
A Smarter Way To Learn Javascript The New Approach That Uses Technology Cut Your Effort In Half Kindle Edition Mark Myers

68 Specific Ways to Harness the Power of JavaScript

The the Python Workshop

DIY MFA

The Play of Daniel Keyes' Flowers for Algernon

A Complete Beginner's Guide to Learning JavaScript, Even If You're New to Programming

Teach Yourself VISUALLY Web Design

The Intelligence of Dogs

A Very Simple Introduction to the Terrifyingly Beautiful World of Computers and Code Stuff You Should Know

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C++

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Learn CSS in One Day and Learn It Well (Includes Html5)

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The Power of Knowing What You Don't Know

Learn JavaScript

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68 Specific Ways to Harness the Power of JavaScript

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The professional
programmer's Deitel®
guide to Python® with
introductory artificial
intelligence case studies
Written for programmers
with a background in
another high-level
language, Python for
Programmers uses hands-
on instruction to teach
today's most compelling,
leading-edge computing
technologies and
programming in
Python—one of the world's
most popular and fastest-
growing languages.
Please read the Table of
Contents diagram inside
the front cover and the
Preface for more details.
In the context of 500+,
real-world examples

ranging from individual
snippets to 40 large
scripts and full
implementation case
studies, you'll use the
interactive IPython
interpreter with code in
Jupyter Notebooks to
quickly master the latest
Python coding idioms.
After covering Python
Chapters 1-5 and a few
key parts of Chapters 6-7,
you'll be able to handle
significant portions of the
hands-on introductory AI
case studies in Chapters
11-16, which are loaded
with cool, powerful,
contemporary examples.
These include natural
language processing, data
mining Twitter® for
sentiment analysis,
cognitive computing with
IBM® Watson™,
supervised machine
learning with classification
and regression,
unsupervised machine
learning with clustering,
computer vision through
deep learning and
convolutional neural
networks, deep learning

with recurrent neural
networks, big data with
Hadoop®, Spark™ and
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to accomplish significant
tasks with minimal code
Rich Python coverage:
Control statements,
functions, strings, files,
JSON serialization, CSV,
exceptions Procedural,
functional-style and
object-oriented
programming Collections:
Lists, tuples, dictionaries,
sets, NumPy arrays,
pandas Series &
DataFrames Static,

dynamic and interactive visualizations Data experiences with real-world datasets and data sources Intro to Data Science sections: AI, basic stats, simulation, animation, random variables, data wrangling, regression AI, big data and cloud data science case studies: NLP, data mining Twitter®, IBM® Watson™, machine learning, deep learning, computer vision, Hadoop®, Spark™, NoSQL, IoT Open-source libraries: NumPy, pandas, Matplotlib, Seaborn, Folium, SciPy, NLTK, TextBlob, spaCy, Textatistic, Tweepy, scikit-learn®, Keras and more Accompanying code examples are available here:

http://ptgmedia.pearsoncmg.com/imprint_download/informit/bookreg/9780135224335/9780135224335_examples.zip. Register your product for convenient access to downloads, updates, and/or corrections as they become available. See inside book for more information.

The the Python Workshop Createspace Independent Publishing Platform What will you learn from this book? This brain-friendly guide teaches you everything from

JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book

replaces Head First JavaScript, which is now out of print. *DIY MFA* Pearson Education JavaScript was written to give readers an accurate, concise examination of JavaScript objects and their supporting nuances, such as complex values, primitive values, scope, inheritance, the head object, and more. If you're an intermediate JavaScript developer and want to solidify your understanding of the language, or if you've only used JavaScript beneath the mantle of libraries such as jQuery or Prototype, this is the book for you. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future

career & Business.

The Play of Daniel Keyes' Flowers for Algernon Python,

Machine Learning

This introductory title in JavaScript targets one of the most popular programming languages for Web development. The title has a unique approach, using building blocks so readers have developed a complete Web site by the end of the title.

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Give wings to your creativity with our comprehensive and unique course on Adobe Illustrator. Illustrator is the vector drawing tool for art and Illustration. Learn with this book to create amazing graphics for Web, Video and Film. In this course of over 10 hours you will learn expert tips and tricks and will learn to do advance design and graphics work. You will start with basic Illustrator techniques and will progress on to topics such as Pen Tool, Transforming, Gradient, Types & Panels, Design, Perspective and Automation. This Book Will Teach you All Basics And Advanced Facts Of Illustrator this book Contents CHAPTER 1 Adobe Illustrator CC Basics CHAPTER 2 Working with Documents CHAPTER 3 Editing and Combining Shapes and Paths CHAPTER 4 WORKING WITH Artwork CHAPTER 5

Working with rulers and guidesCHAPTER 6
Distorting objects with effectsCHAPTER 7
WORKING PEN TOOL AND curved pathsCHAPTER 8
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plus. Plain & Simple. C++ in easy steps, C++ programming, Start coding today: The Ultimate Beginner's Guide, Fast & Easy!Are you interested in learning more about the vibrant, new programming world of C++?Has your job description changed and you're looking for a way to make yourself relevant in the programming industry again?Then you might want to scroll up and grab a copy of this eBook on C++ programming for beginners. C++ is a modified version of its simpler counterpart, C. It is an object-oriented programming language that requires patience and determination to learn, but this books aims to help you with that. It will teach you what the programming language is and how it works, as well as how you can get started with it. So if you're ready to learn C++ today, then take a look at what's inside this eBook.You'll find the following information: Your First Program Variables Expanding Your Program Operators Conditionals Loops Arrays Functions Pointers Dynamic Memory Classes and Objects Javascript The Ultimate guide for javascript programming (javascript

for beginners, how to program, software development, basic javascript, browsers) JavaScript is easier to learn if you have the correct tools. Unfortunately, most resources available today were written in complex human words which make it difficult for complete beginners to appreciate the beautiful world of programming.This book aims to teach you the basics of JavaScript language in the simplest way possible. Unlike other resources, this book will not feed you with too many technicalities that might confuse you along the way. Each discussion was written in simple words. All exercises in this book were carefully chosen to be simple cases in order to make your JavaScript practice easier. Here is a preview of what you'll learn: Introduction to Programming Short History of JavaScript Creating Values in JavaScript Language Managing Values Using Variables Integrating JavaScript with HTML Download your copy of "C++" by scrolling up and clicking "Buy Now With 1-Click" button. Tags: C Programming, C++programming, C++ programming language,

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Stuff You Should Know AMACOM

#1 New York Times Bestseller "THIS. This is the right book for right now. Yes, learning requires focus. But, unlearning and relearning requires much more—it requires choosing courage over comfort. In Think Again, Adam Grant weaves together research and storytelling to help us build the intellectual and emotional muscle we need to stay curious enough about the world to actually change it. I've never felt so hopeful about what I don't know."
—Brené Brown, Ph.D., #1 New York Times bestselling author of Dare to Lead The bestselling author of Give and Take and Originals examines the critical art of rethinking: learning to question your opinions and open other people's minds, which can position you for excellence at work and wisdom in life Intelligence is usually seen as the ability to think and learn, but in a rapidly changing world, there's another set of cognitive skills that might matter more: the ability to rethink and unlearn. In our daily lives, too many of us favor the comfort of conviction over the discomfort of doubt. We

listen to opinions that make us feel good, instead of ideas that make us think hard. We see disagreement as a threat to our egos, rather than an opportunity to learn. We surround ourselves with people who agree with our conclusions, when we should be gravitating toward those who challenge our thought process. The result is that our beliefs get brittle long before our bones. We think too much like preachers defending our sacred beliefs, prosecutors proving the other side wrong, and politicians campaigning for approval--and too little like scientists searching for truth. Intelligence is no cure, and it can even be a curse: being good at thinking can make us worse at rethinking. The brighter we are, the blinder to our own limitations we can become. Organizational psychologist Adam Grant is an expert on opening other people's minds--and our own. As Wharton's top-rated professor and the bestselling author of Originals and Give and Take, he makes it one of his guiding principles to argue like he's right but listen like he's wrong. With bold ideas and

rigorous evidence, he investigates how we can embrace the joy of being wrong, bring nuance to charged conversations, and build schools, workplaces, and communities of lifelong learners. You'll learn how an international debate champion wins arguments, a Black musician persuades white supremacists to abandon hate, a vaccine whisperer convinces concerned parents to immunize their children, and Adam has coaxed Yankees fans to root for the Red Sox. Think Again reveals that we don't have to believe everything we think or internalize everything we feel. It's an invitation to let go of views that are no longer serving us well and prize mental flexibility over foolish consistency. If knowledge is power, knowing what we don't know is wisdom. Write with Focus, Read with Purpose, Build Your Community John Wiley & Sons Capture their attention- and keep it! With the rise of digital media, you'd think it would be easier than ever to be heard. Yet, most messages fail to cut through the clutter. Consumers are overwhelmed. Ads alone aren't effective. And you

can't just churn out content and connect on every social network. To stand out today, you need to start with your brand. Brand Now uncovers the new rules of branding in our complex and chaotic world. Written by the author of Get Scrappy, the digital marketing bible for business, this latest book explains how to build brands that resonate both online and off. The book helps you: Create a brand with meaning * Reinforce it with the right touchpoints * Hone your brand's unique story * Share it through engaging content * Cultivate a sense of community * Craft a coherent experience * Stand out with simplicity and transparency The world may be growing louder, but with Brand Now's big ideas and practical toolbox, you can break through the noise-and win a place in the hearts and minds of your customers. How to Stand Out in a Crowded, Distracted World Simon and Schuster The mechanics of Web design made easy for visual learners An effective Web site combines good graphic design principles with a functional user interface. This colorful, step-by-step guide shows visual

learners how to plan, develop, and publish a site, all with easy-to-follow lessons. Each task is illustrated with screen shots accompanied by numbered steps. You'll learn all the tools and techniques for creating great-looking Web sites that users will love. Good Web design incorporates basic graphic design principles as well as the techniques required to make a site easy to navigate and user-friendly Those who learn best when someone shows them how will quickly get up to speed with the full-color screen shots and step-by-step illustrations in this visual guide Covers planning a site, creating eye-popping content with popular Adobe tools, building in functionality with HTML and CSS, testing the site, taking it live, and keeping it up to date Companion Web site features code and design examples for experimentation If you find learning easier when someone shows you how to do something, you'll quickly learn to build Web sites with Teach Yourself VISUALLY Web Design. *A Smarter Way to Learn Python* Prentice Hall *A Smarter Way to Learn JavaScript* Createspace Independent Publishing

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Head First JavaScript Programming

Penguin

The old saying goes, "To the man with a hammer, everything looks like a nail." But anyone who has done any kind of project knows a hammer often isn't enough. The more tools you have at your disposal, the more likely you'll use the right tool for the job - and get it done right. The same is true when it comes to your thinking. The quality of your outcomes depends on the mental models in your head. And most people are going through life with little more than a hammer. Until now. The *Great Mental Models: General Thinking Concepts* is the first book in The *Great Mental Models* series designed to upgrade your thinking with the best, most useful and powerful tools so you always have the right one on hand. This volume details nine of the most versatile, all-purpose mental models you can use right away to improve your decision making, productivity, and how clearly you see the world. You will discover what forces govern the universe and how to focus your efforts so you can harness them to your advantage, rather than

fight with them or worse yet- ignore them. Upgrade your mental toolbox and get the first volume today. **AUTHOR BIOGRAPHY** Farnam Street (FS) is one of the world's fastest growing websites, dedicated to helping our readers master the best of what other people have already figured out. We curate, examine and explore the timeless ideas and mental models that history's brightest minds have used to live lives of purpose. Our readers include students, teachers, CEOs, coaches, athletes, artists, leaders, followers, politicians and more. They're not defined by gender, age, income, or politics but rather by a shared passion for avoiding problems, making better decisions, and lifelong learning. **AUTHOR HOME** Ottawa, Ontario, Canada *Learn JavaScript Visually* Createspace Independent Publishing Platform I designed a learning system for myself that quadrupled my aptitude for learning computer languages. It worked so well for me that I've used it to teach coding to grandmothers, cab drivers, musicians, and 50,000 other newbies. Washington University

research shows that a key teaching method I use-- interactive recall practice--improves learning performance 400 percent. Computer languages are not inherently hard to understand, even for non-techies. Remembering is the problem. Research shows that you will remember everything if you're repeatedly asked to recall it. That's the beauty of flash cards. But technology offers an even better way to make information stick. With my book you get almost a thousand interactive exercises--they're free online--that embed the whole book in your memory. Algorithms check your work to make sure you know what you think you know. When you stumble, you do the exercise again. You keep trying until you know the chapter cold. The exercises keep you engaged, give you extra practice where you're shaky, and prepare you for each next step. Every lesson is built on top of a solid foundation that you and I have carefully constructed. Each individual step is small. But all the little steps add up to real knowledge-- knowledge that you retain. You don't need to be a computer genius to

learn Python. You just need to be smart about how you learn it.--
[Amazon.com description.](#)
[Learn More Now](#) John Wiley & Sons
Discusses the best methods of learning, describing how rereading and rote repetition are counterproductive and how such techniques as self-testing, spaced retrieval, and finding additional layers of information in new material can enhance learning.

[How to Learn Almost Anything in 48 Hours](#)
Createspace Independent Publishing Platform
Provides information on how to write better JavaScript programs, covering such topics as functions, arrays, library and API design, and concurrency.

Modern JavaScript
Penguin
The Heinemann Plays series offers contemporary drama and classic plays in durable classroom editions. Many have large casts and an equal mix of boy and girl parts. This play is a dramatization of Daniel Keyes's story about a retarded adult who desperately wants to be able to read and write.
[CSS for Beginners with Hands-On Project.](#) the

[Only Book You Need to Start Coding in CSS Immediately](#) Routledge
Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to:
-Combine loops, variables, and flow control statements into real working programs
-Choose the right data structures for the job, such as lists, dictionaries, and tuples
-Add graphics and animation to your games with the pygame module
-Handle keyboard and mouse input
-Program simple artificial intelligence so you can play against the computer
-Use cryptography to convert text messages into secret code
-Debug

your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.
[The Skills You Need to Work Smarter, Study Faster, and Remember More!](#) RealToughMedia
From the duo behind the massively successful and award-winning podcast Stuff You Should Know comes an unexpected look at things you thought you knew. Josh Clark and Chuck Bryant started the podcast Stuff You Should Know back in 2008 because they were curious—curious about the world around them, curious about what they might have missed in their formal educations, and curious to dig deeper on stuff they thought they understood. As it turns out, they aren't the only curious ones. They've since amassed a rabid fan base, making Stuff You Should Know one of the most popular podcasts in the world. Armed with their inquisitive natures and a passion for sharing, they uncover the weird, fascinating, delightful, or

unexpected elements of a wide variety of topics. The pair have now taken their near-boundless "whys" and "hows" from your earbuds to the pages of a book for the first time—featuring a completely new array of subjects that they've long wondered about and wanted to explore. Each chapter is further embellished with snappy visual material to allow for rabbit-hole tangents and digressions—including charts, illustrations, sidebars, and footnotes. Follow along as the two dig into the underlying stories of everything from the origin of Murphy beds, to the history of facial hair, to the psychology of being lost. Have you ever wondered about the world around you, and wished to see the magic in everyday things? Come get curious with *Stuff You Should Know*. With Josh and Chuck as your guide, there's something interesting about everything (...except maybe jackhammers).

Learn It Faster Simon and Schuster Master HTML and CSS with Interactive Exercises and a unique Hands-On Project Have you always wanted to learn HTML and CSS but are afraid it'll be too difficult for you? Or

perhaps you are a blogger who wants to tweak your blog's design without having to spend money on an expensive theme? This book is for you. You no longer have to waste your time and money learning HTML and CSS from lengthy books, expensive online courses or complicated tutorials. Nor do you have to spend money buying expensive website themes. There are tons of free CSS templates online that you can download and modify to build your own website IF you know HTML and CSS. What this book offers... HTML and CSS for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the two languages even if you have never coded before. Carefully Chosen Examples (with images) Examples are carefully chosen to illustrate all concepts. In addition, images are provided whenever necessary so that you can immediately see the visual effects of various CSS properties. Learn The Languages Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn HTML and CSS in just one day and start coding

immediately. How is this book different... The best way to learn HTML and CSS is by doing. End-of-Chapter Exercises Each CSS chapter comes with an end-of-chapter exercise where you get to practice the different CSS properties covered in the chapter and see first hand how different CSS values affect the design of the website. Bonus Project The book also includes a bonus project that requires the application of all the concepts taught previously. Working through the project will not only give you an immense sense of achievement, it'll also help you see how the various concepts tie together. After completing the project, you will not walk away with just a vague understanding of HTML and CSS. You will have achieved a level of understanding and mastery that enables you to start coding your own website immediately. Are you ready to dip your toes into the exciting world of HTML and CSS? This book is for you. Click the "Add To Cart" button and download it now. What you'll learn: What is CSS and HTML? What software do you need to write and run CSS codes? What are HTML tags and elements?

What are the commonly used HTML tags and how to use them? What are IDs and Classes? What is the basic CSS syntax? What are CSS selectors? What are pseudo classes and pseudo elements? How to apply CSS rules to your website and what is the

order of precedence?
What is the CSS box model? How to position and float your CSS boxes
How to hide HTML content
How to change the background of CSS boxes
How to use the CSS color property to change colors
How to modify text and font of a website How to

create navigation bars
How to create gorgeous looking tables to display your data .. and more...
Click the "Add to Cart" button and download the book now to start learning HTML and CSS. Learn them fast and learn them well.

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