNING

A GUIDE FOR SCIENTISTS, ENGINEERS, AND MATHEMATICIANS

Oxford University Press *The Scholarship of Teaching and Learning: A Guide for Scientists, Engineers, and Mathematicians* shows college and university faculty members how to draw on their disciplinary knowledge and teaching experience to investigate questions about student learning. It takes readers all the way through the inquiry process beginning with framing a research question and selecting a research design, moving on to gathering and analyzing evidence, and finally to making the results public. Numerous examples are provided at each stage, many from published studies of teaching and learning in science, engineering, or mathematics. At strategic points, short sets of questions prompt readers to pause and reflect, plan, or act. These questions are derived from the authors' experience leading many workshops in the United States and Canada on how to do the scholarship of teaching and learning (SoTL). The taxonomy of SoTL questions-What works? What is? What could be?-that emerged from the SoTL studies undertaken by scholars in the Carnegie Academic for the Scholarship of Teaching and Learning serves as a framework at many stages of the inquiry process. The book addresses the issue of evaluating and valuing this work, including implications for junior faculty who wish to engage in SoTL. The authors explain why SoTL should be of interest to STEM (science, technology, engineering, and mathematics) faculty at all types of higher education institutions, including faculty members active in traditional STEM research. They also give their perspective on the benefits of SoTL to faculty, to their institutions, to the academy, and to students.

501 SENTENCE COMPLETION QUESTIONS

Learning Express Llc Uses vocabulary words in context to test verbal aptitude and prepare students for PSAT, SAT, and GRE, professional and civil service qualifying exams. Focuses on the sentence completion question by offering practice in finding words in context. Each question contains a sentence with a fill-in-the-blank space. Correct answers are fully explained using their definitions, to reinforce skills. Topics include sentence structure mechanics (subject-verb agreement, modifiers -- adjectives, adverbs, etc., paragraph structural development, and essay questions formatting.

BETRAYED

HOW THE EDUCATION ESTABLISHMENT HAS BETRAYED AMERICA AND WHAT YOU CAN DO ABOUT IT

R&L Education Betrayed aims to tell the truth of public education - from the perspective of a parent who has fought the education bureaucracy.

FEFERMAN ON FOUNDATIONS

LOGIC, MATHEMATICS, PHILOSOPHY

Springer This volume honours the life and work of Solomon Feferman, one of the most prominent mathematical logicians of the latter half of the 20th century. In the collection of essays presented here, researchers examine Feferman's work on mathematical as well as specific methodological and philosophical issues that tie into mathematics. Feferman's work was largely based in mathematical logic (namely model theory, set theory, proof theory and computability theory), but also branched out into methodological and philosophical issues, making it well known beyond the borders of the mathematics community. With regard to methodological issues, Feferman supported concrete projects. On the one hand, these projects calibrate the proof theoretic strength of subsystems of analysis and set theory and provide ways of overcoming the limitations imposed by Gödel's incompleteness theorems through appropriate conceptual expansions. On the other, they seek to identify novel axiomatic foundations for mathematical practice, truth theories, and category theory. In his philosophical research, Feferman explored questions such as "What is logic?" and proposed particular positions regarding the foundations of mathematics including, for example, his "conceptual structuralism." The contributing authors of the volume examine all of the above issues. Their papers are accompanied by an autobiography presented by Feferman that reflects on the evolution and intellectual contexts of his work. The contributing authors critically examine Feferman's work and, in part, actively expand on his concrete mathematical projects. The volume illuminates Feferman's distinctive work and, in the process, provides an enlightening perspective on the foundations of mathematics and logic.

THE ART OF ASSEMBLY LANGUAGE, 2ND EDITION

No Starch Press Assembly is a low-level programming language that's one step above a computer's native machine language. Although assembly language is commonly used for writing device drivers, emulators, and video games, many programmers find its somewhat unfriendly syntax intimidating to learn and use. Since 1996, Randall Hyde's *The Art of Assembly Language* has provided a comprehensive, plain-English, and patient introduction to 32-bit x86 assembly for non-assembly programmers. Hyde's primary teaching tool, High Level Assembler (or HLA), incorporates many of the features found in high-level languages (like C, C++, and Java) to help you quickly grasp basic assembly concepts. HLA lets you write true low-level code while enjoying the benefits of high-level language programming. As you read *The Art of Assembly Language*, you'll learn the low-level theory fundamental to computer science and turn that understanding into real, functional code. You'll learn how to:

- Edit, compile, and run HLA programs
- Declare and use constants, scalar variables, pointers, arrays, structures, unions, and namespaces
- Translate arithmetic expressions (integer and floating point)
- Convert high-level

control structures This much anticipated second edition of *The Art of Assembly Language* has been updated to reflect recent changes to HLA and to support Linux, Mac OS X, and FreeBSD. Whether you're new to programming or you have experience with high-level languages, *The Art of Assembly Language, 2nd Edition* is your essential guide to learning this complex, low-level language.

BECOMING LITERATE IN MATHEMATICS AND SCIENCE

NASA FORMAL METHODS

5TH INTERNATIONAL SYMPOSIUM, NFM 2013, MOFFETT FIELD, CA, USA, MAY 14-16, 2013. PROCEEDINGS

Springer This book constitutes the refereed proceedings of the 5th International Symposium on NASA Formal Methods, NFM 2013, held in Moffett Field, CA, USA, in May 2013. The 28 revised regular papers presented together with 9 short papers talks were carefully reviewed and selected from 99 submissions. The topics are organized in topical sections on model checking; applications of formal methods; complex systems; static analysis; symbolic execution; requirements and specifications; probabilistic and statistical analysis; and theorem proving.

PYTHON CRASH COURSE

A HANDS-ON, PROJECT-BASED INTRODUCTION TO PROGRAMMING

No Starch Press *Learn Python—Fast! 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-handly 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

COMPLETE GUIDE TO TEST AUTOMATION

TECHNIQUES, PRACTICES, AND PATTERNS FOR BUILDING AND MAINTAINING EFFECTIVE SOFTWARE PROJECTS

Apres Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester's work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the "graveyard" of software projects. There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What You'll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development team Leverage test automation to improve your organization's performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the content is also relevant for nonprogrammers.

COMPUTERWORLD

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

THE LATINO EDUCATION CRISIS

THE CONSEQUENCES OF FAILED SOCIAL POLICIES

Drawing on both extensive demographic data and compelling case studies, this book reveals the depths of the educational crisis looming for Latino students, the nation's largest and most rapidly growing minority group.

PREPARING STUDENTS FOR COLLEGE AND CAREERS

THEORY, MEASUREMENT, AND EDUCATIONAL PRACTICE

Routledge Preparing Students for College and Careers addresses measurement and research issues related to college and career readiness. Educational reform efforts across the United States have increasingly taken aim at measuring and improving postsecondary readiness. These initiatives include developing new content standards, redesigning assessments and performance levels, legislating new developmental education policy for colleges and universities, and highlighting gaps between graduates' skills and employers' needs. In this comprehensive book, scholarship from leading experts on each of these topics is collected for assessment professionals and for education researchers interested in this new area of focus. Cross-disciplinary chapters cover the current state of research, best practices, leading interventions, and a variety of measurement concepts, including construct definitions, assessments, performance levels, score interpretations, and test uses.

BUILDING JAVA PROGRAMS

A BACK TO BASICS APPROACH

Addison-Wesley **NOTE:** Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. **NEW!** This edition is available with MyProgrammingLab, an innovative online homework and assessment tool.

Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/ 9780133437300 Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText -- Access Card Package, 3/e Package consists of: 0133360903/ 9780133360905 Building Java Programs, 3/e 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText -- Access Card -- for Building Java Programs, 3/e

MATH FOR PROGRAMMERS

3D GRAPHICS, MACHINE LEARNING, AND SIMULATIONS WITH PYTHON

Manning Publications In Math for Programmers you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. Summary To score a job in data science, machine learning, computer graphics, and cryptography, you need to bring strong math skills to the party. Math for Programmers teaches the math you need for these hot careers, concentrating on what you need to know as a developer. Filled with lots of helpful graphics and more than 200 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest programming fields. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Skip the mathematical jargon: This one-of-a-kind book uses Python to teach the math you need to build games, simulations, 3D graphics, and machine learning algorithms. Discover how algebra and calculus come alive when you see them in code! About the book In Math for Programmers you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. What's inside Vector geometry for computer graphics Matrices and linear transformations Core concepts from calculus Simulation and optimization Image and audio processing Machine learning algorithms for regression and classification About the reader For programmers with basic skills in algebra. About the author Paul Orland is a programmer, software entrepreneur, and math enthusiast. He is co-founder of Tachyus, a start-up building predictive analytics software for the energy industry. You can find him online at www.paulor.land. Table of Contents 1 Learning math with code PART I - VECTORS AND GRAPHICS 2 Drawing with 2D vectors 3 Ascending to the 3D world 4 Transforming

vectors and graphics 5 Computing transformations with matrices 6 Generalizing to higher dimensions 7 Solving systems of linear equations
PART 2 - CALCULUS AND PHYSICAL SIMULATION 8 Understanding rates of change 9 Simulating moving objects 10 Working with symbolic expressions 11 Simulating force fields 12 Optimizing a physical system 13 Analyzing sound waves with a Fourier series
PART 3 - MACHINE LEARNING APPLICATIONS 14 Fitting functions to data 15 Classifying data with logistic regression 16 Training neural networks

TOUCH OF CLASS

LEARNING TO PROGRAM WELL WITH OBJECTS AND CONTRACTS

Springer Science & Business Media This text combines a practical, hands-on approach to programming with the introduction of sound theoretical support focused on teaching the construction of high-quality software. A major feature of the book is the use of Design by Contract.

R COOKBOOK

PROVEN RECIPES FOR DATA ANALYSIS, STATISTICS, AND GRAPHICS

O'Reilly Media Perform data analysis with R quickly and efficiently with more than 275 practical recipes in this expanded second edition. The R language provides everything you need to do statistical work, but its structure can be difficult to master. These task-oriented recipes make you productive with R immediately. Solutions range from basic tasks to input and output, general statistics, graphics, and linear regression. Each recipe addresses a specific problem and includes a discussion that explains the solution and provides insight into how it works. If you're a beginner, R Cookbook will help get you started. If you're an intermediate user, this book will jog your memory and expand your horizons. You'll get the job done faster and learn more about R in the process. Create vectors, handle variables, and perform basic functions Simplify data input and output Tackle data structures such as matrices, lists, factors, and data frames Work with probability, probability distributions, and random variables Calculate statistics and confidence intervals and perform statistical tests Create a variety of graphic displays Build statistical models with linear regressions and analysis of variance (ANOVA) Explore advanced statistical techniques, such as finding clusters in your data

EDUCATING EMERGENT BILINGUALS

POLICIES, PROGRAMS, AND PRACTICES FOR ENGLISH LANGUAGE LEARNERS

Teachers College Press This comprehensive and insightful book shows how present educational policies and practices to educate language minority students in the United States ignore an essential characteristic their

emergent bilingualism. Expanding on a popular report supported by the Campaign for Educational Equity (Teachers College), this accessible guide compiles the most up-to-date research findings to demonstrate how ignoring childrens bilingualism perpetuates inequities in their schooling. What makes this book truly useful is that it offers a thorough description of alternative practices that would transform our schools and students futures, such as building on students home languages and literacy practices in schools, curricular and pedagogical innovations, new approaches to parent and community engagement, and adoptive assessment tools.

501 GMAT QUESTIONS

Learning Express Llc This comprehensive guide is designed for anyone needing additional practice while trying to master all the GMAT question types. 501 GMAT Questions will help those hoping to gain admission to their ideal business school by walking them step-by-step through 501 questions with detailed set-up and answer explanations. Organized by question type, this book features extensive practice for the most-tested concepts on the Analytical Writing, Quantitative, and Verbal test sections.

PMP EXAM CRAM

PROJECT MANAGEMENT PROFESSIONAL

Pearson IT Certification PMP Exam Cram, Fifth Edition Project Management Professional Covers the PMBOK Fifth Edition and 2013 Exam PMP Exam Cram, Fifth Edition, is the perfect study guide to help you pass the 2013 PMP Exam. It provides coverage and practice questions for every exam topic. The book contains an extensive set of preparation tools such as quizzes and Exam Alerts, while the CD-ROM provides real-time practice and feedback with a 200-question test engine. Covers the critical information you'll need to know to score higher on your exam! --Approach the project management process from PMI's views on project management -- Understand the project management framework --Properly initiate projects --Understand the project planning process --Complete the planned project work --Monitor project work and make necessary changes --Close projects CD Features 200 Practice Questions! --Detailed explanations of correct and incorrect answers --Multiple test modes --Random questions and order of answers --Coverage of each PMP exam topic Pearson IT Certification Practice Test minimum system requirements: Windows XP (SP3), Windows Vista (SP2), Windows 7, or Windows 8 Professional; Microsoft .NET Framework 4.0 Client; Pentium class 1GHz processor (or equivalent); 512MB RAM; 650MB hard disk space plus 50MB for each downloaded practice exam; access to the Internet to register and download exam databases

MULTILEVEL MODELING

APPLICATIONS IN STATA®, IBM® SPSS®, SAS®, R, & HLMTM

SAGE Publications Multilevel Modeling: Applications in STATA®, IBM® SPSS®, SAS®, R & HLM™ provides a gentle, hands-on illustration of the most common types of multilevel modeling software, offering instructors multiple software resources for their students and an applications-based foundation for teaching multilevel modeling in the social sciences. Author G. David Garson's step-by-step instructions for the software walk readers through each package. The instructions for the different platforms allow students to get a running start using the package with which they are most familiar while the instructor can start teaching the concepts of multilevel modeling right away. Instructors will find this text serves as both a comprehensive resource for their students and a foundation for their teaching alike.

MASTERING ALGORITHMS WITH C

"O'Reilly Media, Inc." A comprehensive guide to understanding the language of C offers solutions for everyday programming tasks and provides all the necessary information to understand and use common programming techniques. Original. (Intermediate).

ASSESSMENT AND TEACHING OF 21ST CENTURY SKILLS

Springer Science & Business Media Rapid—and seemingly accelerating—changes in the economies of developed nations are having a proportional effect on the skill sets required of workers in many new jobs. Work environments are often technology-heavy, while problems are frequently ill-defined and tackled by multidisciplinary teams. This book contains insights based on research conducted as part of a major international project supported by Cisco, Intel and Microsoft. It faces these new working environments head-on, delineating new ways of thinking about '21st-century' skills and including operational definitions of those skills. The authors focus too on fresh approaches to educational assessment, and present methodological and technological solutions to the barriers that hinder ICT-based assessments of these skills, whether in large-scale surveys or classrooms. Equally committed to defining its terms and providing practical solutions, and including international perspectives and comparative evaluations of assessment methodology and policy, this volume tackles an issue at the top of most educationalists' agendas.

CRACKING THE CODING INTERVIEW

150 PROGRAMMING INTERVIEW QUESTIONS AND SOLUTIONS

CreateSpace Now in the 5th edition, **Cracking the Coding Interview** gives you the interview preparation you need to get the top software developer

jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blind-sided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

A BOOK OF ABSTRACT ALGEBRA

SECOND EDITION

Courier Corporation Accessible but rigorous, this outstanding text encompasses all of the topics covered by a typical course in elementary abstract algebra. Its easy-to-read treatment offers an intuitive approach, featuring informal discussions followed by thematically arranged exercises. This second edition features additional exercises to improve student familiarity with applications. 1990 edition.

DATA STRUCTURES AND ALGORITHM ANALYSIS IN JAVA, THIRD EDITION

Courier Corporation Comprehensive treatment focuses on creation of efficient data structures and algorithms and selection or design of data structure best suited to specific problems. This edition uses Java as the programming language.

FINITE ELEMENTS-BASED OPTIMIZATION

ELECTROMAGNETIC PRODUCT DESIGN AND NONDESTRUCTIVE EVALUATION

CRC Press This book is intended to be a cookbook for students and researchers to understand the finite element method and optimization methods and couple them to effect shape optimization. The optimization part of the book will survey optimization methods and focus on the genetic algorithm and Powell's method for implementation in the codes. It will contain pseudo-code for the relevant algorithms and homework problems to reinforce the theory to compile finite element programs capable of shape optimization. Features Enables readers to understand the finite

element method and optimization methods and couple them to effect shape optimization Presents simple approach with algorithms for synthesis Focuses on automated computer aided design (CAD) of electromagnetic devices Provides a unitary framework involving optimization and numerical modelling Discusses how to integrate open-source mesh generators into your code Indicates how parallelization of algorithms, especially matrix solution and optimization, may be approached cheaply using the graphics processing unit (GPU) that is available on most PCs today Includes coupled problem optimization using hyperthermia as an example

THE JAVASCRIPT ANTHOLOGY

101 ESSENTIAL TIPS, TRICKS & HACKS

Sitepoint Pty Limited Provides a variety of solutions for common JavaScript questions and problems.

MATH IN SOCIETY

Math in Society is a survey of contemporary mathematical topics, appropriate for a college-level topics course for liberal arts major, or as a general quantitative reasoning course. This book is an open textbook; it can be read free online at <http://www.opentextbookstore.com/mathinsociety/>. Editable versions of the chapters are available as well.

DATA STRUCTURES AND ALGORITHMS IN JAVA

John Wiley & Sons The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

MINORITIES

RACE AND ETHNICITY IN AMERICA

Information Plus Provides information on minorities and race relations in the United States, covering such topics as family life, occupations, poverty status, education, and crime.

PYTHON CRASH COURSE, 2ND EDITION

A HANDS-ON, PROJECT-BASED INTRODUCTION TO PROGRAMMING

No Starch Press The second edition of the best-selling Python book in the world (over 1 million copies sold!). A fast-paced, no-nonsense guide to programming in Python. Updated and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python 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 basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to:

- Use powerful Python libraries and tools, including Pygame, Matplotlib, Plotly, and Django
- Make 2D games that respond to keypresses and mouse clicks, and that increase in difficulty
- Use 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 about digging into programming, Python Crash Course will get you writing real programs fast. Why wait any longer? Start your engines and code!

MY MATH

"McGraw-Hill My Math ... a research-proven approach to learning that identifies the desired outcome first and tailors learning to meet the objective. This framework is the perfect foundation for rigorous standards, resulting in a McGraw-Hill My Math program that provides the conceptual understanding, key areas of focus, and connection to prior concepts and skills." -- Overview brochure.

HELPING CHILDREN LEARN MATHEMATICS

National Academies Press Results from national and international assessments indicate that school children in the United States are not learning mathematics well enough. Many students cannot correctly apply computational algorithms to solve problems. Their understanding and use of decimals and fractions are especially weak. Indeed, helping all children succeed in mathematics is an imperative national goal. However, for our youth to succeed, we need to change how we're teaching this discipline. Helping Children Learn Mathematics provides comprehensive and reliable information that will guide efforts to improve school

mathematics from pre--kindergarten through eighth grade. The authors explain the five strands of mathematical proficiency and discuss the major changes that need to be made in mathematics instruction, instructional materials, assessments, teacher education, and the broader educational system and answers some of the frequently asked questions when it comes to mathematics instruction. The book concludes by providing recommended actions for parents and caregivers, teachers, administrators, and policy makers, stressing the importance that everyone work together to ensure a mathematically literate society.