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Questions And

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Questions And

Describes the invention of the

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algorithm, first theorized by Leibniz, and the dramatic implications of this mathematical discovery on the development of computer technology and the working of DNA.

Data is at the center of many

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challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including

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*relational databases, NoSQL
datastores, stream or batch
processors, and message
brokers. What are the right
choices for your application?
How do you make sense of all
these buzzwords? In this*

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*practical and comprehensive
guide, author Martin Kleppmann
helps you navigate this diverse
landscape by examining the pros
and cons of various technologies
for processing and storing data.
Software keeps changing, but*

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the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under

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the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-

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offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and

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*learn from their architectures
Elements of Programming
Interviews The Insiders' Guide EPI
Now in the 5th edition, Cracking
the Coding Interview gives you
the interview preparation you
need to get the top software*

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developer jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful

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*questions in data structures,
algorithms, and knowledge
based questions. 5 Algorithm
Approaches: Stop being blind-
sided by tough algorithm
questions, and learn these five
approaches to tackle the trickiest*

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*problems. Behind the Scenes of
the interview processes at
Google, Amazon, Microsoft,
Facebook, Yahoo, and Apple:
Learn what really goes on during
your interview day and how
decisions get made. Ten*

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*Mistakes Candidates Make --
And How to Avoid Them: Don't
lose your dream job by making
these common mistakes. Learn
what many candidates do wrong,
and how to avoid these issues.
Steps to Prepare for Behavioral*

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and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time.

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Cracking the Coding Interview

Grokking Algorithms

The 300-Year Journey from an

Idea to the Computer

Guide for All-Hazard Emergency

Operations Planning

English as a Global Language

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*The Coding Manual for
Qualitative Researchers
The Insider's Guide*

**I wanted to compute 80th
term of the Fibonacci
series. I wrote the
rampant recursive**

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**function, int fib(int n){
return (1==n || 2==n) ? 1
: fib(n-1) + fib(n-2); } and
waited for the result. I
wait... and wait... and
wait... With an 8GB RAM
and an Intel i5 CPU, why**

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**is it taking so long? I
terminated the process
and tried computing the
40th term. It took about a
second. I put a check and
was shocked to find that
the above recursive**

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**function was called
204,668,309 times while
computing the 40th term.
More than 200 million
times? Is it reporting
function calls or scam of
some government? The**

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**Dynamic Programming
solution computes 100th
Fibonacci term in less
than fraction of a second,
with a single function
call, taking linear time
and constant extra**

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**memory. A recursive
solution, usually, neither
pass all test cases in a
coding competition, nor
does it impress the
interviewer in an
interview of company like**

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**Google, Microsoft, etc.
The most difficult
questions asked in
competitions and
interviews, are from
dynamic programming.
This book takes Dynamic**

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Programming head-on. It first explain the concepts with simple examples and then deep dives into complex DP problems. Bullying has long been tolerated as a rite of

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**passage among children
and adolescents. There is
an implication that
individuals who are
bullied must have "asked
for" this type of
treatment, or deserved it.**

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Sometimes, even the child who is bullied begins to internalize this idea. For many years, there has been a general acceptance and collective shrug when it comes to a

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child or adolescent with greater social capital or power pushing around a child perceived as subordinate. But bullying is not developmentally appropriate; it should not

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be considered a normal part of the typical social grouping that occurs throughout a child's life. Although bullying behavior endures through generations, the milieu is

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**changing. Historically,
bullying has occurred at
school, the physical
setting in which most of
childhood is centered and
the primary source for
peer group formation. In**

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**recent years, however,
the physical setting is not
the only place bullying is
occurring. Technology
allows for an entirely new
type of digital electronic
aggression,**

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**cyberbullying, which
takes place through chat
rooms, instant
messaging, social media,
and other forms of digital
electronic
communication.**

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Composition of peer groups, shifting demographics, changing societal norms, and modern technology are contextual factors that must be considered to

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**understand and
effectively react to
bullying in the United
States. Youth are
embedded in multiple
contexts and each of
these contexts interacts**

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**with individual
characteristics of youth
in ways that either
exacerbate or attenuate
the association between
these individual
characteristics and**

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**bullying perpetration or
victimization.**

**Recognizing that bullying
behavior is a major public
health problem that
demands the concerted
and coordinated time and**

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**attention of parents,
educators and school
administrators, health
care providers, policy
makers, families, and
others concerned with
the care of children, this**

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**report evaluates the
state of the science on
biological and
psychosocial
consequences of peer
victimization and the risk
and protective factors**

Read Book Elements Of
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**that either increase or
decrease peer
victimization behavior
and consequences.**

**Ace technical interviews
with smart preparation
Programming Interviews**

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**Exposed is the
programmer's ideal first
choice for technical
interview preparation.
Updated to reflect
changing techniques and
trends, this new fourth**

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**edition provides insider
guidance on the unique
interview process that
today's programmers
face. Online coding
contests are being used
to screen candidate pools**

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of thousands, take-home projects have become commonplace, and employers are even evaluating a candidate's public code repositories at GitHub—and with

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competition becoming increasingly fierce, programmers need to shape themselves into the ideal candidate well in advance of the interview. This book

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**doesn't just give you a
collection of questions
and answers, it walks you
through the process of
coming up with the
solution so you learn the
skills and techniques to**

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**shine on whatever
problems you're given.
This edition combines a
thoroughly revised basis
in classic questions
involving fundamental
data structures and**

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**algorithms with problems
and step-by-step
procedures for new topics
including probability,
data science, statistics,
and machine learning
which will help you fully**

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**prepare for whatever
comes your way. Learn
what the interviewer
needs to hear to move
you forward in the
process Adopt an
effective approach to**

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**phone screens with non-
technical recruiters
Examine common
interview problems and
tests with expert
explanations Be ready to
demonstrate your skills**

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**verbally, in contests, on
GitHub, and more**

**Technical jobs require the
skillset, but you won't
get hired unless you are
able to effectively and
efficiently demonstrate**

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**that skillset under
pressure, in competition
with hundreds of others
with the same
background.**

**Programming Interviews
Exposed teaches you the**

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**interview skills you need
to stand out as the best
applicant to help you get
the job you want.**

**Must Have for Google
Aspirants !!! This book is
written for helping**

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**people prepare for
Google Coding Interview.
It contains top 20
programming problems
frequently asked
@Google with detailed
worked-out solutions**

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**both in pseudo-code and
C++(and C++11).**

**Matching Nuts and Bolts
Optimally Searching two-
dimensional sorted
array Lowest Common
Ancestor(LCA)**

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**ProblemMax Sub-Array
ProblemCompute Next
Higher Number2D Binary
SearchString Edit
DistanceSearching in Two
Dimensional
SequenceSelect Kth**

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Questions And

Smallest

Element Searching in

Possibly Empty Two

Dimensional

Sequence The Celebrity

Problem Switch and Bulb

Problem Interpolation

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**Search The Majority
Problem The Plateau
Problem Segment
Problems Efficient
Permutation The Non-
Crooks Problem Median
Search Problem Missing**

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Integer Problem
Elements of Programming
Approaching (Almost)
Any Machine Learning
Problem
Dynamic Programming
for Coding Interviews

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**Designing Data-Intensive
Applications**

**Automating with STEP 7
in STL and SCL**

**How to Prepare for a
Career and Land a Job at
Apple, Microsoft, Google,**

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**or any Top Tech Company
A Step by Step Guide to
Master the System
Design Interview**

Become the applicant Google
can't turn down Cracking the Tech
Career is the job seeker's guide to

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landing a coveted position at one of the top tech firms. A follow-up to The Google Resume, this book provides new information on what these companies want, and how to show them you have what it takes to succeed in the role. Early planners will learn what to study,

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and established professionals will discover how to make their skillset and experience set them apart from the crowd. Author Gayle Laakmann McDowell worked in engineering at Google, and interviewed over 120 candidates as a member of the

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hiring committee – in this book, she shares her perspectives on what works and what doesn't, what makes you desirable, and what gets your resume saved or deleted. Apple, Microsoft, and Google are the coveted companies in the current job

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market. They field hundreds of resumes every day, and have their pick of the cream of the crop when it comes to selecting new hires. If you think the right alma mater is all it takes, you need to update your thinking. Top companies, especially in the tech

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sector, are looking for more. This book is the complete guide to becoming the candidate they just cannot turn away. Discover the career paths that run through the top tech firms Learn how to craft the perfect resume and prepare for the interview Find ways to

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make yourself stand out from the hordes of other applicants
Understand what the top companies are looking for, and how to demonstrate that you're it
These companies need certain skillsets, but they also want a great culture fit. Grades aren't

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everything, experience matters, and a certain type of applicant tends to succeed. Cracking the Tech Career reveals what the hiring committee wants, and shows you how to get it.

The system design interview is considered to be the most

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complex and most difficult technical job interview by many. Those questions are intimidating, but don't worry. It's just that nobody has taken the time to prepare you systematically. We take the time. We go slow. We draw lots of diagrams and use

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lots of examples. You'll learn step-by-step, one question at a time. Don't miss out. What's inside? - An insider's take on what interviewers really look for and why. - A 4-step framework for solving any system design interview question. - 16 real

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system design interview questions with detailed solutions.- 188 diagrams to visually explain how different systems work. A gargantuan, mind-altering comedy about the Pursuit of Happiness in America Set in an addicts' halfway house and a

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tennis academy, and featuring the most endearingly screwed-up family to come along in recent fiction, *Infinite Jest* explores essential questions about what entertainment is and why it has come to so dominate our lives; about how our desire for

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entertainment affects our need to connect with other people; and about what the pleasures we choose say about who we are. Equal parts philosophical quest and screwball comedy, Infinite Jest bends every rule of fiction without sacrificing for a moment

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its own entertainment value. It is an exuberant, uniquely American exploration of the passions that make us human - and one of those rare books that renew the idea of what a novel can do. "The next step in fiction...Edgy, accurate, and darkly witty...Think

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Beckett, think Pynchon, think Gaddis. Think." --Sven Birkerts, The Atlantic

"Havill's problem-driven approach introduces algorithmic concepts in context and motivates students with a wide range of interests and backgrounds." -- Janet Davis,

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Associate Professor and Microsoft
Chair of Computer Science,
Whitman College "This book looks
really great and takes exactly the
approach I think should be used
for a CS 1 course. I think it really
fills a need in the textbook
landscape." -- Marie desJardins,

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Dean of the College of
Organizational, Computational,
and Information Sciences,
Simmons University "Discovering
Computer Science is a refreshing
departure from introductory
programming texts, offering
students a much more sincere

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introduction to the breadth and complexity of this ever-growing field." -- James Deverick, Senior Lecturer, The College of William and Mary "This unique introduction to the science of computing guides students through broad and universal

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approaches to problem solving in a variety of contexts and their ultimate implementation as computer programs." -- Daniel Kaplan, DeWitt Wallace Professor, Macalester College Discovering Computer Science: Interdisciplinary Problems,

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Principles, and Python
Programming is a problem-
oriented introduction to
computational problem solving
and programming in Python,
appropriate for a first course for
computer science majors, a more
targeted disciplinary computing

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course or, at a slower pace, any introductory computer science course for a general audience. Realizing that an organization around language features only resonates with a narrow audience, this textbook instead connects programming to

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students' prior interests using a range of authentic problems from the natural and social sciences and the digital humanities. The presentation begins with an introduction to the problem-solving process, contextualizing programming as an essential

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component. Then, as the book progresses, each chapter guides students through solutions to increasingly complex problems, using a spiral approach to introduce Python language features. The text also places programming in the context of

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fundamental computer science principles, such as abstraction, efficiency, testing, and algorithmic techniques, offering glimpses of topics that are traditionally put off until later courses. This book contains 30 well-developed independent

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projects that encourage students to explore questions across disciplinary boundaries, over 750 homework exercises, and 300 integrated reflection questions engage students in problem solving and active reading. The accompanying website —

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<https://www.discoveringcs.net> — includes more advanced content, solutions to selected exercises, sample code and data files, and pointers for further exploration.
Preventing Bullying Through Science, Policy, and Practice
Elements of Programming

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Interviews in Python

Programming Interviews Exposed

Dynamic Programming (with

Solutions in Python)

Interdisciplinary Problems,

Principles, and Python

Programming

Automating the Container

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Orchestration Platform

Programming Interactivity

Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a

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programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully

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presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on

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Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a practical, hands-on video course available exclusively at Manning.com (www.manning.com/livevideo/algorithms-

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in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The

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algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and

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engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common

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algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial

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intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them.

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What's Inside Covers search, sort,
and graph algorithms Over 400
pictures with detailed walkthroughs
Performance trade-offs between
algorithms Python-based code
samples About the Reader This
easy-to-read, picture-heavy

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introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts.

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He blogs on programming at adit.io.
Table of Contents Introduction to
algorithms Selection sort Recursion
Quicksort Hash tables Breadth-first
search Dijkstra's algorithm Greedy
algorithms Dynamic programming K-
nearest neighbors

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Written in a detailed and fascinating manner, this book is ideal for general readers interested in the English language.

Peeling Data Structures and Algorithms for (Java, Second Edition): * Programming puzzles for

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interviews * Campus Preparation *
Degree/Masters Course
Preparation * Instructor's * GATE
Preparation * Big job hunters:
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Flip Kart, Adobe, IBM Labs, Citrix,
Mentor Graphics, NetApp, Oracle,

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Webaroo, De-Shaw, Success
Factors, Face book, McAfee and
many more * Reference Manual for
working people

This book is subsumed by our new
work "Elements of Programming
Interviews" (EPI), also available

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from Amazon.com Compared to "Algorithms for Interviews", EPI has many more problems (300 vs 174), increases emphasis on problems that can be solved without specialized knowledge has much more code (over 250 programs)

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and over 100 figures, and is more bug free. You can view a sample chapter from EPI at Adnan Aziz's homepage (<http://bit.ly/adnanaziz>)

Your Handbook for Action

Secrets to Landing Your Next Job

Graph Algorithms

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System Design Interview - An
Insider's Guide

Learning Algorithms Through
Programming and Puzzle Solving

PISA Take the Test Sample

Questions from OECD's PISA

Assessments

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This book (also available online at www.designgurus.org) by Design Gurus has helped 60k+ readers to crack their system design interview (SDI). System design questions have become a

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standard part of the software engineering interview process. These interviews determine your ability to work with complex systems and the position and salary you will be offered by the interviewing company.

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Unfortunately, SDI is difficult for most engineers, partly because they lack experience developing large-scale systems and partly because SDIs are unstructured in nature. Even engineers who've some experience building such

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systems aren't comfortable with these interviews, mainly due to the open-ended nature of design problems that don't have a standard answer. This book is a comprehensive guide to master SDIs. It was created by hiring

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managers who have worked for Google, Facebook, Microsoft, and Amazon. The book contains a carefully chosen set of questions that have been repeatedly asked at top companies. What's inside? This book is divided into two

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parts. The first part includes a step-by-step guide on how to answer a system design question in an interview, followed by famous system design case studies. The second part of the book includes a glossary of

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system design concepts. Table of Contents First Part: System Design Interviews: A step-by-step guide. Designing a URL Shortening service like TinyURL. Designing Pastebin. Designing Instagram. Designing Dropbox.

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Designing Facebook Messenger.
Designing Twitter. Designing
YouTube or Netflix. Designing
Typeahead Suggestion.
Designing an API Rate Limiter.
Designing Twitter Search.
Designing a Web Crawler.

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Designing Facebook's Newsfeed.
Designing Yelp or Nearby
Friends. Designing Uber
backend. Designing
Ticketmaster. Second Part: Key
Characteristics of Distributed
Systems. Load Balancing.

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Caching. Data Partitioning.
Indexes. Proxies. Redundancy
and Replication. SQL vs. NoSQL.
CAP Theorem. PACELC Theorem.
Consistent Hashing. Long-Polling
vs. WebSockets vs. Server-Sent
Events. Bloom Filters. Quorum.

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Leader and Follower. Heartbeat.
Checksum. About the Authors
Designed Gurus is a platform
that offers online courses to help
software engineers prepare for
coding and system design
interviews. Learn more about

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our courses at

www.designgurus.org.

Discover how graph algorithms can help you leverage the relationships within your data to develop more intelligent solutions and enhance your

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machine learning models.

You ' ll learn how graph analytics are uniquely suited to unfold complex structures and reveal difficult-to-find patterns lurking in your data. Whether you are trying to build dynamic

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network models or forecast real-world behavior, this book illustrates how graph algorithms deliver value—from finding vulnerabilities and bottlenecks to detecting communities and improving machine learning

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predictions. This practical book walks you through hands-on examples of how to use graph algorithms in Apache Spark and Neo4j—two of the most common choices for graph analytics. Also included: sample code and tips

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for over 20 practical graph algorithms that cover optimal pathfinding, importance through centrality, and community detection. Learn how graph analytics vary from conventional statistical analysis Understand

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how classic graph algorithms work, and how they are applied
Get guidance on which algorithms to use for different types of questions Explore algorithm examples with working code and sample

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datasets from Spark and Neo4j
See how connected feature
extraction can increase machine
learning accuracy and precision
Walk through creating an ML
workflow for link prediction
combining Neo4j and Spark

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The Google Resume is the only book available on how to win a coveted spot at Google, Microsoft, Apple, or other top tech firms. Gayle Laakmann McDowell worked in Google Engineering for three years,

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where she served on the hiring committee and interviewed over 120 candidates. She interned for Microsoft and Apple, and interviewed with and received offers from ten tech firms. If you ' re a student, you ' ll learn

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what to study and how to prepare while in school, as well as what career paths to consider. If you ' re a job seeker, you ' ll get an edge on your competition by learning about hiring procedures and making yourself

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stand out from other candidates. Covers key concerns like what to major in, which extra-curriculars and other experiences look good, how to apply, how to design and tailor your resume, how to prepare for and excel in the

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interview, and much more

Author was on Google ' s hiring committee; interned at Microsoft and Apple; has received job offers from more than 10 tech firms; and runs CareerCup.com, a site devoted to tech jobs Get

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the only comprehensive guide to working at some of America ' s most dynamic, innovative, and well-paying tech companies with The Google Resume.

When programmers list their favorite books, Jon Bentley ' s

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collection of programming pearls is commonly included among the classics. Just as natural pearls grow from grains of sand that irritate oysters, programming pearls have grown from real problems that have

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irritated real programmers. With origins beyond solid engineering, in the realm of insight and creativity, Bentley 's pearls offer unique and clever solutions to those nagging problems. Illustrated by

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programs designed as much for fun as for instruction, the book is filled with lucid and witty descriptions of practical programming techniques and fundamental design principles. It is not at all surprising that

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Programming Pearls has been so highly valued by programmers at every level of experience. In this revision, the first in 14 years, Bentley has substantially updated his essays to reflect current programming methods

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and environments. In addition, there are three new essays on testing, debugging, and timing set representations string problems All the original programs have been rewritten, and an equal amount of new

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code has been generated.

Implementations of all the programs, in C or C++, are now available on the Web. What remains the same in this new edition is Bentley ' s focus on the hard core of programming

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problems and his delivery of workable solutions to those problems. Whether you are new to Bentley ' s classic or are revisiting his work for some fresh insight, the book is sure to make your own list of favorites.

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Element of Programming
Interview in Java

Top 20 coding interview
problems asked in Google with
solutions

Algorithmic Approach

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at Google, Microsoft, Apple, or
any Top Tech Company

Idiomatic Programming for
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Sample Questions from OECD's
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A complete primer for the technical programming interview. This book reviews the fundamentals of computer programming through programming problems posed to candidates at Amazon, Apple, Facebook, Google, Microsoft, and others. Complete solutions to every programming

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problem is provided in clear explanations and easy to read C++11 code. If you are learning to code then this book provides a great introduction to C++11 and fundamental data structures and algorithms. If you are preparing for an interview or want to challenge yourself, then this book will

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cover all the fundamentals asked at major companies such as Amazon, Google, and Microsoft.

Have you ever... - Wanted to work at an exciting futuristic company? - Struggled with an interview problem that could have been solved in 15 minutes? - Wished you could study

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real-world computing problems? If so, you need to read Elements of Programming Interviews (EPI). EPI is your comprehensive guide to interviewing for software development roles. The core of EPI is a collection of over 250 problems with detailed solutions. The problems are

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representative of interview questions asked at leading software companies. The problems are illustrated with 200 figures, 300 tested programs, and 150 additional variants. The book begins with a summary of the nontechnical aspects of interviewing, such as strategies for a great interview,

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common mistakes, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. We also provide a summary of data structures, algorithms, and problem solving patterns. Coding problems are presented through a series of chapters

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on basic and advanced data structures, searching, sorting, algorithm design principles, and concurrency. Each chapter starts with a brief introduction, a case study, top tips, and a review of the most important library methods. This is followed by a broad and thought-

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provoking set of problems. A practical, fun approach to computer science fundamentals, as seen through the lens of common programming interview questions. Jeff Atwood/Co-founder, Stack Overflow and Discourse

Strengthen family and community

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engagement to promote equity and increase student success! When schools, families, and communities collaborate and share responsibility for students' education, more students succeed in school. Based on 30 years of research and fieldwork, this fourth edition of a bestseller provides tools

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and guidelines to use to develop more effective and equitable programs of family and community engagement. Written by a team of well-known experts, this foundational text demonstrates a proven approach to implement and sustain inclusive, goal-oriented programs. Readers will find:

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Many examples and vignettes Rubrics and checklists for implementation of plans CD-ROM complete with slides and notes for workshop presentations "Coding Interview Questions" is a book that presents interview questions in simple and straightforward manner with a clear-cut explanation. This book

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will provide an introduction to the basics. It comes handy as an interview and exam guide for computer scientists.

The Google Resume

The Insiders' Guide

A Designer's Guide to Processing,
Arduino, and Openframeworks

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Coding Interview Questions

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in Java

Programming Pearls

Practical Examples in Apache Spark
and Neo4j

**Operators are a way of
packaging, deploying, and**

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**managing Kubernetes
applications. A Kubernetes
application doesn't just
run on Kubernetes; it's
composed and managed in
Kubernetes terms.
Operators add application-**

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**specific operational
knowledge to a Kubernetes
cluster, making it easier
to automate complex,
stateful applications and
to augment the platform.
Operators can coordinate**

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**application upgrades
seamlessly, react to
failures automatically,
and streamline repetitive
maintenance like backups.
Think of Operators as site
reliability engineers in**

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**software. They work by
extending the Kubernetes
control plane and API,
helping systems
integrators, cluster
administrators, and
application developers**

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**reliably deploy and manage
key services and
components. Using real-
world examples, authors
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Wood demonstrate how to
use Operators today and**

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for your applications with
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**of Operators from usage to
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to professional-level programming in Rust. It covers everything you need to build and maintain larger code bases, write powerful and flexible applications and

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**libraries, and confidently
expand the scope and
complexity of your
projects. Author Jon
Gjengset takes you deep
into the Rust programming
language, dissecting core**

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unsafe code. You'll
explore key concepts like
type layout and trait
coherence, delve into the
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asynchrony with
async/await, and take a
tour of the world of
no_std programming.
Gjengset also provides
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**design, testing
strategies, and error
handling, and will help
develop your understanding
of foreign function
interfaces, object safety,
procedural macros, and**

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much more. You'll Learn:

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all the way from the Pin
and Waker types used in
manual implementations of
Futures, to how**

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async/await saves you from
thinking about most of
those words • What it
means for code to be
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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

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**interoperate with non-Rust
libraries and systems, or
run in constrained and
embedded environments
Brimming with practical,
pragmatic insights that
you can immediately apply,**

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Rust for Rustaceans helps you do more with Rust, while also teaching you its underlying mechanisms. This is a larger-format version of Elements of Programming Interviews in

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Java. Specifically, the font size is larger, and the page size is 7"x10" (the regular format uses 6"x9"). The content is identical. This is the Java version of our book.

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to the C++ version. Have
you ever... Wanted to work
at an exciting futuristic
company? Struggled with an
interview problem
that could have been solved**

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in 15 minutes? Wished you could study real-world computing problems? If so, you need to read Elements of Programming Interviews (EPI). EPI is your comprehensive guide to

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interviewing for software development roles. The core of EPI is a collection of over 250 problems with detailed solutions. The problems are representative of

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**interview questions asked
at leading software
companies. The problems
are illustrated with 200
figures, 300 tested
programs, and 150
additional variants. The**

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book begins with a summary of the nontechnical aspects of interviewing, such as strategies for a great interview, common mistakes, perspectives from the other side of the

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**table, tips on negotiating
the best offer, and a
guide to the best ways to
use EPI. We also provide a
summary of data
structures, algorithms,
and problem solving**

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patterns. Coding problems are presented through a series of chapters on basic and advanced data structures, searching, sorting, algorithm design principles, and

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concurrency. Each chapter stars with a brief introduction, a case study, top tips, and a review of the most important library methods. This is followed by a

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**broad and thought-
provoking set of problems.
A practical, fun approach
to computer science
fundamentals, as seen
through the lens of common
programming interview**

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questions.

**Elements of Programming
provides a different
understanding of
programming than is
presented elsewhere. Its
major premise is that**

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**practical programming,
like other areas of
science and engineering,
must be based on a solid
mathematical foundation.
The book shows that
algorithms implemented in**

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a real programming language, such as C++, can operate in the most general mathematical setting. For example, the fast exponentiation algorithm is defined to

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problem, with solutions.
Unit tests, including the
reasoning behind choosing
each one (edge case
identification,
performance evaluation
etc.). Suggestions

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regarding what clarification questions you should ask, for each problem. Multiple solutions to the problems, where appropriate. General Python implementation

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tips. Wishing you the best
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interviews!

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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

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you can walk away with your dream job. This classic book uncovers what interviews are really like at America's top software and computer companies and provides you with the tools to succeed in any situation. The authors take you step-by-step through new problems and complex brainteasers

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they were asked during recent technical interviews. 50 interview scenarios are presented along with in-depth analysis of the possible solutions. The problem-solving process is clearly illustrated so you'll be able to easily apply what you've learned during crunch time. You'll also find expert tips on what

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Tips for effectively completing the job application
Ways to prepare for the entire programming interview process

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How to find the kind of programming job that fits you best Strategies for choosing a solution and what your approach says about you How to improve your interviewing skills so that you can respond to any question or situation Techniques for solving knowledge-based problems, logic

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puzzles, and programming problems

Who this book is for This book is for programmers and developers applying for jobs in the software industry or in IT departments of major corporations.

Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think,

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providing a structured, tutorial format that will guide you through all the techniques involved.

This is not a traditional book. The book has a lot of code. If you don't like the code first approach do not buy this book. Making code available on Github is not an option. This book is for people

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who have some theoretical knowledge of machine learning and deep learning and want to dive into applied machine learning. The book doesn't explain the algorithms but is more oriented towards how and what should you use to solve machine learning and deep learning problems. The book is not for you if you

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are looking for pure basics. The book is for you if you are looking for guidance on approaching machine learning problems. The book is best enjoyed with a cup of coffee and a laptop/workstation where you can code along. Table of contents: - Setting up your working environment - Supervised

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vs unsupervised learning - Cross-validation - Evaluation metrics - Arranging machine learning projects - Approaching categorical variables - Feature engineering - Feature selection - Hyperparameter optimization - Approaching image classification & segmentation - Approaching text

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ensembling and stacking - Approaching
reproducible code & model serving
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managers in their efforts to develop &
maintain a viable all-hazard emergency

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operations plan. This guide clarifies the preparedness, response, & short-term recovery planning elements that warrant inclusion in emergency operations plans. It offers the best judgment & recommendations on how to deal with the entire planning process -- from forming a planning team to

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writing the plan. Specific topics of discussion include: preliminary considerations, the planning process, emergency operations plan format, basic plan content, functional annex content, hazard-unique planning, & linking Federal & State operations.

Kubernetes Operators

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revolution and a com- panion to
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towards developing an Intelligent Tutoring System for learning algorithms. In a classroom, once a student takes a wrong turn, there are limited opportunities to ask a question, resulting in a learning

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help, but the automated grading system described in this MOOC book does! The book is accompanied by additional educational materials that include the book website, video lectures, slides, FAQs, and other

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*resources available at Coursera
and EdX.*

*Elements of Programming
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software development positions.
The primary focus of EPI is data*

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structures, algorithms, system design, and problem solving. The material is largely presented through questions.

The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures,

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250 tested programs, and 150 variants. The problems are representative of questions asked at the leading software companies. The book begins with a summary of the nontechnical aspects of interviewing, such as

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*problems. We include a summary
of data structure, algorithm, and
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