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THE RUST PROGRAMMING LANGUAGE (COVERS RUST 2018)

No Starch Press 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.

HIGH PERFORMANCE COMPUTING

ISC HIGH PERFORMANCE 2020 INTERNATIONAL WORKSHOPS, FRANKFURT, GERMANY, JUNE 21-25, 2020, REVISED SELECTED PAPERS

Springer Nature This book constitutes the refereed post-conference proceedings of 10 workshops held at the 35th International ISC High Performance 2020 Conference, in Frankfurt, Germany, in June 2020: First Workshop on Compiler-assisted Correctness Checking and Performance Optimization for HPC (C3PO); First International Workshop on the Application of Machine Learning Techniques to Computational Fluid Dynamics Simulations and Analysis (CFDML); HPC I/O in the Data Center Workshop (HPC-IODC); First Workshop \Machine Learning on HPC Systems" (MLHPCS); First International Workshop on Monitoring and Data Analytics (MODA); 15th Workshop on Virtualization in High-Performance Cloud Computing (VHPC). The 25 full papers included in this volume were carefully reviewed and selected. They cover all aspects of research, development, and application of large-scale, high performance experimental and commercial systems. Topics include high-performance computing (HPC), computer architecture and hardware, programming models, system software, performance analysis and modeling, compiler analysis and optimization techniques, software sustainability, scientific applications, deep learning.

COMPUTERS FOR SENIORS

EMAIL, INTERNET, PHOTOS, AND MORE IN 14 EASY LESSONS

No Starch Press My Kids Just Gave Me a Computer, What Do I Do Now? Computers for Seniors is a step-by-step, full-color guide that will take you all the way from pressing the "On" button on your new computer to being a confident user who can send email to family and friends, shop online safely, read the latest news, watch funny YouTube videos, share cute pictures of your grandkids, check the weather forecast, and much more. You'll learn to: -Plug in, set up, and turn on your computer -Print and share photos of your grandkids, vacations, pets, friends, and special life events -Install helpful tools like a calendar, money manager, and weather tracker -Search the internet for news, recipes, gardening tips, sports updates, and anything else that interests you -Watch entertaining YouTube videos or educational lectures and make video calls to anywhere in the world -Find and listen to new music (or your favorite classics) and read electronic books -Email your friends and family -Stay safe online and keep your private information secure Computers for Seniors will show you how to get what you really want from your PC, with the help of full-color illustrations, friendly instructions, and a touch of humor. Each lesson has small exercises to test your skills and help you practice, to make sure you feel comfortable with what you've learned before you move on. It's never too late to have fun and get more out of your PC—Computers for Seniors will ease you into the computer generation by guiding you every step of the way.

PROGRAMMING RUST

FAST, SAFE SYSTEMS DEVELOPMENT

"O'Reilly Media, Inc." Rust is a new systems programming language that combines the performance and low-level control of C and C++ with memory safety and thread safety. Rust's modern, flexible types ensure your program is free of null pointer dereferences, double frees, dangling pointers, and similar bugs, all at compile time, without runtime overhead. In multi-threaded code, Rust catches data races at compile time, making concurrency much easier to use. Written by two experienced systems programmers, this book explains how Rust manages to bridge the gap between performance and safety, and how you can take advantage of it. Topics include: How Rust represents values in memory (with diagrams) Complete explanations of ownership, moves, borrows, and lifetimes Cargo, rustdoc, unit tests, and how to publish your code on crates.io, Rust's public package repository High-level features like generic code, closures, collections, and iterators that make Rust productive and flexible Concurrency in Rust: threads, mutexes, channels, and atomics, all much safer to use than in C or C++ Unsafe code, and how to preserve the integrity of ordinary code that uses it Extended examples illustrating how pieces of the language fit together

PROGRAMMING RUST

"O'Reilly Media, Inc." Systems programming provides the foundation for the world's computation. Writing performance-sensitive code requires a programming language that puts programmers in control of how memory, processor time, and other system resources are used. The Rust systems programming language combines that control with a modern type system that catches broad classes of common mistakes, from memory management errors to data races between threads. With this practical guide, experienced systems programmers will learn how to successfully bridge the gap between performance and safety using Rust. Jim Blandy, Jason Orendorff, and Leonora Tindall demonstrate how Rust's features put programmers in control over memory consumption and processor use by combining predictable performance with memory safety and trustworthy concurrency. You'll learn: Rust's fundamental data types and the core concepts of ownership and borrowing How to write flexible, efficient code with traits and generics How to write fast, multithreaded code without data races Rust's key power tools: closures, iterators, and asynchronous programming Collections, strings and text, input and output, macros, unsafe code, and foreign function interfaces This revised, updated edition covers the Rust 2021 Edition.

RUST FOR RUSTACEANS

IDIOMATIC PROGRAMMING FOR EXPERIENCED DEVELOPERS

No Starch Press Master professional-level coding in Rust. For developers who've mastered the basics, this book is the next step on your way to professional-level programming in Rust. It covers everything you need to build and maintain larger code bases, write powerful and flexible applications and libraries, and confidently expand the scope and complexity of your projects. Author Jon Gjengset takes you deep into the Rust programming language, dissecting core topics like ownership, traits, concurrency, and unsafe code. You'll explore key concepts like type layout and trait coherence, delve into the inner workings of concurrent programming and asynchrony with async/await, and take a tour of the world of no_std programming. Gjengset also provides expert guidance on API design, testing strategies, and error handling, and will help develop your understanding of foreign function interfaces, object safety, procedural macros, and much more. You'll Learn: • How to design reliable, idiomatic, and ergonomic Rust programs based on best principles • Effective use of declarative and procedural macros, and the difference between them • How asynchrony works in Rust - all the way from the Pin and Waker types used in manual implementations of Futures, to how async/await saves you from thinking about most of those words • What it means for code to be unsafe, and best practices for writing and interacting with unsafe functions and traits • How to organize and configure more complex Rust projects so that they integrate nicely with the rest of the ecosystem • How to write Rust code that can interoperate with non-Rust libraries and systems, or run in constrained and embedded environments Brimming with practical, pragmatic insights that you can immediately apply, Rust for Rustaceans helps you do more with Rust, while also teaching you its underlying mechanisms.

THE MANGA GUIDE TO CRYPTOGRAPHY

No Starch Press Cryptography is hard, but it's less hard when it's filled with adorable Japanese manga. The latest addition to the Manga Guide series, The Manga Guide to Cryptography, turns the art of encryption and decryption into plain, comic illustrated English. As you follow Inspector Jun Meguro in his quest to bring a cipher-wielding thief to justice, you'll learn how cryptographic ciphers work. (Ciphers are the algorithms at the heart of cryptography.) Like all books in the Manga Guide series, The Manga Guide to Cryptography is illustrated throughout with memorable Japanese manga as it dives deep into advanced cryptography topics, such as classic substitution, polyalphabetic, and transposition ciphers; symmetric-key algorithms like block and DES (Data Encryption Standard) ciphers; and how to use public key encryption technology. It also explores practical applications of encryption such as digital signatures, password security, and identity fraud countermeasures. The Manga Guide to Cryptography is the perfect introduction to cryptography for programmers, security professionals, aspiring cryptographers, and anyone who finds cryptography just a little bit hard.

THE BOOK OF RUBY

A HANDS-ON GUIDE FOR THE ADVENTUROUS

No Starch Press Ruby is famous for being easy to learn, but most users only scratch the surface of what it can do. While other books focus on Ruby's trendier features, The Book of Ruby reveals the secret inner workings of one of the world's most popular programming languages, teaching you to write clear, maintainable code. You'll start with the basics—types, data structures, and control flows—and progress to advanced features like blocks, mixins, metaclasses, and beyond. Rather than bog you down with a lot of theory, The Book of Ruby takes a hands-on approach and focuses on making you productive from day one. As you follow along, you'll learn to: –Leverage Ruby's succinct and flexible syntax to maximize your productivity –Balance Ruby's functional, imperative, and object-oriented features –Write self-modifying programs using dynamic programming techniques –Create new fibers and threads to manage independent processes concurrently –Catch and recover from execution errors with robust exception handling –Develop powerful web applications with the Ruby on Rails framework Each chapter includes a "Digging Deeper" section that shows you how Ruby works under the hood, so you'll never be caught off guard by its deceptively simple scoping, multithreading features, or precedence rules. Whether you're new to programming or just new Ruby, The Book of Ruby is your guide to rapid, real-world software development with this unique and elegant language.

HANDS-ON RUST

Pragmatic Bookshelf Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters - and what better way to learn than by making games. Each chapter in this book presents hands-on, practical projects ranging from "Hello, World" to building a full dungeon crawler game. With this book, you'll learn game development skills applicable to other engines, including Unity and Unreal. Rust is an exciting programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters. With Rust, you have a shiny new playground where your game ideas can flourish. Each chapter in this book presents hands-on, practical projects that take you on a journey from "Hello, World" to building a full dungeon crawler game. Start by setting up Rust and getting comfortable with your development environment. Learn the language basics with practical examples as you make your own version of Flappy Bird. Discover what it takes to randomly generate dungeons and populate them with monsters as you build a complete dungeon crawl game. Run game systems concurrently for high-performance and fast game-play, while retaining the ability to debug your program. Unleash your creativity with magical items, tougher monsters, and intricate dungeon design. Add layered graphics and polish your game with style. What You Need: A computer running Windows 10, Linux, or Mac OS X. A text editor, such as Visual Studio Code. A video card and drivers capable of running OpenGL 3.2.

HANDS-ON DATA STRUCTURES AND ALGORITHMS WITH RUST

LEARN PROGRAMMING TECHNIQUES TO BUILD EFFECTIVE, MAINTAINABLE, AND READABLE CODE IN RUST 2018

Packt Publishing Ltd Design and implement professional level programs by exploring modern data structures and algorithms in Rust. Key FeaturesUse data structures such as arrays, stacks, trees, lists and graphs with real-world examplesLearn the functional and reactive implementations of the traditional data structuresExplore illustrations to present data structures and algorithms, as well as their analysis, in a clear, visual manner.Book Description Rust has come a long way and is now utilized in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not forgetting its importance in systems' programming. This book will be your guide as it takes you through implementing classic data structures and algorithms in Rust, helping you to get up and running as a confident Rust programmer. The book begins with an introduction to Rust data structures and algorithms, while also covering essential language constructs. You will learn how to store data using linked lists, arrays, stacks, and queues. You will also learn how to implement sorting and searching algorithms. You will learn how to attain high performance by implementing algorithms to string data types and implement hash structures in algorithm design. The book will examine algorithm analysis, including Brute Force algorithms, Greedy algorithms, Divide and Conquer algorithms, Dynamic Programming, and Backtracking. By the end of the book, you will have learned how to build components that are easy to understand, debug, and use in different applications. What you will learnDesign and implement complex data structures in RustAnalyze, implement, and improve searching and sorting algorithms in RustCreate and use well-tested and reusable components with RustUnderstand the basics of multithreaded programming and advanced algorithm designBecome familiar with application profiling based on benchmarking and testingExplore the borrowing complexity of implementing algorithmsWho this book is for This book is for developers seeking to use Rust solutions in a practical/professional setting; who wants to learn essential Data Structures and Algorithms in Rust. It is for developers with basic Rust language knowledge, some experience in other programming languages is required.

RUSTBLASTER

Hachette UK At Millennium Academy, elite vampires are trained to maintain balance in a world where humans and vampires, who possess far greater physical strength than their human neighbors, coexist. When Aldred, the most distinctly un-vampire-like vampire to be found in the entire institution, meets Kei, a human transfer student to the school, their destinies become surprisingly intertwined, and the fate of the world as they know it comes to lie in their hands. Will the unlikely duo be able to break the vicious cycle of blood and chaos that comes every millennium on the ominous night of the Twin Moons?

IMPRACTICAL PYTHON PROJECTS

PLAYFUL PROGRAMMING ACTIVITIES TO MAKE YOU SMARTER

No Starch Press Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using linguistical sieves - Plan your parents' secure retirement with Monte Carlo simulation - Save the sorceress Zatanna from a stabby death using palingrams - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find endless educational, geeky fun with Impractical Python Projects.

THE MANGA GUIDE TO MICROPROCESSORS

No Starch Press Ayumi is a world-class shogi (Japanese chess) player who can't be beaten—that is, until she loses to a powerful computer called the Shooting Star. Ayumi vows to find out everything she can about her new nemesis. Lucky for her, Yuu Kano, the genius programmer behind the Shooting Star, is willing to teach her all about the inner workings of the microprocessor—the "brain" inside all computers, phones, and gadgets. Follow along with Ayumi in The Manga Guide to Microprocessors and you'll learn about: -How the CPU processes information and makes decision -How computers perform arithmetic operations and store information -logic gates and how they're used in integrated circuits -the Key components of modern computers, including registers, GPUs, and RAM -Assembly language and how it differs from high-level programming languages Whether you're a computer science student or just want to understand the power of microprocessors, you'll find what you need to know in The Manga Guide to Microprocessors.

MULTILINGUAL COMPUTING

MAGAZINE AND BUYER'S GUIDE

RUST IN ACTION

Simon and Schuster "This well-written book will help you make the most of what Rust has to offer." - Ramnivas Laddad, author of AspectJ in Action Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. Summary Rust in Action introduces the Rust programming language by exploring numerous systems programming concepts and techniques. You'll be learning Rust by delving into how computers work under the hood. You'll find yourself playing with persistent storage, memory, networking and even tinkering with CPU instructions. The book takes you through using Rust to extend other applications and teaches you tricks to write blindingly fast code. You'll also discover parallel and concurrent programming. Filled to the brim with real-life use cases and scenarios, you'll go beyond the Rust syntax and see what Rust has to offer in real-world use cases. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Rust is the perfect language for systems programming. It delivers the low-level power of C along with rock-solid safety features that let you code fearlessly. Ideal for applications requiring concurrency, Rust programs are compact, readable, and blazingly fast. Best of all, Rust's famously smart compiler helps you avoid even subtle coding errors. About the book Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. You'll explore Rust implementations for file manipulation, networking, and kernel-level programming and discover awesome techniques for parallelism and concurrency. Along the way, you'll master Rust's unique borrow checker model for memory management without a garbage collector. What's inside Elementary to advanced Rust programming Practical examples from systems programming Command-line, graphical and networked applications About the reader For intermediate programmers. No previous experience with Rust required. About the author Tim McNamara uses Rust to build data processing pipelines and generative art. He is an expert in natural language processing and data engineering. Table of Contents 1 Introducing Rust PART 1 RUST LANGUAGE DISTINCTIVES 2 Language foundations 3 Compound data types 4 Lifetimes, ownership, and borrowing PART 2 DEMYSTIFYING SYSTEMS PROGRAMMING 5 Data in depth 6 Memory 7 Files and storage 8 Networking 9 Time and timekeeping 10 Processes, threads, and containers 11 Kernel 12 Signals, interrupts, and exceptions

RACKET PROGRAMMING THE FUN WAY

FROM STRINGS TO TURING MACHINES

No Starch Press An introduction to the Racket functional programming language and DrRacket development environment to explore topics in mathematics (mostly recreational) and computer science. At last, a lively guided tour through all the features, functions, and applications of the Racket programming language. You'll learn a variety of coding paradigms, including iterative, object oriented, and logic programming; create interactive graphics, draw diagrams, and solve puzzles as you explore Racket through fun computer science topics--from statistical analysis to search algorithms, the Turing machine, and more. Early chapters cover basic Racket concepts like data types, syntax, variables, strings, and formatted output. You'll learn how to perform math in Racket's rich numerical environment, and use programming constructs in different problem domains (like coding solutions to the Tower of Hanoi puzzle). Later, you'll play with plotting, grapple with graphics, and visualize data. Then, you'll escape the confines of the command line to produce animations, interactive games, and a card trick program that'll dazzle your friends. You'll learn how to: • Use DrRacket, an interactive development environment (IDE) for writing programs • Compute classical math problems, like the Fibonacci sequence • Generate two-dimensional function plots and create drawings using graphics primitives • Import and export data to and from Racket using ports, then visually analyze it • Build simple computing devices (pushdown automaton, Turing machine, and so on) that perform tasks • Leverage Racket's built-in libraries to develop a command line algebraic calculator Racket Programming the Fun Way is just like the language itself--an embodiment of everything that makes programming interesting and worthwhile, and that makes you a better programmer.

ITEXT IN ACTION

CREATING AND MANIPULATING PDF

Manning Publications Company Developers looking to enhance Web and other applications with dynamic PDF document generation and/or manipulation will find this book unique in content and readability.

COMMON EUROPEAN FRAMEWORK OF REFERENCE FOR LANGUAGES: LEARNING, TEACHING, ASSESSMENT

COMPANION VOLUME

Council of Europe The CEFR Companion volume broadens the scope of language education. It reflects academic and societal developments since the publication of the Common European Framework of Reference for Languages (CEFR) and updates the 2001 version. It owes much to the contributions of members of the language teaching profession across Europe and beyond. This volume contains: ► an explanation of the key aspects of the CEFR for teaching and learning; ► a complete set of updated CEFR descriptors that replaces the 2001 set with: - modality-inclusive and gender-neutral descriptors; - added detail on listening and reading; - a new Pre-A1 level, plus enriched description at A1 and C levels; - a replacement scale for phonological competence; - new scales for mediation, online interaction and plurilingual/pluricultural competence; - new scales for sign language competence; ► a short report on the four-year development, validation and consultation processes. The CEFR Companion volume represents another step in a process of engagement with language education that has been pursued by the Council of Europe since 1971 and which seeks to: ► promote and support the learning and teaching of modern languages; ► enhance intercultural dialogue, and thus mutual understanding, social cohesion and democracy; ► protect linguistic and cultural diversity in Europe; and ► promote the right to quality education for all.

LEARN JAVA THE EASY WAY

A HANDS-ON INTRODUCTION TO PROGRAMMING

No Starch Press Java is the world's most popular programming language, but it's known for having a steep learning curve. Learn Java the Easy Way takes the chore out of learning Java with hands-on projects that will get you building real, functioning apps right away. You'll start by familiarizing yourself with JShell, Java's interactive command line shell that allows programmers to run single lines of code and get immediate feedback. Then, you'll create a guessing game, a secret message encoder, and a multitouch bubble-drawing app for both desktop and mobile devices using Eclipse, an industry-standard IDE, and Android Studio, the development environment for making Android apps. As you build these apps, you'll learn how to: -Perform calculations, manipulate text strings, and generate random colors -Use conditions, loops, and methods to make your programs responsive and concise -Create functions to reuse code and save time -Build graphical user interface (GUI) elements, including buttons, menus, pop-ups, and sliders -Take advantage of Eclipse and Android Studio features to debug your code and find, fix, and prevent common mistakes If you've been thinking about learning Java, Learn Java the Easy Way will bring you up to speed in no time.

THE BRAIN THAT CHANGES ITSELF

STORIES OF PERSONAL TRIUMPH FROM THE FRONTIERS OF BRAIN SCIENCE

Penguin UK An introduction to the science of neuroplasticity recounts the case stories of patients with mental limitations or brain damage whose seemingly unalterable conditions were improved through treatments that involved the thought re-alteration of brain structure.

THINK LIKE A PROGRAMMER

AN INTRODUCTION TO CREATIVE PROBLEM SOLVING

No Starch Press The real challenge of programming isn't learning a language's syntax—it's learning to creatively solve problems so you can build something great. In this one-of-a-kind text, author V. Anton Spraul breaks down the ways that programmers solve problems and teaches you what other introductory books often ignore: how to Think Like a Programmer. Each chapter tackles a single programming concept, like classes, pointers, and recursion, and open-ended exercises throughout challenge you to apply your knowledge. You'll also learn how to: –Split problems into discrete components to make them easier to solve –Make the most of code reuse with functions, classes, and libraries –Pick the perfect data structure for a particular job –Master more advanced programming tools like recursion and dynamic memory –Organize your thoughts and develop strategies to tackle particular types of problems Although the book's examples are written in C++, the creative problem-solving concepts they illustrate go beyond any particular language; in fact, they often reach outside the realm of computer science. As the most skillful programmers know, writing great code is a creative art—and the first step in creating your masterpiece is learning to Think Like a Programmer.

PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICES

Cengage Learning Kenneth Louden and Kenneth Lambert's new edition of PROGRAMMING LANGUAGES: PRINCIPLES AND PRACTICE, 3E gives advanced undergraduate students an overview of programming languages through general principles combined with details about many modern languages. Major languages used in this edition include C, C++, Smalltalk, Java, Ada, ML, Haskell, Scheme, and Prolog; many other languages are discussed more briefly. The text also contains extensive coverage of implementation issues, the theoretical foundations of programming languages, and a large number of exercises, making it the perfect bridge to compiler courses and to the theoretical study of programming languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

WHAT'S UP WITH WHITE WOMEN?

UNPACKING SEXISM AND WHITE PRIVILEGE IN PURSUIT OF RACIAL JUSTICE

New Society Publishers What's Up with White Women? is a guide for white women to strengthen their anti-racism practices. A powerful model using self-reflection and real-life stories of white women's experiences with sexism and white privilege gives them the tools to cultivate genuine partnerships with Black, Indigenous, and People of Color.

SOPHIE'S WORLD

Hachette UK The international bestseller about life, the universe and everything. When 14-year-old Sophie encounters a mysterious mentor who introduces her to philosophy, mysteries deepen in her own life. Why does she keep getting postcards addressed to another girl? Who is the other girl? And who, for that matter, is Sophie herself? To solve the riddle, she uses her new knowledge of philosophy, but the truth is far stranger than she could have imagined. A phenomenal worldwide bestseller, SOPHIE'S WORLD sets out to draw teenagers into the world of Socrates, Descartes, Spinoza, Hegel and all the great philosophers. A brilliantly original and fascinating story with many twists and turns, it raises profound questions about the meaning of life and the origin of the universe.

POP MANGA

HOW TO DRAW THE COOLEST, CUTEST CHARACTERS, ANIMALS, MASCOTS, AND MORE

Watson-Guptill Renowned manga artist and comics creator Camilla D'Errico's beginner's guide to drawing her signature Japanese-style characters. From comics to video games to contemporary fine art, the beautiful, wide-eyed-girl look of shoujo manga has infiltrated pop culture, and no artist's work today better exemplifies this trend than Camilla D'Errico's. In her first instructional guide, D'Errico reveals techniques for creating her emotive yet playful manga characters, with lessons on drawing basic body construction, capturing action, and creating animals, chibis, and mascots. Plus, she gives readers a behind-the-scenes look at her character design process, pointers on creating their own comics, and prompts for

finishing her drawings. Pop Manga is both a celebration of creativity and an indispensible guide that is sure to appeal to manga diehards and aspiring artists alike.

THE LESBIANA'S GUIDE TO CATHOLIC SCHOOL

HarperCollins Sonora Reyes' debut YA novel is a knockout-a sharply funny and incredibly moving portrait of a queer Mexican American girl learning to celebrate who she is at her very core. Seventeen-year-old Yamilet Flores prefers drawing attention for her killer eyeliner, not for being one of the only Mexican kids at her new, mostly white, very rich, Catholic school. But at least here no one knows she's gay, and Yami intends to keep it that way. After being outed by her crush and ex-best friend before transferring to Slayton Catholic, Yami has new priorities: keep her brother out of trouble, make her mom proud, and most importantly, don't fall in love. Granted, she's never been great at any of those things, but that's a problem for Future Yami. The thing is, it's hard to fake being straight when Bo, the only openly queer girl at school, is so annoyingly perfect. And smart. And talented. And confident. And cute. And cute. So cute. But Yami isn't sure if she likes Bo or if she's just jealous of her unapologetic nature. Either way, she isn't ready to make the same mistake again. If word got to her mom, she could face a lot worse than rejection. WWJD? No. WWSGD: What would a straight girl do? By turns hilarious, poignant, and searingly honest, The Lesbiana's Guide to Catholic School explores the joys and heartaches of stepping into your full truth in a world that, too often, tells queer people of color not to be too much of themselves. PRAISE "The portrayal of found family and the threads of love and acceptance woven into this story make it a satisfying read with a hopeful ending. A textured and gratifying novel." - Kirkus Review "With off the charts heart and humor, The Lesbiana's Guide to Catholic School is an immediate favorite. Sonora's voice is one to watch!" - Julie Murphy, #1 New York Times-bestselling author of Dumplin' "This book is a warm, protective hug for teens who are fighting to be seen as themselves in a world that wants them to hide." - Aiden Thomas, New York Times-bestselling author of Cemetery Boys "Full of heart, humor, and a swoon-worthy romance, The Lesbiana's Guide to Catholic School is the recovering Catholic school student's road to healing. Balancing themes of self-advocacy and self-discovery with comedy and romance tropes, this is a must-read for queer teens growing into their own." - Emery Lee, author of Meet Cute Diary

C4.5

PROGRAMS FOR MACHINE LEARNING

Morgan Kaufmann This book is a complete guide to the C4.5 system as implemented in C for the UNIX environment. It contains a comprehensive guide to the system's use, the source code (about 8,800 lines), and implementation notes.

WEB SECURITY FOR DEVELOPERS

REAL THREATS, PRACTICAL DEFENSE

No Starch Press Website security made easy. This book covers the most common ways websites get hacked and how web developers can defend themselves. The world has changed. Today, every time you make a site live, you're opening it up to attack. A first-time developer can easily be discouraged by the difficulties involved with properly securing a website. But have hope: an army of security researchers is out there discovering, documenting, and fixing security flaws. Thankfully, the tools you'll need to secure your site are freely available and generally easy to use. Web Security for Developers will teach you how your websites are vulnerable to attack and how to protect them. Each chapter breaks down a major security vulnerability and explores a real-world attack, coupled with plenty of code to show you both the vulnerability and the fix. You'll learn how to: • Protect against SQL injection attacks, malicious JavaScript, and cross-site request forgery • Add authentication and shape access control to protect accounts • Lock down user accounts to prevent attacks that rely on guessing passwords, stealing sessions, • or escalating privileges • Implement encryption • Manage vulnerabilities in legacy code • Prevent information leaks that disclose vulnerabilities • Mitigate advanced attacks like malvertising and denial-of-service As you get stronger at identifying and fixing vulnerabilities, you'll learn to deploy disciplined, secure code and become a better programmer along the way.

C++ CRASH COURSE

A FAST-PACED INTRODUCTION

No Starch Press A fast-paced, thorough introduction to modern C++ written for experienced programmers. After reading C++ Crash Course, you'll be proficient in the core language concepts, the C++ Standard Library, and the Boost Libraries. C++ is one of the most widely used languages for real-world software. In the hands of a knowledgeable programmer, C++ can produce small, efficient, and readable code that any programmer would be proud of. Designed for intermediate to advanced programmers, C++ Crash Course cuts through the weeds to get you straight to the core of C++17, the most modern revision of the ISO standard. Part 1 covers the core of the C++ language, where you'll learn about everything from types and functions, to the object life cycle and expressions. Part 2 introduces you to the C++ Standard Library and Boost Libraries, where you'll learn about all of the high-quality, fully-featured facilities available to you. You'll cover special utility classes, data structures, and algorithms, and learn how to manipulate file systems and build high-performance programs that communicate over networks. You'll learn all the major features of modern C++, including: • Fundamental types, reference types, and user-defined types • The object lifecycle including storage duration, memory management, exceptions, call stacks, and the RAII paradigm • Compile-time polymorphism with templates and run-time polymorphism with virtual classes • Advanced expressions, statements, and functions • Smart pointers, data structures, dates and times, numerics, and probability/statistics facilities • Containers, iterators, strings, and algorithms • Streams and files, concurrency, networking, and application development With well over 500 code samples and nearly 100 exercises, C++ Crash Course is sure to help you build a strong C++ foundation.

HANDBOOK OF AFRICAN MEDICINAL PLANTS, SECOND EDITION

CRC Press With over 50,000 distinct species in sub-Saharan Africa alone, the African continent is endowed with an enormous wealth of plant resources. While more than 25 percent of known species have been used for several centuries in traditional African medicine for the prevention and treatment of diseases, Africa remains a minor player in the global natural products market largely due to lack of practical information. This updated and expanded second edition of the Handbook of African Medicinal Plants provides a comprehensive review of more than 2,000 species of plants employed in indigenous African medicine, with full-color photographs and references from over 1,100 publications. The first part of the book contains a catalog of the plants used as ingredients for the preparation of traditional remedies, including their medicinal uses and the parts of the plant used. This is followed by a pharmacognostical profile of 170 of the major herbs, with a brief description of the diagnostic features of the leaves, flowers, and fruits and monographs with botanical names, common names, synonyms, African names, habitat and distribution, ethnomedicinal uses, chemical constituents, and reported pharmacological activity. The second part of the book provides an introduction to African traditional medicine, outlining African cosmology and beliefs as they relate to healing and the use of herbs, health foods, and medicinal plants. This book presents scientific documentation of the correlation between the observed folk use and demonstrable biological activity, as well as the characterized constituents of the plants.

THRUST

A NOVEL

Penguin INSTANT NATIONAL BESTSELLER THRUST IS: "Epic." –The New York Times "A triumph." —Elle "Stunningly beautiful." —The Daily Beast "Both of the moment and utterly timeless." —Chicago Review of Books "A book to take in wide-eyed." —Rebecca Makkai NAMED A BEST BOOK OF THE SUMMER BY TIME, THE LOS ANGELES TIMES, ELLE, THE DAILY BEAST, BUSTLE, LITHUB, and GIZMODO As rising waters—and an encroaching police state—endanger her life and family, a girl with the gifts of a "carrier" travels through water and time to rescue vulnerable figures from the margins of history Lidia Yuknavitch has an unmatched gift for capturing stories of people on the margins—vulnerable humans leading lives of challenge and transcendence. Now, Yuknavitch offers an imaginative masterpiece: the story of Laisvė, a motherless girl from the late 21st century who is learning her power as a carrier, a person who can harness the power of meaningful objects to carry her through time. Sifting through the detritus of a fallen city known as the Brook, she discovers a talisman that will mysteriously connect her with a series of characters from the past two centuries: a French sculptor; a woman of the American underworld; a dictator's daughter; an accused murderer; and a squad of laborers at work on a national monument. Through intricately braided storylines, Laisvė must dodge enforcement raids and find her way to the present day, and then, finally, to the early days of her imperfect country, to forge a connection that might save their lives--and their shared dream of freedom. A dazzling novel of body, spirit, and survival, Thrust will leave no reader unchanged.

POSTCAPITALISM

A GUIDE TO OUR FUTURE

Penguin UK From Paul Mason, the award-winning Channel 4 presenter, Postcapitalism is a guide to our era of seismic economic change, and how we can build a more equal society. Over the past two centuries or so, capitalism has undergone continual change - economic cycles that lurch from boom to bust - and has always emerged transformed and strengthened. Surveying this turbulent history, Paul Mason wonders whether today we are on the brink of a change so big, so profound, that this time capitalism itself, the immensely complex system by which entire societies function, has reached its limits and is changing into something wholly new. At the heart of this change is information technology: a revolution that, as Mason shows, has the potential to reshape utterly our familiar notions of work, production and value; and to destroy an economy based on markets and private ownership - in fact, he contends, it is already doing so. Almost unnoticed, in the niches and hollows of the market system, whole swathes of economic life are changing.. Goods and services that no longer respond to the dictates of neoliberalism are appearing, from parallel currencies and time banks, to cooperatives and self-managed online spaces. Vast numbers of people are changing their behaviour, discovering new forms of ownership, lending and doing business that are distinct from, and contrary to, the current system of state-backed corporate capitalism. In this groundbreaking book Mason shows how, from the ashes of the recent financial crisis, we have the chance to create a more socially just and sustainable global economy. Moving beyond capitalism, he shows, is no longer a utopian dream. This is the first time in human history in which, equipped with an understanding of what is happening around us, we can predict and shape, rather than simply react to, seismic change.

RUST IN PEACE

THE INSIDE STORY OF THE MEGADETH MASTERPIECE

Hachette UK Get a behind-the-scenes look at the making of Megadeth's iconic record, Rust in Peace, from the band's lead vocalist and guitarist. When Rust in Peace was released in 1990, the future of Megadeth was uncertain. Fresh off their performance at the record-breaking Monsters of Rock festival, and with knockout new albums from Slayer, Anthrax, and Metallica dominating the charts, the pressure to produce a standout statement record was higher than ever. In Rust in Peace: The Inside Story of the Megadeth Masterpiece, the band's lead vocalist and guitarist, Dave Mustaine, gives readers a never-before-seen glimpse into the artistry and insanity that went into making the band's most iconic record. He recounts the arduous task of hiring the band and supporting cast, of managing egos and extracurriculars during the album's ensuing success, and succumbing to the pressures of fame and fortune—which eventually forced the band to break up. And yet, Megadeth's demise was just the beginning; the birth pangs of the record were nothing compared to what came next. Alcohol, drugs, sex, money, power, property, prestige, the lies fed to the band by the industry—and the lies they told each other-threatened to eat away at the band's bond like rust, devouring it until only the music survived. Featuring a foreword by Slash

OUR NOT-SO-LONELY PLANET TRAVEL GUIDE, VOLUME 2

TOKYOPOP Super serious Asahi Suzumura and laidback, easygoing Mitsuki Sayama might seem like an odd couple, but they made a deal; they'll vacation around the world and when they get back to Japan, they'll get married. As they travel from country to country, the different people, cultures and cuisine they encounter begin to bring them closer together. After all they're not just learning about the world, but about themselves too.

THE 4-HOUR WORK WEEK

ESCAPE 9-5, LIVE ANYWHERE, AND JOIN THE NEW RICH

Crown Offers techniques and strategies for increasing income while cutting work time in half, and includes advice for leading a more fulfilling life.

IN THE TIME OF THE BUTTERFLIES

Algonquin Books It is November 25, 1960, and three beautiful sisters have been found near their wrecked Jeep at the bottom of a 150-foot cliff on the north coast of the Dominican Republic. The official state newspaper reports their deaths as accidental. It does not mention that a fourth sister lives. Nor does it explain that the sisters were among the leading opponents of Gen. Rafael Leonidas Trujillo's dictatorship. It doesn't have to. Everybody knows of Las Mariposas—"The Butterflies." In this extraordinary novel, the voices of all four sisters—Minerva, Patria, María Teresa, and the survivor, Dedé—speak across the decades to tell their own stories, from hair ribbons and secret crushes to gunrunning and prison torture, and to describe the everyday horrors of life under Trujillo's rule. Through the art and magic of Julia Alvarez's imagination, the martyred Butterflies live again in this novel of courage and love, and the human cost of political oppression.

URBAN FAERY MAGICK

CONNECTING TO THE FAE IN THE MODERN WORLD

Llewellyn Worldwide The fae are increasingly adapting to the urban world. This book teaches you how to develop relationships with them for a lifelong journey of inspiration and magic. Urban Faery Magick introduces you to dozens of faeries and offers tips and techniques for interacting with the fae and receiving their blessings and help on your own spiritual path. Author Tara Sanchez explores modern-day case studies of fae encounters associated with each of the elements, as well as her own experiences in working with specific faeries. You will learn about the Zaragoza Goblin, the Santiago Park Pixie, John the Rust Spirit, the Washer at the Ford, Jennie Greenteeth, and many more. You will also explore dozens of exercises for finding and communicating with the fae, including breathwork, trance, chants, invocations, protection, scrying, and interpreting signs as you discover the important lessons the fae can teach us.

I KNOW WHY THE CAGED BIRD SINGS

Random House Here is a book as joyous and painful, as mysterious and memorable, as childhood itself. I Know Why the Caged Bird Sings captures the longing of lonely children, the brute insult of bigotry, and the wonder of words that can make the world right. Maya Angelou's debut memoir is a modern American classic beloved worldwide. Sent by their mother to live with their devout, self-sufficient grandmother in a small Southern town, Maya and her brother, Bailey, endure the ache of abandonment and the prejudice of the local "powhitetrash." At eight years old and back at her mother's side in St. Louis, Maya is attacked by a man many times her age—and has to live with the consequences for a lifetime. Years later, in San Francisco, Maya learns that love for herself, the kindness of others, her own strong spirit, and the ideas of great authors ("I met and fell in love with William Shakespeare") will allow her to be free instead of imprisoned. Poetic and powerful, I Know Why the Caged Bird Sings will touch hearts and change minds for as long as people read. "I Know Why the Caged Bird Sings liberates the reader into life simply because Maya Angelou confronts her own life with such a moving wonder, such a luminous dignity."—James Baldwin From the Paperback edition.

WARRIORS & WEAPONS (DUNGEONS & DRAGONS)

A YOUNG ADVENTURER'S GUIDE

Ten Speed Press This introductory guide to DUNGEONS & DRAGONS is an illustrated primer to many of the characters you can play in D&D, along with their essential weapons and adventuring tools. In this illustrated guide, you're transported to the legendary and magical worlds of Dungeons & Dragons, where you are presented with one-of-a-kind entries for different types of warriors, as well as the weaponry these fighters need for D&D adventuring. This guide includes detailed illustrations of the weapons, armor, clothing, and other equipment that fighters use, and offers the tools young, aspiring adventurers need for learning how to build their own characters, including sample profiles, a flowchart to help you decide what type of warrior to be, and brainstorming challenges to start you thinking like an adventurer whether on your own or in the midst of an exciting quest with friends and fellow players.

BEAUTIFUL COUNTRY

A MEMOIR

Viking