Test Your C Skills By Thamarai Selvi

Discover object oriented programming with Java in this unique tutorial. This book uses Java and Eclipse to write and generate output for examples in topics such as classes, interfaces, overloading, and overriding. Interactive Object Oriented Programming in Java uniquely presents its material in a dialogue with the reader to encourage thinking and experimentation. Later chapters cover further Java programming concepts, such as abstract classes, packages, and exception handling. At each stage you'll be challenged by the author to help you absorb the information and become a proficient Java programmer. Additionally, each chapter contains simple assignments to encourage you and boost your confidence level. What You Will Learn Become proficient in object oriented programming Test your skills in the basics of Java Develop as a Java programmer Use the Eclipse IDE to write your code Who This Book Is For Software developers and software testers.

Don't simply show your data—tell a story with it! Storytelling with Data teaches you the fundamentals of data visualization and how to communicate effectively with data. You'll discover the power of storytelling and the way to make data a pivotal point in your story. The lessons in this illuminative text are grounded in theory, but made accessible through numerous real-world examples—ready for immediate application to your next graph or presentation. Storytelling is not an inherent skill, especially when it comes to data visualization, and the tools at our disposal don't make it any easier. This book demonstrates how to go beyond conventional tools to reach the root of your data, and how to use your data to create an engaging, informative, compelling story. Specifically, you'll learn how to: Understand the importance of context and audience Determine the appropriate type of graph for your situation Recognize and eliminate the clutter clouding your information Direct your audience's attention to the most important parts of your data Think like a designer and utilize concepts of design in data visualization Leverage the power of storytelling to help your message resonate with your audience Together, the lessons in this book will help you turn your data into high impact visual stories that stick with your audience. Rid your world of ineffective graphs, one exploding 3D pie chart at a time. There is a story in your data—Storytelling with Data will give you the skills and power to tell it! Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface 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.

C Programming: Test Your Skills

Negotiating for Success: Essential Strategies and Skills

Graphics Under C

The Official Guide to the GRE General Test, Third Edition

Test Your C Skills

Psychological Testing in the Service of Disability Determination

Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. The Big Book of Conflict-Resolution Games offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let The Big Book of Conflict-Resolution Games help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses

alike, the exercises in The Big Book of Conflict-Resolution Games delivers everything you need to make your workplace more efficient, effective, and engaged. Description:This book gives you an opportunity to check your proficiency in Python by answering the questions in this book. The Programs / commands presented in this book are executed using Python version 3.5.2. The questions are categorized based on various facts of programming in python. The aim is to cover the topics in depth. Detailed explanation of each question helps even a novice learner.Salient features -More than 400 questions for testing skills in Python -Topics covered in sequence for novice readers -Getting started section gives a good start and overview -Questions are represented topic-wise so that a Python programmer can directly go for t--Testing a particular topic -Multiple choice questions with True/False options also -Questions based on output help to learn the programming skills and various in-built functions in Python-Better understanding through detailed explanation -Solved Model test papers help to learn theory questionsTable of Contents:Chapter 1 : Input -OutputChapter 2 : Operators and ExpressionsChapter 3 : Decision Control statementsChapter 4 : FunctionsChapter 5 : LoopsChapter 6 : ListsChapter 7 : StringsChapter 8 : Sets and DictionariesChapter 9 : TuplesChapter 10 : ClassesChapter 11 : FilesChapter 12 : GraphicsChapter 13 : In-built functionsChapter 14 : MiscellaneousAppendix A: Python keywords and their useAppendix B: Operators in Python and their precedence Appendix C: Libraries in Python and common functionsBibliographyModel Test Paper 1 (Solved)Model Test Paper 2 (Solved)Model Test Paper 3 (Unsolved)Model Test Paper 4 (Unsolved)

Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their

legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

"We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document." —Soumith Chintala, co-creator of PyTorch Key Features Written by PyTorch's creator and key contributors Develop deep learning models in a familiar Pythonic way Use PyTorch to build an image classifier for cancer detection Diagnose problems with your neural network and improve training with data augmentation Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It's great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you'll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks. What You Will Learn Understanding deep learning data structures such as tensors and neural networks Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results Implementing modules

and loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

Test Your C Skills - 2Nd Edition

Test Your Chess Skills

The Innovator's DNA

UNDERSTANDING POINTERS IN C

The Proven Power of Being Kind to Yourself

Python Is Future, Embrace It Fast

Kristin Neff PhD, is a professor in human development whose 10 years' of research forms the basis of her timely and highly readable book. Self Compassion offers a powerful solution for combating the current malaise of depression, anxiety and self criticism that comes with living in a pressured and competitive culture. Through tried and tested exercises and audio downloads, readers learn the 3

core components that will help replace negative and destructive measures of self worth and success with a kinder and non judgemental approach in order to bring about profound life change and deeper happiness. Self Compassion recognises that we all have weaknesses and limitations, but in accepting this we can discover new ways to achieve improved self confidence, contentment and reach our highest potential. Simply, easily and compassionately. Kristin Neff's expert and practical advice offers a completely new set of personal development tools that will benefit everyone. 'A portable friend to all readers ... who need to learn that the Golden Rule works only if it's reversible: We must learn to treat ourselves as well as we wish to treat others.' Gloria Steinem 'A beautiful book that helps us all see the way to cure the world - one person at a time - starting with yourself. Read it and start the journey.' Rosie O'Donnell Are YOU the ultimate map-reader? Do you know your trig points from your National Trails? Can you calculate using contours? And can you fathom exactly how far the footpath is from the free house? Track down hidden treasures, decipher geographical details and discover amazing facts as you work through this unique puzzle book based on 40 of the Ordnance Survey's best British maps. Explore the first ever OS map made in 1801, unearth the history of curious place names, encounter abandoned Medieval villages and search the site of the first tarmac road in the world. With hundreds of puzzles ranging from easy to mind-boggling, this mix of navigational tests, word games, code-crackers, anagrams and mathematical conundrums will put your friends and family through their paces on the path to becoming the ultimate map-master!

The United States Social Security Administration (SSA) administers two disability programs: Social Security Disability Insurance (SSDI), for disabled individuals, and their dependent family members, who have worked and contributed to the Social Security trust funds, and Supplemental Security Income (SSSI), which is a means-tested program based on income and financial assets for adults aged 65 years or older and disabled adults and children. Both programs require that claimants have a disability and meet specific medical criteria in order to qualify for benefits. SSA establishes the presence of a medically-determined impairment in individuals with mental disorders other than intellectual disability through the use of standard diagnostic criteria, which include symptoms and signs. These impairments are established largely on reports of signs and symptoms of impairment and functional limitation. Psychological Testing in the Service of Disability Determination considers the use of psychological tests in evaluating disability claims submitted to the SSA. This report critically reviews selected psychological tests, including symptom validity tests, that could contribute to SSA disability determinations. The report discusses the possible uses of such tests and their contribution to disability determinations. Psychological Testing in the Service of Disability Determination discusses testing norms, qualifications for administration of tests, administration of tests, and reporting results. The recommendations of this report will help SSA improve the consistency and accuracy of disability determination in certain cases.

This Book Will Be on the Test helps students make the most of their college investment by solving their academic, motivational, and career concerns with study skills, teaches students how to earn better grades in less time and shows parents what they can expect from

their kids' college experiences.

Test Your Skills In C 2E

Let Us Python (Second Edition)

A Brain-Friendly Guide

Learning C++

Learn and Test Your Skills

Exploring C

With half a million copies in print, How to Read a Book is the best and most successful guide to reading comprehension for the general reader, completely rewritten and updated with new material. A CNN Book of the Week: ⊠Explains not just why we should read books, but how we should read them. It's masterfully done.⊠ ⊠Farheed Zakaria Originally published in 1940, this book is a rare phenomenon, a living classic that introduces and elucidates the various levels of reading and how to achieve them⊠from elementary reading, through systematic skimming and inspectional reading, to speed reading. Readers will learn when and how to ⊠judge a book by its cover,⊠ and also how to X-ray it, read critically, and extract the author⊠s message from the text. Also included is instruction in the different techniques that work best for reading particular genres, such as practical books, imaginative literature, plays, poetry, history, science and mathematics, philosophy and social science works. Finally, the authors offer a recommended reading list and supply reading tests you can use measure your own progress in reading skills, comprehension, and speed.

This book not only have put together 101 challenges in C++ programming ,also have organized them according to features of C programming one needs to use to solve them.This book also have ready made solutions to each of the 101 challenges .In addition ,the book also shows sample runs of these solutions so that you get to know what iutput to give and what output to expect. These Challenges would test and improve your knowledge in every aspect of C Programming.These challenges would test and improve your knowledge in every aspect of C++ programming.Table of contents:Chapter 1: Getting off the ground challengesi Chapter 2: The starters challengesi Chapter 3: Basic C++ challengesi Chapter 4: Class organization challengesi Chapter 5: Class constructor challengesi Chapter 6: Classes and objects challengesi Chapter 7: More classes and objects challengesi Chapter 8: Function challengesi Chapter 9: Function overloading challengesi Chapter 10: Operating overloading challengesi Chapter 11: Free store challengesi Chapter 12: Inheritance challengesi Chapter 13: Virtual function challengesi Chapter 14: Input / output challengesi Chapter 15: Template challengesi Chapter 16: Exception handling challengesi Chapter 17: STL challengesi Chapter 18: Miscellaneous challenges

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Grab the closest writing utensil and prepare to be challenged. This brain-teasing book is designed for you to assess your programming skills through short, FUN, and puzzling SAS programming problems. No hardware required! The text is witty, yet the problems require concentration. The pace is yours; every few pages introduce a new problem and solution. An array of challenges is what you'll find in the pages of this book! To add excitement to the more advanced problems, Virgile has included the suggested time to beat in completing the problems. Good luck and have fun! Book jacket.

Working Effectively with Legacy Code

Think Like a Programmer

Test Your C++ Skills

450+ Mcqs on Core Java

A Data Visualization Guide for Business Professionals

Learning How to Learn

Whether You Are A Novice Computer User Or An Advanced Programmer, Today's Graphics Oriented Pcs Require That You Explore And Understand A Dazzling Array Of Graphics Techniques And Technologies. Graphics Under C Details The Fundamentals Of Graphics Programming For The Ibm Pc And Compatibles, Teaching C Programmers Of All Levels How To Create Impressive Graphics Easily And Efficiently. Through Detailed Discussions And Sample Programs You'll Gain The Tools And Techniques For Loading Installable Fonts, Programming Vga Registers, Mouse Programming, Color Generation Schemes, Animation, Svga Programming, Fractals, Video Games, Preparing Professional Charts, Drawing Algorithms For Lines And Circles. All These Topics Have Been Supported By Source Code In C, Which You Can Easily Modify To Suit Your Specific Needs.

A surprisingly simple way for students to master any subject--based on one of the world's most popular online courses and the bestselling book A Mind for Numbers A Mind for Numbers and its wildly popular online companion course "Learning How to Learn" have empowered more than two million learners of all ages from around the world to master subjects that they once struggled with. Fans often wish they'd discovered these learning strategies earlier and ask how they can help their kids master these skills as well. Now in this new book for kids and teens, the authors reveal how to make the most of time spent

studying. We all have the tools to learn what might not seem to come naturally to us at first--the secret is to understand how the brain works so we can unlock its power. This book explains: • Why sometimes letting your mind wander is an important part of the learning process • How to avoid "rut think" in order to think outside the box • Why having a poor memory can be a good thing • The value of metaphors in developing understanding • A simple, yet powerful, way to stop procrastinating Filled with illustrations, application questions, and exercises, this book makes learning easy and fun.

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver.

Level: Beginner to Intermediate (Should know Java language) This book is for Java programmers who want to deepen their skills in Core Java. After reading this book your understanding of Core Java will be enhanced. This book is in concise and direct MCQ (Multiple Choice Question) format, it has over 450+ questions and answers on various topics of Core Java. It covers many frequently asked questions hence it is useful to enhance one's knowledge on different aspects of Core Java Programming. The explanation in the book is concise not detailed. The book is spread across 13 chapters. Some of the major topics covered in book are a.What is Java? b.Java Compiler and Java Interpreter c.HelloWorld Program d.Data Types e.String Operations f.Wrapper Classes g.Conditional Constructs h.Loops i.Operators j.Arrays k.Type Casting and Conversion The book has lot of code based MCQs hence after reading this book the reader's knowledge on Core Java will be enhanced.

The C Puzzle Book

Self-Compassion

How to Succeed in School Without Spending All Your Time Studying: A Guide for Kids and Teens

Mastering the Five Skills of Disruptive Innovators

The C Programming Language

Deep Learning with PyTorch

Helps readers gain a more thorough understanding of C syntax and semantics through puzzles that challenge readers' proficiency with basics. Puzzles are based on ANSI Standard C, and in many cases programs are print statements, so the puzzle solution is the resulting printout. Includes step-by-step solutions. For C programming students at the intermediate level. No index. Annotation copyrighted by Book News, Inc., Portland, OR

A new classic, cited by leaders and media around the globe as a highly recommended read for anyone interested in innovation. In The Innovator's DNA, authors Jeffrey Dyer, Hal Gregersen, and bestselling author Clayton Christensen (The Innovator's Dilemma, The Innovator's Solution, How Will You Measure Your Life?) build on what we know about disruptive innovation to show how individuals can develop the skills necessary to move progressively from idea to impact. By identifying behaviors of the world's best innovators—from leaders at Amazon and Apple to those at Google, Skype, and Virgin Group—the authors outline five discovery skills that distinguish innovative entrepreneurs and executives from ordinary managers: Associating, Questioning, Observing, Networking, and Experimenting. Once you master these competencies (the authors provide a self-assessment for rating your own innovator's DNA), the authors explain how to generate ideas, collaborate to implement them, and build innovation skills throughout the organization to

result in a competitive edge. This innovation advantage will translate into a premium in your company's stock price—an innovation premium—which is possible only by building the code for innovation right into your organization's people, processes, and guiding philosophies. Practical and provocative, The Innovator's DNA is an essential resource for individuals and teams who want to strengthen their innovative prowess.

We all negotiate on a daily basis. We negotiate with our spouses, children, parents, and friends. We negotiate when we rent an apartment, buy a car, purchase a house, and apply for a job. Your ability to negotiate might even be the most important factor in your career advancement. Negotiation is also the key to business success. No organization can survive without contracts that produce profits. At a strategic level, businesses are concerned with value creation and achieving competitive advantage. But the success of high-level business strategies depends on contracts made with suppliers, customers, and other stakeholders. Contracting capability—the ability to negotiate and perform successful contracts—is the most important function in any organization. This book is designed to help you achieve success in your personal negotiations and in your business transactions. The book is unique in two ways. First, the book not only covers negotiation concepts, but also provides practical actions you can take in future negotiations. This includes a Negotiation Planning Checklist and a completed example of the checklist for your use in future negotiations. The book also includes (1) a tool you can use to assess your negotiation style; (2) examples of "decision trees," which are useful in calculating your alternatives if your negotiation is unsuccessful; (3) a three-part strategy for increasing your power during negotiations; (4) a practical plan for analyzing your negotiations based on your reservation price, stretch goal, most-likely target, and zone of potential agreement; (5) clear guidelines on ethical standards that apply to negotiations; (6) factors to consider when deciding whether you should negotiate through an agent; (7) psychological tools you can use in negotiations—and traps to avoid when the other side uses them; (8) key elements of contract law that arise during negotiations; and (9) a checklist of factors to use when you evaluate your performance as a negotiator. Second, the book is unique in its holistic approach to the negotiation process. Other books often focus narrowly either on negotiation or on contract law. Furthermore, the books on negotiation tend to focus on what happens at the bargaining table without addressing the performance of an agreement. These books make the mistaken assumption that success is determined by evaluating the negotiation rather than evaluating performance of the agreement. Similarly, the books on contract law tend to focus on the legal requirements for a contract to be valid, thus giving short shrift to the negotiation process that precedes the contract and to the performance that follows. In the real world, the contracting process is not divided into independent phases. What happens during a negotiation has a profound impact on the contract and on the performance that follows. The contract's legal content should reflect the realities of what happened at the bargaining table and the performance that is to follow. This book, in contrast to others, covers the entire negotiation process in chronological order beginning with your decision to negotiate and continuing through the evaluation of your performance as a

negotiator. A business executive in one of the negotiation seminars the author teaches as a University of Michigan professor summarized negotiation as follows: "Life is negotiation!" No one ever stated it better. As a mother with young children and as a company leader, the executive realized that negotiations are pervasive in our personal and business lives. With its emphasis on practical action, and with its chronological, holistic approach, this book provides a roadmap you can use when navigating through your life as a negotiator.

This book is intended for anyone, who is interested in knowing about computers and basics of C. We are extremely happy to come out with this book on "Expertise your C" for students of all the streams in Computer Applications. I have divided the syllabus into the small chapters so that the topics can be arranged properly. The topics within the chapters have been arranged in a proper sequence to ensure smooth flow of the subject. The book has been thoughtfully structured to serve as an ideal textbook for various courses offered in computer science.We thankful to great Almighty and especially to our parents for the encouragement and support that they have extended. We have made every possible effort to eliminate all the errors in this book. However if you find any, please let us know, that will improve us further.

The Marshmallow Test

Improving your C# Skills

Solve 101 Challenges to sharpen C++ Programming skills

Storytelling with Data

Solve modern challenges with functional programming and test-driven techniques of C#

This Book Will Not Be on the Test

Fans of Sophie Kinsella's sparkling humor will love her first ever illustrated series for young readers about the charming adventures of a mother-daughter fairy duo! Ella Brook can't wait to grow up, because one day she will become a fairy and have her own sparkly wings and a teacher on Fairy Tube, just like her mom! Until then, Ella has to learn by watching her mom in action. But sometimes spells go wrong, and Ella's mom can never seem to remember the right magic codes on her Computawand. A lot of the time, it's up to Ella to come to the rescue. Does she have what it takes to be a fairy one day? Or will there be more glitches than glitter?

The test positions in this instructive book cover the entire spectrum of what a modern club player should know. The reader is invited to find tactical blows, deep strategic manoeuvres, opening traps, standard endgame plans and other principles in action. Sarhan Guliev and his brother Logman Guliev have carefully selected the positions from their own games. That is why these puzzles are completely unknown outside the former Soviet Union. The fact that they originated from real games guarantees that the tests are practical, not artificial. The solutions rarely involve spectacular fireworks, as is the case in most chess puzzle books. The solution may be a quiet move or you may be asked for a reasoned evaluation. In the solutions the Guliev brothers clearly explain the underlying ideas and the principles that are involved. They always offer a general conclusion and have added thoughtprovoking and entertaining aphorisms. In addition there are

points to earn with every solution, so students can keep track of their development. Solving the puzzles in this unusual and entertaining book is a most effective way to improve your chess. It will help you to develop a vital skill: the ability to take practical decision in critical moments.

'A brilliant book' Daniel Kahneman, author of Thinking, Fast and Slow 'A book that can show you how to change your behaviour' Evening Standard A child is presented with a marshmallow and given a choice: Eat this one now, or wait and enjoy two later. What will she choose? And what does her decision say about the person she'll become? Walter Mischel's now iconic 'marshmallow test,' one of the most famous experiments in the history of psychology, proved that the ability to delay gratification is critical to living a successful and fulfilling life: self-control not only predicts higher marks in school, better social and cognitive functioning, and a greater sense of self-worth; it also helps us manage stress, pursue goals more effectively, and cope with painful emotions. But is willpower prewired, or can it be taught? In his groundbreaking new book, Dr. Mischel draws on decades of compelling research and life examples to explore the nature of willpower, identifying the cognitive skills and mental mechanisms that enable it and showing how these can be applied to challenges in everyday life--from weight control to quitting smoking, overcoming heartbreak, making major decisions, and planning for retirement. With profound implications for the choices we make in parenting, education, public policy and self-care, The Marshmallow Test will change the way we think about who we are and what we can be. And since, as Mischel argues, a life with too much self-control can be as unfulfilling as one with too little, this book will also teach you when it's time to ring the bell and enjoy that marshmallow. What readers are saying: ***** 'Accessible read that is both fascinating and has the potential to help change the way we approach self-control.' ***** 'Fascinating, empowering, a brilliant aid to taking ownership of your life.' ***** 'Encourages the reader that they have the power to change . . . thought-provoking.'

Conquer complex and interesting programming challenges by building robust and concurrent applications with caches, cryptography, and parallel programming. Key Features Understand how to use .NET frameworks like the Task Parallel Library (TPL) and CryptoAPI Develop a containerized application based on microservices architecture Gain insights into memory management techniques in .NET Core Book Description This Learning Path shows you how to create high performing applications and solve programming challenges using a wide range of C# features. You'll begin by learning how to identify the bottlenecks in writing programs, highlight common performance pitfalls, and apply strategies to detect and resolve these issues early. You'll also study the importance of micro-services architecture for building fast applications and implementing resiliency and security in .NET Core. Then, you'll study the importance of defining and testing boundaries, abstracting away third-party code, and working with different types of test double, such as spies, mocks, and fakes. In addition to describing programming trade-offs, this Learning Path will also help you build a useful toolkit of techniques, including value caching, statistical analysis, and geometric algorithms. This Learning Path includes content from the following Packt products: C# 7 and .NET Core 2.0 High Performance by Ovais Mehboob Ahmed Khan Practical Test-Driven Development using C# 7 by John Callaway, Clayton Hunt

The Modern C# Challenge by Rod Stephens What you will learn Measure application performance using BenchmarkDotNet Leverage the Task Parallel Library (TPL) and Parallel Language Integrated Query (PLINQ) library to perform asynchronous operations Modify a legacy application to make it testable Use LINQ and PLINQ to search directories for files matching patterns Find areas of polygons using geometric operations Randomize arrays and lists with extension methods Use cryptographic techniques to encrypt and decrypt strings and files Who this book is for If you want to improve the speed of your code and optimize the performance of your applications, or are simply looking for a practical resource on test driven development, this is the ideal Learning Path for you. Some familiarity with C# and .NET will be beneficial.

The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration

WORK EFFECT LEG CODE _p1

Interactive Object Oriented Programming in Java

Understanding Self-control and How To Master It

Fairy Mom and Me #1

An Array of Challenges

This book helps the readers to test their programming skill in C++.

Description: Best way to learn any programming language is to create good programs in it. C is not exception to this rule. Once you decide to write any program you would find that there are always at least two ways to write it. So you need to find out whether you have chosen the best way to implement your program. That's where you would find this book useful. It contains solutions to all the exercises present in Let Us C 15th Edition. If you learn the language elements from Let Us C, write programs for the problems given in the exercises and then cross check your answers with the solutions given in this book you would be well on your way to become a skilled C programmer. I am sure you would appreciate this learning path like the millions of students and professionals have in the past decade.Table Of Contents:IntroductionChapter 0 : Before We beginChapter 1 : Getting StartedChapter 2 : C InstructionsChapter 3 : Decision Control InstructionChapter 4 : More Complex Decision MakingChapter 5 : Loop control InstructionChapter 6 : More Complex RepetitionsChapter 7 : Case Control InstructionChapter 8 : FunctionsChapter 9 : PointersChapter 10 : RecursionChapter 11 : Data Types RevisitedChapter 12 : The C PreprocessorChapter 13 : ArraysChapter 14 : Multidimensional ArraysChapter 15 : StringsChapter 16 : Handling

Multiple StringsChapter 17 : StructuresChapter 18 : Console Input/ OutputChapter 19 : File Input/outputChapter 20 : More Issues in Input/OutputChapter 21 : Operations on BitsChapter 22 : Miscellaneous featuresChapter 23 : C Under Linux

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Learn Python Quickly, A Programmer-Friendly Guide DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. KEY FEATURES Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses

on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time. Exercises are exceptionally useful to complete the reader's understanding of a topic. WHAT WILL YOU LEARN Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/Output 23. Miscellany 24. Multi-threading 25. Synchronization

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