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*Featured on CBS and WBZ
Radio, Evan Pellett is the
keynote guest speaker on
Nightside with Dan Rea.
You may have heard Evan as
the radio expert on
interviewing across the
United States. Cracking
the Code to a Successful
Interview is a
groundbreaking new
scientific, proactive,
cutting-edge, hands-on,
proven approach to job
interviews by an award-*

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winning, highly decorated recruiter. This REAPRICH eight-step interview method will give you a proactive way to take control of your interview. You will learn the secret, never-before-published “questions behind the questions.” These are the questions that every manager unconsciously needs answered in order to hire you.

Now in the 6th edition, the book gives you the interview preparation you need to get the top software developer jobs. This is a deeply technical

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book and focuses on the software engineering skills to ace your interview. The book includes 189 programming interview questions and answers, as well as other advice.

The system design interview is considered to be the most 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

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draw lots of diagrams and use 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 system design interview questions with detailed solutions. - 188 diagrams to visually explain how different systems work. Based on the authors' market leading data structures books in Java

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and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. *Data Structures and Algorithms in Python* is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as *Data Structures and*

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*Algorithms in Java and
Data Structures and
Algorithms in C++.*

*Cracking the PM Interview
Learn Frequently Asked
Questions*

*Programming Challenges
Practical Lisp for the
Java World*

*The comprehensive guide to
building network*

*applications with Python
Foundations of Python*

Network Programming

Developing Web

Applications with Python

*Clojure is a practical,
general-purpose language
that offers expressivity
rivaling other dynamic*

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languages like Ruby and Python, while seamlessly taking advantage of Java libraries, services, and all of the resources of the JVM ecosystem. This book helps you learn the fundamentals of Clojure with examples relating it to the languages you know already, in the domains and topics you work with every day. See how this JVM language can help eliminate unnecessary complexity from your programming practice and open up new options for solving the

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most challenging problems. Clojure Programming demonstrates the language's flexibility by showing how it can be used for common tasks like web programming and working with databases, up through more demanding applications that require safe, effective concurrency and parallelism, data analysis, and more. This in-depth look helps tie together the full Clojure development experience, from how to

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organize your project and an introduction to Clojure build tooling, to a tutorial on how to make the most of Clojure's REPL during development, and how to deploy your finished application in a cloud environment. Learn how to use Clojure while leveraging your investment in the Java platform Understand the advantages of Clojure as an efficient Lisp for the JVM See how Clojure is used today in several practical domains

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Discover how Clojure eliminates the need for many verbose and complicated design patterns Deploy large or small web applications to the cloud with Clojure

Apply powerful window functions in T-SQL—and increase the performance and speed of your queries Optimize your queries—and obtain simple and elegant solutions to a variety of problems—using window functions in Transact-SQL. Led by T-SQL expert

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Itzik Ben-Gan, you'll learn how to apply calculations against sets of rows in a flexible, clear, and efficient manner. Ideal whether you're a database administrator or developer, this practical guide demonstrates ways to use more than a dozen T-SQL querying solutions to address common business tasks. Discover how to: Go beyond traditional query approaches to express set calculations more efficiently Delve

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*into ordered set
functions such as rank,
distribution, and offset
Implement hypothetical
set and inverse
distribution functions
in standard SQL Use
strategies for improving
sequencing, paging,
filtering, and pivoting
Increase query speed
using partitioning,
ordering, and coverage
indexing Apply new
optimization iterators
such as Window Spool
Handle common issues
such as running totals,
intervals, medians, and*

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This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers,

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researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of

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algorithmic resources, implementations and an extensive bibliography. NEW to the second edition:

- Doubles the tutorial material and exercises over the first edition*
- Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video*
- Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the*

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reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

Algorithmic puzzles are puzzles involving well-defined procedures for solving problems. This book will provide an enjoyable and accessible introduction to

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algorithmic puzzles that will develop the reader's algorithmic thinking. The first part of this book is a tutorial on algorithm design strategies and analysis techniques. Algorithm design strategies – exhaustive search, backtracking, divide-and-conquer and a few others – are general approaches to designing step-by-step instructions for solving problems. Analysis techniques are methods for investigating such

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procedures to answer questions about the ultimate result of the procedure or how many steps are executed before the procedure stops. The discussion is an elementary level, with puzzle examples, and requires neither programming nor mathematics beyond a secondary school level. Thus, the tutorial provides a gentle and entertaining introduction to main ideas in high-level algorithmic problem

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solving. The second and main part of the book contains 150 puzzles, from centuries-old classics to newcomers often asked during job interviews at computing, engineering, and financial companies. The puzzles are divided into three groups by their difficulty levels. The first fifty puzzles in the Easier Puzzles section require only middle school mathematics. The sixty puzzle of average difficulty and forty

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harder puzzles require just high school mathematics plus a few topics such as binary numbers and simple recurrences, which are reviewed in the tutorial. All the puzzles are provided with hints, detailed solutions, and brief comments. The comments deal with the puzzle origins and design or analysis techniques used in the solution. The book should be of interest to puzzle lovers, students and

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*teachers of algorithm
courses, and persons
expecting to be given
puzzles during job
interviews.*

*Algorithms + Data
Structures = Programs
C++ Network Programming,
Volume I*

*Hello, Startup
Building, testing, and
packaging modular
software with modern
CMake*

*Mastering Complexity
with ACE and Patterns,
Portable Documents*

C# . Net

A Step by Step Guide to

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Land the Job

Each chapter in the book is an individual project and each project is constructed with step-by-step instructions, clearly explained code, and includes the necessary screenshots. You should have basic OpenCV and C/C++ programming experience before reading this book, as it is aimed at Computer Science graduates, researchers, and computer vision experts widening their expertise. Become the applicant Google can't turn down Cracking the Tech Career is the job seeker's guide to 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, 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 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 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 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 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 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. As a software developer, your technical skill set is in high demand. Devices and technology have become an integral part of our everyday lives and no digital organization can thrive without technical professionals on the

payroll. However, career plateaus are inevitable in even the most high-demand field. Companies do not only need software developers; they need software developers with soft skills. In *Soft Skills to Advance Your Developer Career*, author Zsolt Nagy explores how emotional intelligence can give your software development career an edge. These subjects are not taught in school, and unfortunately the career advancement of many excellent developers can be blocked by their inability to effectively communicate their needs, assert themselves, and negotiate confidently. Throughout this

book, Nagy shows you how to actively improve and prioritize your soft skills so that you can better represent the holistic interests of your team, obtain better working conditions, negotiate raises, and increase your variety of employment options by elevating your interviewing skills. Discover the obstacles standing between you and a fulfilling career by finding and improving strengths you may not have even known you had. Jump out of your box with Soft Skills to Advance Your Developer Career and leverage your expertise with effortless confidence at all stages of your professional journey.

What You Will Learn Examine why software developer careers cannot be treated similarly as any other career path Understand the four soft-skills you need to advance your career Develop a strategy for your personal brand and align it with your career plan Realize the role of assertive communication, and the importance of giving and receiving feedback Create a plan for setting yourself up for a raise or promotion Discover techniques for acing the behavioral and coding interview Who This Book Is For Software developers who have the technical skills required for career advancement, but want

a guide on how to manage their careers

The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 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 common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and

advanced data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns.

System Design Interview - An Insider's Guide

Cracking the Coding Interview

Cracking the Code to a Successful Interview

Cracking the Amazon Interview

Actionable Steps to Help

Maximize Your Potential

Insider Advice on Landing a Job

**at Google, Microsoft, Apple, or
any Top Tech Company
A JavaScript and jQuery
Developer's Guide**

Regarding the controversial and thought-provoking assessments in this handbook, many software professionals might disagree with the authors, but all will embrace the debate. Glass identifies many of the key problems hampering success in this field. Each fact is supported by insightful discussion and detailed references.

Learn CMake through a series of task-based recipes that provide you with practical, simple, and ready-to-use CMake solutions for your code Key FeaturesLearn to configure, build,

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test, and package software written in C, C++, and FortranProgress from simple to advanced tasks with examples tested on Linux, macOS, and WindowsManage code complexity and library dependencies with reusable CMake building blocksBook Description CMake is cross-platform, open-source software for managing the build process in a portable fashion. This book features a collection of recipes and building blocks with tips and techniques for working with CMake, CTest, CPack, and CDash. CMake Cookbook includes real-world examples in the form of recipes that cover different ways to structure, configure, build, and test small- to large-scale code

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projects. You will learn to use CMake's command-line tools and master modern CMake practices for configuring, building, and testing binaries and libraries. With this book, you will be able to work with external libraries and structure your own projects in a modular and reusable way. You will be well-equipped to generate native build scripts for Linux, MacOS, and Windows, simplify and refactor projects using CMake, and port projects to CMake. What you will learn Configure, build, test, and install code projects using CMake Detect operating systems, processors, libraries, files, and programs for conditional compilation Increase the portability of

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your code Refactor a large codebase into modules with the help of CMake Build multi-language projects Know where and how to tweak CMake configuration files written by somebody else Package projects for distribution Port projects to CMake Who this book is for If you are a software developer keen to manage build systems using CMake or would like to understand and modify CMake code written by others, this book is for you. A basic knowledge of C++, C, or Fortran is required to understand the topics covered in this book.

If you understand basic mathematics and know how to program with Python, you're ready to dive into

signal processing. While most resources start with theory to teach this complex subject, this practical book introduces techniques by showing you how they're applied in the real world. In the first chapter alone, you'll be able to decompose a sound into its harmonics, modify the harmonics, and generate new sounds. Author Allen Downey explains techniques such as spectral decomposition, filtering, convolution, and the Fast Fourier Transform. This book also provides exercises and code examples to help you understand the material. You'll explore: Periodic signals and their spectrums Harmonic structure of simple waveforms Chirps and other sounds whose spectrum

changes over time Noise signals and natural sources of noise The autocorrelation function for estimating pitch The discrete cosine transform (DCT) for compression The Fast Fourier Transform for spectral analysis Relating operations in time to filters in the frequency domain Linear time-invariant (LTI) system theory Amplitude modulation (AM) used in radio Other books in this series include Think Stats and Think Bayes, also by Allen Downey. How many pizzas are delivered in Manhattan? How do you design an alarm clock for the blind? What is your favorite piece of software and why? How would you launch a video rental service in India? This book will

teach you how to answer these questions and more. Cracking the PM Interview is a comprehensive book about landing a product management role in a startup or bigger tech company. Learn how the ambiguously-named "PM" (product manager / program manager) role varies across companies, what experience you need, how to make your existing experience translate, what a great PM resume and cover letter look like, and finally, how to master the interview: estimation questions, behavioral questions, case questions, product questions, technical questions, and the super important "pitch."

Joel Spolsky's Concise Guide to

Finding the Best Technical Talent

Game Physics Cookbook

*Programming for the Java Virtual
Machine*

The Data Science Handbook

*Microsoft SQL Server 2012 High-
Performance T-SQL Using Window
Functions*

*How to Land a Project Manager Job
in Technology*

*Prepare for Java Interview by
Learning Essential Core Java
Concepts and APIs*

*Discover over 100 easy-
to-follow recipes to
help you implement
efficient game physics
and collision detection
in your games About This*

Book Get a comprehensive coverage of techniques to create high performance collision detection in games Learn the core mathematics concepts and physics involved in depicting collision detection for your games Get a hands-on experience of building a rigid body physics engine Who This Book Is For This book is for beginner to intermediate game developers. You don't need to have a formal education in games—you

can be a hobbyist or indie developer who started making games with Unity 3D. What You Will Learn Implement fundamental maths so you can develop solid game physics Use matrices to encode linear transformations Know how to check geometric primitives for collisions Build a Physics engine that can create realistic rigid body behavior Understand advanced techniques, including the Separating Axis Theorem Create

*physically accurate
collision reactions
Explore spatial
partitioning as an
acceleration structure
for collisions Resolve
rigid body collisions
between primitive shapes
In Detail Physics is
really important for
game programmers who
want to add realism and
functionality to their
games. Collision
detection in particular
is a problem that
affects all game
developers, regardless
of the platform, engine,*

or toolkit they use. This book will teach you the concepts and formulas behind collision detection. You will also be taught how to build a simple physics engine, where Rigid Body physics is the main focus, and learn about intersection algorithms for primitive shapes. You'll begin by building a strong foundation in mathematics that will be used throughout the book. We'll guide you through implementing 2D

and 3D primitives and show you how to perform effective collision tests for them. We then pivot to one of the harder areas of game development—collision detection and resolution. Further on, you will learn what a Physics engine is, how to set up a game window, and how to implement rendering. We'll explore advanced physics topics such as constraint solving. You'll also find out how to implement a rudimentary

physics engine, which you can use to build an Angry Birds type of game or a more advanced game. By the end of the book, you will have implemented all primitive and some advanced collision tests, and you will be able to read on geometry and linear Algebra formulas to take forward to your own games! Style and approach Gain the necessary skills needed to build a Physics engine for your games through practical

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recipes, in an easy-to-read manner. Every topic explained in the book has clear, easy to understand code accompanying it.

Cracking Java Interview is not easy and one of the main reasons for that is Java is very vast. There are a lot of concepts and APIs to master to become a decent Java developer. Many people who are good at general topics like Data Structure and Algorithms, System Design, SQL, and

Database fail to crack the Java interview because they don't spend time to learn the Core Java concepts and essential APIs and packages like Java Collection Framework, Multithreading, JVM Internals, JDBC, Design Patterns, and Object-Oriented Programming. This book aims to fill that gap and introduce you to classical Java interview questions from these topics. By going through these questions and topic you will not

only expand your knowledge but also get ready for your Next Java interview. If you are preparing for Java interviews then I highly recommend you to go through these questions before your telephonic or face-to-face interviews, you will not only gain confidence and knowledge to answer the question but also learn how to drive Java interview in your favor. This is the single most important tip I can give you as a Java developer. Always,

*remember, your answers drive interviews, and these questions will show you how to drive Interviewer to your strong areas. All the best for the Java interview and if you have any questions or feedback you can always contact me on twitter javinpaul (<http://twitter.com/javinpaul>) or comment on my blogs Javarevisited(<http://javarevisited.blogspot.com>) and Java67(<http://java67.c>
As networks, devices,*

and systems continue to evolve, software engineers face the unique challenge of creating reliable distributed applications within frequently changing environments. C++ Network Programming, Volume 1, provides practical solutions for developing and optimizing complex distributed systems using the ADAPTIVE Communication Environment (ACE), a revolutionary open-source framework that

runs on dozens of hardware platforms and operating systems. This book guides software professionals through the traps and pitfalls of developing efficient, portable, and flexible networked applications. It explores the inherent design complexities of concurrent networked applications and the tradeoffs that must be considered when working to master them. C++ Network Programming begins with an overview of the issues and tools

involved in writing distributed concurrent applications. The book then provides the essential design dimensions, patterns, and principles needed to develop flexible and efficient concurrent networked applications. The book's expert author team shows you how to enhance design skills while applying C++ and patterns effectively to develop object-oriented networked applications. Readers will find coverage of: C++ network

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*programming, including
an overview and
strategies for
addressing common
development challenges*

The ACE Toolkit

*Connection protocols,
message exchange, and
message-passing versus
shared memory*

*Implementation methods
for reusable networked
application services*

*Concurrency in object-
oriented network*

programming Design

*principles and patterns
for ACE wrapper facades*

With this book, C++

developers have at their disposal the most complete toolkit available for developing successful, multiplatform, concurrent networked applications with ease and efficiency.

Now in the 5th edition, Cracking the Coding Interview gives you the interview preparation you need to get the top software 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 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 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 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 and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation

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*techniques. Follow these
steps to more thoroughly
prepare in less time.*

*A Programmer's Guide to
Building Products,*

Technologies, and Teams

*Facts and Fallacies of
Software Engineering*

How to Leverage Your

Efforts in Software

Engineering to Make a

Disproportionate and

Meaningful Impact

On Java 8

Mastering OpenCV with

Practical Computer

Vision Projects

Quick JavaScript

Interview Questions

Soft Skills to Advance Your Developer Career
The latest edition of the essential text and professional reference, with substantial new material on such topics as vEB trees, multithreaded algorithms, dynamic programming, and edge-based flow. Some books on algorithms are rigorous but incomplete; others cover masses of material but lack rigor. Introduction to Algorithms uniquely combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English

and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became a widely used text in universities worldwide as well as the standard reference for professionals. The second edition featured new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming. The third edition has been revised and updated throughout. It includes two completely new chapters, on van Emde Boas trees and multithreaded algorithms, substantial additions to the chapter on recurrence (now called “Divide-and-Conquer”), and

an appendix on matrices. It features improved treatment of dynamic programming and greedy algorithms and a new notion of edge-based flow in the material on flow networks. Many exercises and problems have been added for this edition. The international paperback edition is no longer available; the hardcover is available worldwide. The Ultimate Guide to Land a Job at Amazon While we cannot predict every question that Amazon will ask in an interview, the process is fairly structured. This makes the interview process transparent and easy to prepare for because we know many of the themes they will cover and questions they will ask. Imagine if your teacher in university told you most of the questions that were going to be on the test

beforehand - all you would have to do is practice. Consider this book your study guide. What You'll Learn: -How to supercharge your resume and tailor keywords to get noticed by Amazon hiring managers -Tips to answer Amazon's behavioral interview questions -A breakdown of Amazon's famous 14 leadership principles -Understand the Amazon business model (the "flywheel") and how it relates to the interview -Common pitfalls and how to avoid them -Perspectives from Amazon hiring managers across the world And much more! What People Are Saying "If you have interviewed with Amazon much of this book will resonate with you. From understanding the corporate values and principles to using the STAR method for your storytelling, it is a

great resource" - David "Not only is it a great guide but an excellent resource too. This is a must read for anyone considering applying at Amazon." - Jeremy "Introduction of key concepts, framed well, and clear guidance on the importance of each. A great starting point for preparation." --Dill

The Java Virtual Machine (JVM) is the underlying technology behind Java's most distinctive features including size, security and cross-platform delivery. This guide shows programmers how to write programs for the Java Virtual Machine.

This book is all about key concepts in javascript. This book has a collection of frequently asked question in a javascript interview. It covers sufficient amount of coded

examples to understand the concepts of javascript.It will take you through all important questions quickly.

Think DSP

Smart and Gets Things Done

Learning JavaScript Design Patterns

15 Insider Secrets from a Top-Level Recruiter

A Guide for Developers and Administrators

Programming Interviews Exposed The Insiders' Guide

Summary You are going to need more than technical knowledge to succeed as a data scientist. Build a Career in Data Science teaches you what school leaves out, from how to land your first job to the lifecycle of a data science project, and even how to become a manager.

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Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the technology What are the keys to a data scientist's long-term success? Blending your technical know-how with the right "soft skills" turns out to be a central ingredient of a rewarding career.

About the book *Build a Career in Data Science* is your guide to landing your first data science job and developing into a valued senior employee. By following clear and simple instructions, you'll learn to craft an amazing resume and ace your interviews. In this demanding, rapidly changing field, it can be challenging to keep projects on track, adapt to company needs, and manage tricky stakeholders. You'll love the insights

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on how to handle expectations, deal with failures, and plan your career path in the stories from seasoned data scientists included in the book. What's inside Creating a portfolio of data science projects Assessing and negotiating an offer Leaving gracefully and moving up the ladder Interviews with professional data scientists About the reader For readers who want to begin or advance a data science career. About the author Emily Robinson is a data scientist at Warby Parker. Jacqueline Nolis is a data science consultant and mentor. Table of Contents: PART 1 - GETTING STARTED WITH DATA SCIENCE 1. What is data science? 2. Data science companies 3. Getting the skills 4. Building a portfolio PART 2 -

FINDING YOUR DATA SCIENCE
JOB 5. The search: Identifying the
right job for you 6. The application:
Résumés and cover letters 7. The
interview: What to expect and how to
handle it 8. The offer: Knowing what
to accept PART 3 - SETTLING INTO
DATA SCIENCE 9. The first months
on the job 10. Making an effective
analysis 11. Deploying a model into
production 12. Working with
stakeholders PART 4 - GROWING IN
YOUR DATA SCIENCE ROLE 13.
When your data science project fails
14. Joining the data science community
15. Leaving your job gracefully 16.
Moving up the ladder
Product management is a big role, and
this a big book. From the authors of the
best-selling Cracking the PM Interview

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comes the comprehensive guide to the skills, frameworks, and practices to become a great product manager. It will help you level-up your skills and career from your first product management role through product leadership. You'll learn how to:*

Design high-quality products that delight users and solve people's needs.*

Run and deliver your projects quickly, smoothly, and effectively.*

Create product visions and strategies to set direction and optimize for long-term impact.*

Lead people and influence without authority.*

Manage people, develop great PMs, build great teams, and create great product

organizations.*

Manage your career so you can translate your efforts into the recognition you deserve.

This book will

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teach you the reliable frameworks and best practices that improve your chances of shipping a successful product. The frameworks won't transform you into a great product manager overnight or guarantee that your products never fail, but they'll help you avoid the most common problems and give you the structure to start experimenting, reflecting, and improving. Topics include:

- * Getting Started: the product life cycle; the first 90 days
- * Product Skills: user research; A/B tests; problem solving frameworks; systems thinking; product discovery; design sprints; ethical product design; technical terms and concepts; product documentation (specs and PRDs)
- * Execution Skills: agile project management; minimum

viable products (MVPs); incremental development; product launches; time management; overcoming obstacles*
Strategic Skills: product vision; strategy; roadmaps; goals and OKRs*
Leadership Skills: growth mindset; ownership mentality; influencing without authority; stakeholder management; collaboration; communication; inspiring a team; mentoring; working with designers, engineers, and executives*
People Management Skills: becoming a people manager; being a member of the leadership team; reviewing work; holding people accountable; coaching and development; recruiting and interviewing; product processes; organizational structures*
Careers: career ladders; career goals; partnering

with your manager; picking the right team; negotiations; networking; handling bad situations; career options beyond PM

If you've been asked to maintain large and complex Hadoop clusters, this book is a must. Demand for operations-specific material has skyrocketed now that Hadoop is becoming the de facto standard for truly large-scale data processing in the data center. Eric Sammer, Principal Solution Architect at Cloudera, shows you the particulars of running Hadoop in production, from planning, installing, and configuring the system to providing ongoing maintenance. Rather than run through all possible scenarios, this pragmatic operations guide calls out what works, as demonstrated in critical

deployments. Get a high-level overview of HDFS and MapReduce: why they exist and how they work Plan a Hadoop deployment, from hardware and OS selection to network requirements Learn setup and configuration details with a list of critical properties Manage resources by sharing a cluster across multiple groups Get a runbook of the most common cluster maintenance tasks Monitor Hadoop clusters and learn troubleshooting with the help of real-world war stories Use basic tools and techniques to handle backup and catastrophic failure There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that

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comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems

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is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

Cracking the PM Career

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Secrets to Landing Your Next Job

Digital Signal Processing in Python

Hadoop Operations

Introduction to Algorithms, third
edition

The Algorithm Design Manual

Data Structures and Algorithms in

Python

*A comprehensive overview
of data science covering
the analytics,
programming, and business
skills necessary to master
the discipline Finding a
good data scientist has
been likened to hunting
for a unicorn: the
required combination of
technical skills is simply
very hard to find in one*

person. In addition, good data science is not just rote application of trainable skill sets; it requires the ability to think flexibly about all these areas and understand the connections between them. This book provides a crash course in data science, combining all the necessary skills into a unified discipline. Unlike many analytics books, computer science and software engineering are given extensive coverage since they play such a central role in the daily work of a data scientist.

The author also describes classic machine learning algorithms, from their mathematical foundations to real-world applications.

Visualization tools are reviewed, and their central importance in data science is highlighted.

Classical statistics is addressed to help readers think critically about the interpretation of data and its common pitfalls. The clear communication of technical results, which is perhaps the most undertrained of data science skills, is given

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its own chapter, and all topics are explained in the context of solving real-world data problems. The book also features:

- Extensive sample code and tutorials using Python™ along with its technical libraries
- Core technologies of “Big Data,” including their strengths and limitations and how they can be used to solve real-world problems
- Coverage of the practical realities of the tools, keeping theory to a minimum; however, when theory is presented, it is done in an intuitive way

to encourage critical thinking and creativity • A wide variety of case studies from industry • Practical advice on the realities of being a data scientist today, including the overall workflow, where time is spent, the types of datasets worked on, and the skill sets needed The Data Science Handbook is an ideal resource for data analysis methodology and big data software tools. The book is appropriate for people who want to practice data science, but lack the required skill sets. This

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includes software professionals who need to better understand analytics and statisticians who need to understand software.

Modern data science is a unified discipline, and it is presented as such. This book is also an

appropriate reference for researchers and entry-level graduate students who need to learn real-world analytics and expand their skill set. FIELD

CADY is the data scientist at the Allen Institute for Artificial Intelligence, where he develops tools

that use machine learning to mine scientific literature. He has also worked at Google and several Big Data startups. He has a BS in physics and math from Stanford University, and an MS in computer science from Carnegie Mellon. The pressure is on during the interview process but with the right preparation, 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

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with the tools to succeed in any situation. The authors take you step-by-step through new problems and complex brainteasers 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 questions to ask, how to approach a problem, and

*how to recover if you
become stuck. All of this
will help you ace the
interview and get the job
you want. What you will
learn from this book Tips
for effectively completing
the job application Ways
to prepare for the entire
programming interview
process 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
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Techniques for solving knowledge-based problems, logic 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, providing a structured, tutorial format that will guide you through all the techniques involved.

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presents interview
questions in simple and
straightforward manner
with a clear-cut
explanation. This book
will provide an
introduction to the
basics. It comes handy as
an interview and exam
guide for computer
scientists.
*Flask Web Development
Clojure Programming
Coding Interview Questions*

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*189 Programming Questions
and Solutions*

*Grokking the Java
Interview*

*The Programming Contest
Training Manual*

This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful

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startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be

accessible to technical and non-technical audiences alike. If you're at all interested in startups—whether you're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to motivate your engineers—this book is for you.

Take full creative control of your web applications with Flask, the Python-based microframework. With the

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second edition of this hands-on book, you'll learn the framework from the ground up by developing, step-by-step, a real-world project created by author Miguel Grinberg. This refreshed edition accounts for important technology changes that have occurred in the past three years. You'll learn the framework's core functionality, as well as how to extend applications with advanced web techniques such as database

migration and web service communication. The first part of each chapter provides you with reference and background for the topic in question, while the second part guides you through a hands-on implementation of the topic. If you have Python experience, this book shows you how to take advantage of the creative freedom Flask provides.

This second edition of Foundations of Python Network Programming

targets Python 2.5 through Python 2.7, the most popular production versions of the language. Python has made great strides since Apress released the first edition of this book back in the days of Python 2.3. The advances required new chapters to be written from the ground up, and others to be extensively revised. You will learn fundamentals like IP, TCP, DNS and SSL by using working Python programs; you will also

be able to familiarize yourself with infrastructure components like memcached and message queues. You can also delve into network server designs, and compare threaded approaches with asynchronous event-based solutions. But the biggest change is this edition's expanded treatment of the web. The HTTP protocol is covered in extensive detail, with each feature accompanied by

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sample Python code. You can use your HTTP protocol expertise by studying an entire chapter on screen scraping and you can then test lxml and BeautifulSoup against a real-world web site. The chapter on web application programming now covers both the WSGI standard for component interoperability, as well as modern web frameworks like Django. Finally, all of the old favorites from the first edition are back: E-mail

protocols like SMTP, POP, and IMAP get full treatment, as does XML-RPC. You can still learn how to code Python network programs using the Telnet and FTP protocols, but you are likely to appreciate the power of more modern alternatives like the paramiko SSH2 library. If you are a Python programmer who needs to learn the network, this is the book that you want by your side. A "good" programmer can outproduce five, ten,

and sometimes more run-of-the-mill programmers. The secret to success for any software company then is to hire the good programmers. But how to do that? In Joel on Hiring, Joel Spolsky draws from his experience both at Microsoft and running his own successful software company based in New York City. He writes humorously, but seriously about his methods for sorting resumes, for finding great candidates, and

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for interviewing, in person and by phone. Joel's methods are not complex, but they do get to the heart of the matter: how to recognize a great developer when you see one.

Build a Career in Data
Science

Cracking the Tech Career

The Effective Engineer

Elements of Programming

Interviews

150 Programming

Interview Questions and

Solutions

Algorithmic Puzzles

CMake Cookbook

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Introducing The Effective Engineer--the only book designed specifically for today's software engineers, based on extensive interviews with engineering leaders at top tech companies, and packed with hundreds of techniques to accelerate your career.

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how

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modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular

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