

Program Or Be Programmed Ten Commands For A Digital Age By Rushkoff Douglas Unknown Edition Paperback2011

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C Programming Language -
Brian W. Kernighan 1988-03-22
This ebook is the first

authorized digital version of
Kernighan and Ritchie's 1988
classic, The C Programming

Language (2nd Ed.). One of the best-selling programming books published in the last fifty years, "K&R" has been called everything from the "bible" to "a landmark in computer science" and it has influenced generations of programmers. Available now for all leading ebook platforms, this concise and beautifully written text is a "must-have" reference for every serious programmer's digital library. As modestly described by the authors in the Preface to the First Edition, this "is not an introductory programming manual; it assumes some familiarity with basic programming concepts like variables, assignment statements, loops, and functions. Nonetheless, a novice programmer should be able to read along and pick up the language, although access to a more knowledgeable colleague will help."

Present Shock - Douglas Rushkoff 2014-02-25
People spent the twentieth century obsessed with the future. We created technologies that would help connect us

faster, gather news, map the planet, and compile knowledge. We strove for an instantaneous network where time and space could be compressed. Well, the future's arrived. We live in a continuous now enabled by Twitter, email, and a so-called real-time technological shift. Yet this "now" is an elusive goal that we can never quite reach. And the dissonance between our digital selves and our analog bodies has thrown us into a new state of anxiety: present shock.

Programming Interactivity - Joshua Noble 2009-07-21
Make cool stuff. If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off. Programming Interactivity explains programming and electrical engineering basics, and introduces three freely available tools created specifically for artists and

designers: Processing, a Java-based programming language and environment for building projects on the desktop, Web, or mobile phones Arduino, a system that integrates a microcomputer prototyping board, IDE, and programming language for creating your own hardware and controls OpenFrameworks, a coding framework simplified for designers and artists, using the powerful C++ programming language BTW, you don't have to wait until you finish the book to actually make something. You'll get working code samples you can use right away, along with the background and technical information you need to design, program, build, and troubleshoot your own projects. The cutting edge design techniques and discussions with leading artists and designers will give you the tools and inspiration to let your imagination take flight.

A Complete Guide to Programming in C++ - Ulla Kirch-Prinz 2002

This guide was written for readers interested in learning

the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

RESTful Web Services -

Leonard Richardson 2008-12-17

"Every developer working with the Web needs to read this book." -- David Heinemeier Hansson, creator of the Rails framework "RESTful Web Services finally provides a practical roadmap for constructing services that embrace the Web, instead of trying to route around it." --

Adam Trachtenberg, PHP author and EBay Web Services Evangelist You've built web sites that can be used by humans. But can you also build web sites that are usable by machines? That's where the future lies, and that's what RESTful Web Services shows you how to do. The World Wide

Web is the most popular distributed application in history, and Web services and mashups have turned it into a powerful distributed computing platform. But today's web service technologies have lost sight of the simplicity that made the Web successful. They don't work like the Web, and they're missing out on its advantages. This book puts the "Web" back into web services. It shows how you can connect to the programmable web with the technologies you already use every day. The key is REST, the architectural style that drives the Web. This book:

- Emphasizes the power of basic Web technologies -- the HTTP application protocol, the URI naming standard, and the XML markup language
- Introduces the Resource-Oriented Architecture (ROA), a common-sense set of rules for designing RESTful web services
- Shows how a RESTful design is simpler, more versatile, and more scalable than a design based on Remote Procedure Calls (RPC)
- Includes real-world examples of RESTful web

services, like Amazon's Simple Storage Service and the Atom Publishing Protocol

Discusses web service clients for popular programming languages

Shows how to implement RESTful services in three popular frameworks -- Ruby on Rails, Restlet (for Java), and Django (for Python)

Focuses on practical issues: how to design and implement RESTful web services and clients

This is the first book that applies the REST design philosophy to real web services. It sets down the best practices you need to make your design a success, and the techniques you need to turn your design into working code. You can harness the power of the Web for programmable applications: you just have to work with the Web instead of against it. This book shows you how.

Programming with 64-Bit ARM Assembly Language - Stephen Smith 2020-05-01

Mastering ARM hardware architecture opens a world of programming for nearly all phones and tablets including the iPhone/iPad and most

Android phones. It's also the heart of many single board computers like the Raspberry Pi. Gain the skills required to dive into the fundamentals of the ARM hardware architecture with this book and start your own projects while you develop a working knowledge of assembly language for the ARM 64-bit processor. You'll review assembly language programming for the ARM Processor in 64-bit mode and write programs for a number of single board computers, including the Nvidia Jetson Nano and the Raspberry Pi (running 64-bit Linux). The book also discusses how to target assembly language programs for Apple iPhones and iPads along with 64-Bit ARM based Android phones and tablets. It covers all the tools you require, the basics of the ARM hardware architecture, all the groups of ARM 64-Bit Assembly instructions, and how data is stored in the computer's memory. In addition, interface apps to hardware such as the Raspberry Pi's GPIO ports. The book covers code optimization,

as well as how to inter-operate with C and Python code. Readers will develop enough background to use the official ARM reference documentation for their own projects. With Programming with 64-Bit ARM Assembly Language as your guide you'll study how to read, reverse engineer and hack machine code, then be able to apply these new skills to study code examples and take control of both your ARM devices' hardware and software. What You'll Learn Make operating system calls from assembly language and include other software libraries in your projects Interface apps to hardware devices such as the Raspberry Pi GPIO ports Reverse engineer and hack code Use the official ARM reference documentation for your own projects Who This Book Is For Software developers who have already learned to program in a higher-level language like Python, Java, C#, or even C and now wish to learn Assembly programming. Bastard Culture! - Mirko Tobias Schäfer 2011

The computer and particularly the Internet have been represented as enabling technologies, turning consumers into users and users into producers. The unfolding online cultural production by users has been framed enthusiastically as participatory culture. But while many studies of user activities and the use of the Internet tend to romanticize emerging media practices, this book steps beyond the usual framework and analyzes user participation in the context of accompanying popular and scholarly discourse, as well as the material aspects of design, and their relation to the practices of design and appropriation.

Program Or Be Programmed

- Douglas Rushkoff 2024-02-13

The debate over whether the Net is good or bad for us fills the airwaves and the blogosphere. But for all the heat of claim and counter-claim, the argument is essentially beside the point: it's here; it's everywhere. The real question is, do we direct technology, or do we let

ourselves be directed by it and those who have mastered it? "Choose the former," writes Rushkoff, "and you gain access to the control panel of civilization. Choose the latter, and it could be the last real choice you get to make." In ten chapters, composed of ten "commands" accompanied by original illustrations from comic artist Leland Purvis, Rushkoff provides cyberenthusiasts and technophobes alike with the guidelines to navigate this new universe. In this spirited, accessible poetics of new media, Rushkoff picks up where Marshall McLuhan left off, helping readers come to recognize programming as the new literacy of the digital age-- and as a template through which to see beyond social conventions and power structures that have vexed us for centuries. This is a friendly little book with a big and actionable message. World-renowned media theorist and counterculture figure Douglas Rushkoff is the originator of ideas such as "viral media," "social currency" and

"screenagers." He has been at the forefront of digital society from its beginning, correctly predicting the rise of the net, the dotcom boom and bust. He is a familiar voice on NPR, face on PBS, and writer in publications from Discover Magazine to the New York Times.

Head First Programming - David Griffiths 2009-11-16

Looking for a reliable way to learn how to program on your own, without being overwhelmed by confusing concepts? *Head First Programming* introduces the core concepts of writing computer programs -- variables, decisions, loops, functions, and objects -- which apply regardless of the programming language. This book offers concrete examples and exercises in the dynamic and versatile Python language to demonstrate and reinforce these concepts. Learn the basic tools to start writing the programs that interest you, and get a better understanding of what software can (and cannot) do. When you're finished, you'll

have the necessary foundation to learn any programming language or tackle any software project you choose. With a focus on programming concepts, this book teaches you how to: Understand the core features of all programming languages, including: variables, statements, decisions, loops, expressions, and operators Reuse code with functions Use library code to save time and effort Select the best data structure to manage complex data Write programs that talk to the Web Share your data with other programs Write programs that test themselves and help you avoid embarrassing coding errors 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 Programming* uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep.

So, You Want to Be a Coder?

- Jane Bedell 2016-05-03
Behind the screen of your phone, tablet, computer, or game console lies a secret language that makes it all work. Computer code has become as integral to our daily lives and reading and writing, even if you didn't know it. Now it's time to plug in and start creating the same technology you're consuming. Plus, it's one of the fastest growing industries in the world! This title covers everything from navigating the maze of computer languages to writing code for games to cyber security and artificial intelligence.

Coercion - Douglas Rushkoff 2000-10-01
Noted media pundit and author of *Playing the Future* Douglas Rushkoff gives a devastating critique of the influence techniques behind our culture of rampant consumerism. With a skilled analysis of how experts in the fields of marketing, advertising, retail atmospherics, and hand-selling attempt to take away our ability to make rational decisions, Rushkoff delivers a bracing

account of media ecology today, consumerism in America, and why we buy what we buy, helping us recognize when we're being treated like consumers instead of human beings.

Cyberia - Douglas Rushkoff 1994

. Rushkoff introduces us to *Cyberia's* luminaries, who speak with dazzling lucidity about the rapid-fire change we're all experiencing.

[Programming Embedded Systems](#) - Michael Barr 2006-10-11

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

The Book of R - Tilman M. Davies 2016-07-16

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.

The Art of R Programming -

Norman Matloff 2011-10-11

R is the world's most popular language for developing statistical software:

Archaeologists use it to track the spread of ancient civilizations, drug companies use it to discover which medications are safe and effective, and actuaries use it to assess financial risks and keep economies running smoothly. The Art of R Programming takes you on a guided tour of software development with R, from basic types and data structures to advanced topics like closures, recursion, and anonymous functions. No statistical knowledge is required, and your programming skills can range

from hobbyist to pro. Along the way, you'll learn about functional and object-oriented programming, running mathematical simulations, and rearranging complex data into simpler, more useful formats. You'll also learn to:

- Create artful graphs to visualize complex data sets and functions
- Write more efficient code using parallel R and vectorization
- Interface R with C/C++ and Python for increased speed or functionality
- Find new R packages for text analysis, image manipulation, and more
- Squash annoying bugs with advanced debugging techniques

Whether you're designing aircraft, forecasting the weather, or you just need to tame your data, *The Art of R Programming* is your guide to harnessing the power of statistical computing.

The Rust Programming Language (Covers Rust 2018) -

Steve Klabnik 2019-09-03

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The

Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of *The Rust Programming Language*, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern

matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Team Human - Douglas Rushkoff 2019-01-22
“A provocative, exciting, and important rallying cry to reassert our human spirit of community and teamwork.”—Walter Isaacson
Team Human is a manifesto—a fiery distillation of preeminent digital theorist Douglas Rushkoff’s most urgent thoughts on civilization and human nature. In one hundred

lean and incisive statements, he argues that we are essentially social creatures, and that we achieve our greatest aspirations when we work together—not as individuals. Yet today society is threatened by a vast antihuman infrastructure that undermines our ability to connect. Money, once a means of exchange, is now a means of exploitation; education, conceived as way to elevate the working class, has become another assembly line; and the internet has only further divided us into increasingly atomized and radicalized groups. Team Human delivers a call to arms. If we are to resist and survive these destructive forces, we must recognize that being human is a team sport. In Rushkoff’s own words: “Being social may be the whole point.”
Harnessing wide-ranging research on human evolution, biology, and psychology, Rushkoff shows that when we work together we realize greater happiness, productivity, and peace. If we can find the others who understand this

fundamental truth and reassert our humanity—together—we can make the world a better place to be human.

The UNIX-haters Handbook - Simson Garfinkel 1994

This book is for all people who are forced to use UNIX. It is a humorous book--pure entertainment--that maintains that UNIX is a computer virus with a user interface. It features letters from the thousands posted on the Internet's "UNIX-Haters" mailing list. It is not a computer handbook, tutorial, or reference. It is a self-help book that will let readers know they are not alone.

Nothing Sacred - Douglas Rushkoff 2003-04-08

Acclaimed writer and thinker Douglas Rushkoff, author of *Ecstasy Club* and *Coercion*, has written perhaps the most important—and controversial—book on Judaism in a generation. As the religion stands on the brink of becoming irrelevant to the very people who look to it for answers, *Nothing Sacred* takes aim at its problems and offers startling and clearheaded

solutions based on Judaism's core values and teachings.

Disaffected by their synagogues' emphasis on self-preservation and obsession with intermarriage, most Jews looking for an intelligent inquiry into the nature of spirituality have turned elsewhere, or nowhere. Meanwhile, faced with the chaos of modern life, returnees run back to Judaism with a blind and desperate faith and are quickly absorbed by outreach organizations that—in return for money—offer compelling evidence that God exists, that the Jews are, indeed, the Lord's "chosen people," and that those who adhere to this righteous path will never have to ask themselves another difficult question again. Ironically, the texts and practices making up Judaism were designed to avoid just such a scenario. Jewish tradition stresses transparency, open-ended inquiry, assimilation of the foreign, and a commitment to conscious living. Judaism invites inquiry and change. It is an "open source" tradition—one born out

of revolution, committed to evolution, and willing to undergo renaissance at a moment's notice. But, unfortunately, some of the very institutions created to protect the religion and its people are now suffocating them. If the Jewish tradition is actually one of participation in the greater culture, a willingness to wrestle with sacred beliefs, and a refusal to submit blindly to icons that just don't make sense to us, then the "lapsed" Jews may truly be our most promising members. Why won't they engage with the synagogue, and how can they be made to feel more welcome? Nothing Sacred is a bold and brilliant book, attempting to do nothing less than tear down our often false preconceptions about Judaism and build in their place a religion made relevant for the future. From the Hardcover edition.

Programming from the Ground Up - Jonathan Bartlett
2009-09-24

Programming from the Ground Up uses Linux assembly language to teach new

programmers the most important concepts in programming. It takes you a step at a time through these concepts: * How the processor views memory * How the processor operates * How programs interact with the operating system * How computers represent data internally * How to do low-level and high-level optimization Most beginning-level programming books attempt to shield the reader from how their computer really works. Programming from the Ground Up starts by teaching how the computer works under the hood, so that the programmer will have a sufficient background to be successful in all areas of programming. This book is being used by Princeton University in their COS 217 "Introduction to Programming Systems" course.

Learning the bash Shell - Cameron Newham 2005-03-29
O'Reilly's bestselling book on Linux's bash shell is at it again. Now that Linux is an established player both as a server and on the desktop

Learning the bash Shell has been updated and refreshed to account for all the latest changes. Indeed, this third edition serves as the most valuable guide yet to the bash shell. As any good programmer knows, the first thing users of the Linux operating system come face to face with is the shell the UNIX term for a user interface to the system. In other words, it's what lets you communicate with the computer via the keyboard and display. Mastering the bash shell might sound fairly simple but it isn't. In truth, there are many complexities that need careful explanation, which is just what Learning the bash Shell provides. If you are new to shell programming, the book provides an excellent introduction, covering everything from the most basic to the most advanced features. And if you've been writing shell scripts for years, it offers a great way to find out what the new shell offers. Learning the bash Shell is also full of practical examples of shell commands and programs that

will make everyday use of Linux that much easier. With this book, programmers will learn: How to install bash as your login shell The basics of interactive shell use, including UNIX file and directory structures, standard I/O, and background jobs Command line editing, history substitution, and key bindings How to customize your shell environment without programming The nuts and bolts of basic shell programming, flow control structures, command-line options and typed variables Process handling, from job control to processes, coroutines and subshells Debugging techniques, such as trace and verbose modes Techniques for implementing system-wide shell customization and features related to system security

Understanding Media Industries

- Timothy Havens 2016

This text examines the influence of media industry organization and practices on society; at the same time, it offers students pursuing both

scholarly and professional careers related to the media industries a comprehensive overview of how the industries work, why they work as they do, and what the broader theoretical and practical implications of the media industries are.

Using Csh & Tcsh - Paul DuBois
1995-07

Using csh & tcsh describes from the beginning how to use csh--the standard shell on most UNIX systems--interactively. More importantly, it shows the reader how to get work done faster with less typing.

Bluetooth Essentials for Programmers - Albert S.

Huang 2007-09-03

This book provides an introduction to Bluetooth programming, with a specific focus on developing real code. The authors discuss the major concepts and techniques involved in Bluetooth programming, with special emphasis on how they relate to other networking technologies. They provide specific descriptions and examples for creating applications in a

number of programming languages and environments including Python, C, Java, GNU/Linux, Windows XP, Symbian Series 60, and Mac OS X. No previous experience with Bluetooth is assumed, and the material is suitable for anyone with some programming background. The authors place special emphasis on the essential concepts and techniques of Bluetooth programming, starting simply and allowing the reader to quickly master the basic concepts before addressing advanced features.

Programming Challenges - Steven S Skiena 2006-04-18

There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the

last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000

registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available. *Throwing Rocks at the Google Bus* - Douglas Rushkoff
2017-06-06

Why doesn't the explosive growth of companies like Facebook and Uber deliver more prosperity for everyone? What is the systemic problem that sets the rich against the poor and the technologists against everybody else? When protesters shattered the windows of a bus carrying Google employees to work, their anger may have been justifiable, but it was misdirected. The true conflict of our age isn't between the unemployed and the digital elite, or even the 99 percent and the 1 percent. Rather, a tornado of technological improvements has spun our economic program out of control, and humanity as a whole—the protesters and the Google employees as well as the shareholders and the executives—are all trapped by

the consequences. It's time to optimize our economy for the human beings it's supposed to be serving. In this groundbreaking book, acclaimed media scholar and author Douglas Rushkoff tells us how to combine the best of human nature with the best of modern technology. Tying together disparate threads—big data, the rise of robots and AI, the increasing participation of algorithms in stock market trading, the gig economy, the collapse of the eurozone—Rushkoff provides a critical vocabulary for our economic moment and a nuanced portrait of humans and commerce at a critical crossroads.

Get Back in the Box - Douglas Rushkoff 2005-12-13

On a landscape that seems to be transforming itself with every new technology, marketing tactic, or investment strategy, businesses rush to embrace change by trading in their competencies or shifting their focus altogether. All in the name of innovation. But this endless worrying, wriggling,

and trend watching only alienates companies from whatever it is they really do best. In the midst of the headlong rush to think "outside the box," the full engagement responsible for true innovation is lost. New consultants, new packaging, new marketing schemes, or even new CEOs are no substitute for the evolution of our own expertise as individuals and as businesses. Indeed, for all their talk about innovation, most companies today are still scared to death of it. To Douglas Rushkoff, this disconnect is not only predictable but welcome. It marks the happy end of a business cycle that began as long ago as the Renaissance, and ended with the renaissance in creativity and collaboration we're going through today. The age of mass production, mass media, and mass marketing may be over, but so, too, is the alienation it engendered between producers and consumers, managers and employees, executives and shareholders, and, worst of all, businesses and their own core

values and competencies. American enterprise, in particular, is at a crossroads. Having for too long replaced innovation with acquisitions, tactics, efficiencies, and ad campaigns, many businesses have dangerously lost touch with the process -- and fun -- of discovery. "American companies are obsessed with window dressing," Rushkoff writes, "because they're reluctant, no, afraid to look at whatever it is they really do and evaluate it from the inside out. When things are down, CEOs look to consultants and marketers to rethink, rebrand, or repackage whatever it is they are selling, when they should be getting back on the factory floor, into the stores, or out to the research labs where their product is actually made, sold, or conceived." Rushkoff backs up his arguments with a myriad of intriguing historical examples as well as familiar gut checks -- from the dumbwaiter and open source to Volkswagen and The Gap -- in this accessible, thought-provoking, and immediately applicable set

of insights. Here's all the help innovators of this era need to reconnect with their own core competencies as well as the passion fueling them.

[Python for Data Analysis](#) - Wes McKinney 2017-09-25

Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in

NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

[A Primer on Scientific Programming with Python](#) - Hans Petter Langtangen
2016-07-28

The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school

mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ... Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in

Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python..." Joan Horvath, Computing Reviews, March 2015

Mediactive - Dan Gillmor 2010 We're in an age of information overload, and too much of what we watch, hear and read is mistaken, deceitful or even

dangerous. Yet you and I can take control and make media serve us -- all of us -- by being active consumers and participants. Here's how. With a Foreword by Clay Shirky Praise for Mediactive: "Dan Gillmor has thought more deeply, more usefully, and over a longer period of time about the next stages of media evolution than just about anyone else. In Mediactive, he puts the results of his ideas and experiments together in a guide full of practical tips and longer-term inspirations for everyone affected by rapid changes in the news ecology. This book is a very worthy successor to his influential We the Media." -- James Fallows, Atlantic Magazine, author of Postcards from Tomorrow Square and Breaking the News "Dan's book helps us understand when the news we read is reliable and trustworthy, and how to determine when what we're reading is intended to deceive. A trustworthy press is required for the survival of a democracy, and we really need this book right now." --Craig Newmark,

founder of craigslist "A master-class in media-literacy for the 21st century, operating on all scales from the tiniest details of navigating wiki software all the way up to sensible and smart suggestions for reforming law and policy to make the news better and fairer. Gillmor's a reporter's reporter for the information age, Mediactive made me want to stand up and salute." --Cory Doctorow, co-editor/owner, Boing Boing; author of For the Win "As the lines between professional and citizen journalists continue to blur, Mediactive provides a useful roadmap to help us become savvier consumers and creators alike." -- Steve Case, chairman and CEO of Revolution and co-founder of America Online "It's all true - at least to someone. And that's the problem in a hypermediated world where everyone and anyone can represent his own reality. Gillmor attacks the problem of representation and reality head on, demanding we become media-active users of our emerging media, instead of

passive consumers. If this book doesn't get you out of Facebook and back on the real Internet, nothing will." --Douglas Rushkoff, author of Program or Be Programmed: Ten Commands for a Digital Age "An important book showing people how to swim rather than drown in today's torrent of information. Dan Gillmor lives on the front line of digital information - there's no-one better to help us understand the risks and opportunities or help us ask the right questions." --Richard Sambrook, Global Vice Chairman and Chief Content Officer at Edelman, and former BBC Director of Global News "With the future of journalism and democracy in peril, Mediactive comes along with sage and practical advice at a crucial time. Dan Gillmor, pioneering journalist and teacher of journalists, offers a practical guide to citizens who now need to become active producers as well as critical consumers of media. Read this book right away, buy one for a friend and another one for a student, and then put Gillmor's

advice into action." --Howard Rheingold, author of the Smart Mobs and other books about our digital future "Through common-sense guidelines and well-chosen examples, Gillmor shows how anyone can navigate the half-truths, exaggerations and outright falsehoods that permeate today's media environment and ferret out what is true and important. As Gillmor writes, 'When we have unlimited sources of information, and when so much of what comes at us is questionable, our lives get more challenging. They also get more interesting.'" --Dan Kennedy, assistant professor of journalism at Northeastern University, former Boston Phoenix media critic, and author of the Media Nation blog at www.dankennedy.net

Tcl and the Tk Toolkit - John K. Ousterhout 1994

An overview of Tcl and Tk. Tcl language syntax. Variables. Expressions. Lists. Control flow. Procedures. Errors and exceptions. String manipulation. Accessing files. Processes. Managing Tcl

internals. History.

How to Design Programs, second edition - Matthias Felleisen 2018-05-04

A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a

programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

Program Or Be Programmed - Douglas Rushkoff 2010-11

"The media theorist who gave us the concepts of viral media, social currency and screenagers is back with his most far-reaching appraisal yet

of digital media" --Cover, p. 4.

Digital Humanities Pedagogy - Brett D. Hirsch 2012

"The essays in this collection offer a timely intervention in digital humanities scholarship, bringing together established and emerging scholars from a variety of humanities disciplines across the world. The first section offers views on the practical realities of teaching digital humanities at undergraduate and graduate levels, presenting case studies and snapshots of the authors' experiences alongside models for future courses and reflections on pedagogical successes and failures. The next section proposes strategies for teaching foundational digital humanities methods across a variety of scholarly disciplines, and the book concludes with wider debates about the place of digital humanities in the academy, from the field's cultural assumptions and social obligations to its political visions." (4e de couverture).

Media Virus! - Douglas Rushkoff

2010-12-01

The most virulent viruses today are composed of information. In this information-driven age, the easiest way to manipulate the culture is through the media. A hip and caustically humorous McLuhan for the '90s, culture watcher Douglas Rushkoff now offers a fascinating expose of media manipulation in today's age of instant information.

Program Or be Programmed -

Douglas Rushkoff 2010

Is the internet good or bad? How can technology be directed? In this spirited, accessible poetics of new media, Rushkoff picks up where Marshall McLuhan left off, helping readers come to recognise programming as the new literacy of the digital age and as a template through which to see beyond social conventions and power structures that have vexed us for centuries. This is a friendly little book with a big and actionable message.

Aleister & Adolf - Douglas

Rushkoff 2021-02-02

Media theorist and
documentarian Douglas

Rushkoff weaves a mind-bending tale of iconography and mysticism against the backdrop of a battle-torn Europe. In a story spanning generations, and featuring some of the most notable and notorious idealists of the 20th century, legendary occultist Aleister Crowley develops a powerful and dangerous new weapon to defend the world against Adolf Hitler's own war machine spawning an unconventional new form of warfare that is fought not with steel, but with symbols and ideas. Unfortunately, these intangible arsenals are much more insidious and perhaps much more dangerous than their creators could have ever conceived. "Rushkoff is a cultural treasure and an eccentric author of big, strange ideas, never less than fascinating and always entertaining." -Warren Ellis, author of Gun Machine, Red, Trees, and Transmetropolitan "Douglas has been one of my personal heroes, and I've been a most attentive reader of anything he cares to put

between covers, knowing that his combination of a cold eye and a warm heart is guaranteed to astonish and embolden my own thinking about what's possible in the world--about what's possible to enact in the space between one human being and another. He occupies the ground of our most immediate perplexities, and his reports of what he finds are breaking news." -Jonathan Lethem, author of *The Best American Comics* and *The Fortress of Solitude*

Expert C Programming - Peter Van der Linden 1994
Software -- Programming Languages.

Life Inc - Douglas Rushkoff
2011-03-31

Douglas Rushkoff was mugged outside his apartment on Christmas Eve, but when he posted a friendly warning on his community website, the responses castigated him for potentially harming the local real-estate market. When did

these corporate values overtake civic responsibilities? Rushkoff examines how corporatism has become an intrinsic part of our everyday lives, choices and opinions. He demonstrates how this system created a world where everything can be commodified, where communities have dissolved into consumer groups, where fiction and reality have become fundamentally blurred. And, with this system on the verge of collapse, Rushkoff shows how the simple pleasures that make us human can also point the way to freedom.

Beginning

Linux?Programming - Neil Matthew 2004-01-02

The book starts with the basics, explaining how to compile and run your first program. First, each concept is explained to give you a solid understanding of the material. Practical examples are then presented, so you see how to apply the knowledge in real applications.