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Armed Forces Journal 1924

Data Science for Business Foster Provost 2013-07-27 Written by renowned data science experts Foster Provost and Tom Fawcett, *Data Science for Business* introduces the fundamental principles of data science, and walks you through the "data-analytic thinking" necessary for extracting useful knowledge and business value from the data you collect. This guide also helps you understand the many data-mining techniques in use today. Based on an MBA course Provost has taught at New York University over the past ten years, *Data Science for Business* provides examples of real-world business problems to illustrate these principles. You'll not only learn how to improve communication between business stakeholders and data scientists, but also how participate intelligently in your company's data science projects. You'll also discover how to think data-analytically, and fully appreciate how data science methods can support business decision-making. Understand how data science fits in your organization—and how you can use it for competitive advantage Treat data as a business asset that requires careful investment if you're to gain real value Approach business problems data-analytically, using the data-mining process to gather good data in the most appropriate way Learn general concepts for actually extracting knowledge from data Apply data science principles when interviewing data science job candidates

Groundwater and Wells Fletcher G. Driscoll 1986 Standard work in demand.

Polk's San Diego (San Diego County, Calif.) City Directory 1956

Study Companion James F. Kurose 2007 Appropriate for a first course on computer networking, this textbook describes the architecture and function of the application, transport, network, and link layers of the internet protocol stack, then examines audio and video networking applications, the underpinnings of encryption and network security, and the key issues of network management. Th

Fundamentals of Information Systems Ralph Stair 2015-01-02 Combining the latest research and most current coverage available into a succinct nine chapters, FUNDAMENTALS OF INFORMATION SYSTEMS, 8E equips students with a solid understanding of the core principles of IS and how it is practiced. The streamlined 560-page eighth edition features a wealth of new examples, figures, references, and cases as it covers the latest developments from the field--and highlights their impact on the rapidly changing role of today's IS professional. In addition to a stronger career emphasis, the text includes expanded coverage of mobile solutions, energy and environmental concerns, the increased use of cloud computing across the globe, and two cases per chapter. Learning firsthand how information systems can increase profits and reduce costs, students explore new information on e-commerce and enterprise systems, artificial intelligence, virtual reality, green computing, and other issues reshaping the industry. The text introduces the challenges and risks of computer crimes, hacking, and cyberterrorism. It also presents some of the most current research on virtual communities, global IS work solutions, and social networking. No matter where students' career paths may lead, FUNDAMENTALS OF

INFORMATION SYSTEMS, 8E and its resources can help them maximize their success as employees, decision makers, and business leaders. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Real Analysis (Classic Version) Halsey Royden 2017-02-13 Originally published in 2010, reissued as part of Pearson's modern classic series.

Beginning Google Maps API 3 Gabriel Svennerberg 2010-09-08 This book is about the next generation of the Google Maps API. It will provide the reader with the skills and knowledge necessary to incorporate Google Maps version 3 on web pages in both desktop and mobile browsers. It also describes how to deal with common problems that most map developers encounter at some point, like performance and usability issues with having too many markers and possible solutions to that. Introduction to the Google Maps API version 3 Solutions to common problems most developers encounters (too many markers, common JavaScript pitfalls) Best practices using HTML/CSS/JavaScript and Google Maps

Nimmer on Copyright Melville B. Nimmer 2000

Programming Interactivity Joshua Noble 2009-07-21 Make cool stuff. If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off. *Programming Interactivity* explains programming and electrical engineering basics, and introduces three freely available tools created specifically for artists and designers: Processing, a Java-based programming language and environment for building projects on the desktop, Web, or mobile phones Arduino, a system that integrates a microcomputer prototyping board, IDE, and programming language for creating your own hardware and controls OpenFrameworks, a coding framework simplified for designers and artists, using the powerful C++ programming language BTW, you don't have to wait until you finish the book to actually make something. You'll get working code samples you can use right away, along with the background and technical information you need to design, program, build, and troubleshoot your own projects. The cutting edge design techniques and discussions with leading artists and designers will give you the tools and inspiration to let your imagination take flight.

A Critical Dictionary of English Literature and British and American Authors Living and Deceased Samuel Austin Allibone 1876

Index to IEEE Publications Institute of Electrical and Electronics Engineers 1998 Issues for 1973- cover the entire IEEE technical literature.

A Synopsis of Elementary Results in Pure and Applied Mathematics: Volume 1 George Shoobridge Carr 2013-09-05 When George Shoobridge Carr (1837-1914) wrote his *Synopsis of Elementary Results* he intended it as an aid to students preparing for degree-level examinations such as the Cambridge Mathematical Tripos, for which he provided private tuition. He would have been startled to see the two volumes, first published in 1880 and 1886 respectively, reissued more than a century later. Notably, in 1903 the work fell into the hands of the Indian

prodigy Srinivasa Ramanujan (1887-1920) and greatly influenced his mathematical education. It is the interaction between a methodical teaching aid and the soaring spirit of a self-taught genius which gives this reissue its interest. Volume 1, presented here in its 1886 printing, contains sections on mathematical tables, algebra, the theory of equations, plane trigonometry, spherical trigonometry, elementary geometry and geometrical conics.

Being Digital Nicholas Negroponte 2015-01-21 In lively, mordantly witty prose, Negroponte decodes the mysteries--and debunks the hype--surrounding bandwidth, multimedia, virtual reality, and the Internet, and explains why such touted innovations as the fax and the CD-ROM are likely to go the way of the BetaMax. "Succinct and readable. . . . If you suffer from digital anxiety . . . here is a book that lays it all out for you."--Newsday.

Gas Turbine Engineering Handbook Meherwan P. Boyce 2017-09-01 The Gas Turbine Engineering Handbook has been the standard for engineers involved in the design, selection, and operation of gas turbines. This revision includes new case histories, the latest techniques, and new designs to comply with recently passed legislation. By keeping the book up to date with new, emerging topics, Boyce ensures that this book will remain the standard and most widely used book in this field. The new Third Edition of the Gas Turbine Engineering Hand Book updates the book to cover the new generation of Advanced gas Turbines. It examines the benefit and some of the major problems that have been encountered by these new turbines. The book keeps abreast of the environmental changes and the industries answer to these new regulations. A new chapter on case histories has been added to enable the engineer in the field to keep abreast of problems that are being encountered and the solutions that have resulted in solving them. Comprehensive treatment of Gas Turbines from Design to Operation and Maintenance. In depth treatment of Compressors with emphasis on surge, rotating stall, and choke; Combustors with emphasis on Dry Low NOx Combustors; and Turbines with emphasis on Metallurgy and new cooling schemes. An excellent introductory book for the student and field engineers A special maintenance section dealing with the advanced gas turbines, and special diagnostic charts have been provided that will enable the reader to troubleshoot problems he encounters in the field The third edition consists of many Case Histories of Gas Turbine problems. This should enable the field engineer to avoid some of these same generic problems

Deep Learning with Python Francois Chollet 2017-11-30 Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning

research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-learning best practices Generative deep learning Conclusions appendix A - Installing Keras and its dependencies on Ubuntu appendix B - Running Jupyter notebooks on an EC2 GPU instance

HTML5 for .NET Developers Ian Gilman 2012-11-30 Summary HTML5 for .NET Developers teaches professional software engineers how to integrate the latest HTML5 APIs and semantic markup into rich web applications using JavaScript, ASP.NET MVC, and WCF. Written from the .NET perspective, this book is full of practical applications and ways to connect the new web standards with your existing development practices About the Technology A shift is underway for Microsoft developers—to build web applications you'll need to integrate HTML5 features like Canvas-based graphics and the new JavaScript-driven APIs with familiar technologies like ASP.NET MVC and WCF. This book is designed for you. About this Book HTML5 for .NET Developers teaches you how to blend HTML5 with your current .NET tools and practices. You'll start with a quick overview of the new HTML5 features and the semantic markup model. Then, you'll systematically work through the JavaScript APIs as you learn to build single page web apps that look and work like desktop apps. Along the way, you'll get tips and learn techniques that will prepare you to build "metro-style" applications for Windows 8 and WP 8. This book assumes you're familiar with HTML, and concentrates on the intersection between new HTML5 features and Microsoft-specific technologies. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside HTML5 from a .NET perspective Local storage, threading, and WebSockets Using JSON-enabled web services WCF services for HTML5 How to build single page web apps "This book speaks directly to the interests and concerns of the .NET developer."—From the Forward by Scott Hanselman, Microsoft Table of Contents HTML5 and .NET A markup primer: classic HTML, semantic HTML, and CSS Audio and video controls Canvas The History API: Changing the game for MVC sites Geolocation and web mapping Web workers and drag and drop Websockets Local storage and state management Offline web applications

97 Things Every Cloud Engineer Should Know Emily Freeman 2020-12-04 If you create, manage, operate, or configure systems running in the cloud, you're a cloud engineer—even if you work as a system administrator, software developer, data scientist, or site reliability engineer. With this book, professionals from around the world provide valuable insight into today's cloud engineering role. These concise articles explore the entire cloud computing experience, including fundamentals, architecture, and migration. You'll delve into security and compliance, operations and reliability, and software development. And examine networking, organizational culture, and more. You're sure to find 1, 2, or 97 things that inspire you to dig deeper and expand your own career. "Three Keys to Making the Right Multicloud Decisions," Brendan O'Leary "Serverless Bad Practices," Manases Jesus Galindo Bello "Failing a Cloud Migration," Lee Atchison "Treat Your Cloud Environment as If It Were On Premises," Iyana Garry "What Is Toil, and Why Are SREs Obsessed with It?," Zachary Nickens "Lean QA: The QA Evolving in the DevOps World," Theresa Neate "How Economies of Scale Work in the Cloud," Jon Moore "The Cloud Is Not About the Cloud," Ken Corless "Data Gravity: The Importance of Data Management in the Cloud," Geoff Hughes "Even in the Cloud, the Network Is the Foundation," David Murray "Cloud Engineering Is About Culture, Not Containers," Holly Cummins Eyes Behind the Lines: US Army Long-Range Reconnaissance and Surveillance Units 2005 Eyes

Behind the Lines: US Army Long-Range Reconnaissance and Surveillance Units is the 10th study in the Combat Studies Institute (CSI) Global War on Terrorism (GWOT) Occasional Paper series. This work is an outgrowth of concerns identified by the authors of On Point: The United States Army in Operation IRAQI FREEDOM. Specifically, these authors called into question the use of long-range surveillance (LRS) assets by commanders during that campaign and suggested an assessment ought to be made about their continuing utility and means of employment. This revision contains some important additional information the author received after this book was originally published Major (Retired) James Gebhardt, of CSI, researched and wrote this Occasional Paper with that end in view. In this study, Gebhardt surveys the US Army's historical experience with LRRP and LRS units from the 1960s Cold War and Vietnam War, through their resurgence in the 1980s and use in Operations JUST CAUSE and DESERT STORM, to the advent of the GWOT. The paper's analytical framework examines each era of LRS units in terms of doctrine, organization, training, materiel, leadership, and personnel. In doing so, the author makes a strong case for continuing the LRS capability in the Army's force structure. The variety of environments and enemies likely to be faced by the military in the GWOT continues to demand the unique human intelligence abilities of trained and organized LRS units. As the Army leads the Armed Forces of the United States in combating terrorists where they live, the lessons found in this survey remain timely and relevant.

A critical dictionary of English literature and British and American authors : living and deceased ; from the earliest accounts to the middle of the nineteenth century. 3 Samuel Austin Allibone 1871

Mining the Social Web Matthew A. Russell 2011-01-21 Provides information on data analysis from a variety of social networking sites, including Facebook, Twitter, and LinkedIn.

The Illustrated London News 1849

Linux Shell Scripting Cookbook Shantanu Tushar 2013-05-21 This book is written in a Cookbook style and it offers learning through recipes with examples and illustrations. Each recipe contains step-by-step instructions about everything necessary to execute a particular task. The book is designed so that you can read it from start to end for beginners, or just open up any chapter and start following the recipes as a reference for advanced users. If you are a beginner or an intermediate user who wants to master the skill of quickly writing scripts to perform various tasks without reading the entire manual, this book is for you. You can start writing scripts and one-liners by simply looking at the similar recipe and its descriptions without any working knowledge of shell scripting or Linux. Intermediate/advanced users as well as system administrators/ developers and programmers can use this book as a reference when they face problems while coding.

Hacking- The art Of Exploitation J. Erickson 2018-03-06 This text introduces the spirit and theory of hacking as well as the science behind it all; it also provides some core techniques and tricks of hacking so you can think like a hacker, write your own hacks or thwart potential system attacks.

Investigation Of Competition In Digital Markets United States Congress 2020-10-06 In June 2019, the Committee on the Judiciary initiated a bipartisan investigation into the state of competition online, spearheaded by the Subcommittee on Antitrust, Commercial and Administrative Law. As part of a top-to-bottom review of the market, the Subcommittee examined the dominance of Amazon, Apple, Facebook, and Google, and their business practices to determine how their power affects our economy and our democracy. Additionally, the Subcommittee performed a review of existing antitrust laws, competition policies, and current enforcement levels to assess whether they are adequate to address market power and anticompetitive conduct in digital markets. Over the course of our investigation, we collected extensive evidence from these companies as well as from third parties—totaling nearly 1.3 million documents. We held seven hearings to review the effects of market power online—including on the free and diverse press, innovation, and privacy—and a final hearing to examine potential

solutions to concerns identified during the investigation and to inform this Report's recommendations. A year after initiating the investigation, we received testimony from the Chief Executive Officers of the investigated companies: Jeff Bezos, Tim Cook, Mark Zuckerberg, and Sundar Pichai. For nearly six hours, we pressed for answers about their business practices, including about evidence concerning the extent to which they have exploited, entrenched, and expanded their power over digital markets in anticompetitive and abusive ways. Their answers were often evasive and non-responsive, raising fresh questions about whether they believe they are beyond the reach of democratic oversight. Although these four corporations differ in important ways, studying their business practices has revealed common problems

Day One Sean Sawtell 2018-09

Communicating Data with Tableau Ben Jones 2014-06-16 Go beyond spreadsheets and tables and design a data presentation that really makes an impact. This practical guide shows you how to use Tableau Software to convert raw data into compelling data visualizations that provide insight or allow viewers to explore the data for themselves. Ideal for analysts, engineers, marketers, journalists, and researchers, this book describes the principles of communicating data and takes you on an in-depth tour of common visualization methods. You'll learn how to craft articulate and creative data visualizations with Tableau Desktop 8.1 and Tableau Public 8.1. Present comparisons of how much and how many Use blended data sources to create ratios and rates Create charts to depict proportions and percentages Visualize measures of mean, median, and mode Learn how to deal with variation and uncertainty Communicate multiple quantities in the same view Show how quantities and events change over time Use maps to communicate positional data Build dashboards to combine several visualizations

British Books 1915

Knowledge Graphs Aidan Hogan 2021-11-08 This book provides a comprehensive and accessible introduction to knowledge graphs, which have recently garnered notable attention from both industry and academia. Knowledge graphs are founded on the principle of applying a graph-based abstraction to data, and are now broadly deployed in scenarios that require integrating and extracting value from multiple, diverse sources of data at large scale. The book defines knowledge graphs and provides a high-level overview of how they are used. It presents and contrasts popular graph models that are commonly used to represent data as graphs, and the languages by which they can be queried before describing how the resulting data graph can be enhanced with notions of schema, identity, and context. The book discusses how ontologies and rules can be used to encode knowledge as well as how inductive techniques—based on statistics, graph analytics, machine learning, etc.—can be used to encode and extract knowledge. It covers techniques for the creation, enrichment, assessment, and refinement of knowledge graphs and surveys recent open and enterprise knowledge graphs and the industries or applications within which they have been most widely adopted. The book closes by discussing the current limitations and future directions along which knowledge graphs are likely to evolve. This book is aimed at students, researchers, and practitioners who wish to learn more about knowledge graphs and how they facilitate extracting value from diverse data at large scale. To make the book accessible for newcomers, running examples and graphical notation are used throughout. Formal definitions and extensive references are also provided for those who opt to delve more deeply into specific topics.

Sams Teach Yourself HTML, CSS, and JavaScript All in One Julie C. Meloni 2011-11-21 Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these

technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

How to Make a Living from Music David Stopps 2014 This guide is designed for musicians and music professionals who wish to hone their knowledge of the music business. It is intended as a practical tool to help composers, performers and all those involved in the music world get into the specifics of the management of their intellectual property rights. The guide aims to provide instructive advice on how to build a successful career in music in both developed and developing countries, by generating income from musical talent.

The Publishers' Circular and Booksellers' Record 1915

Offshore Blowouts: Causes and Control Per Holland, Ph.D. 1997-08-11 This book, based on the SINTEF Offshore Blowout Database, thoroughly examines U.S. Gulf of Mexico and Norwegian and UK North Sea blowouts that occurred from 1980 to 1994. This book reveals the operations that were in progress at the onset of the blowouts and helps you learn from the mistakes of others.

Exam 98-375 HTML5 Application Development Fundamentals Microsoft Official Academic Course 2012-11-28 The Microsoft Technology Associate certification (MTA) curriculum helps instructors teach and validate fundamental technology concepts with a foundation for students' careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future success in and out of the classroom. This MTA text covers the following HTML5 Application vital fundamental skills: • Manage the Application Life Cycle • Build the User Interface by Using HTML5 • Format the User Interface by Using CSS • Code by Using JavaScript Click here to learn more about the Microsoft Technology Associate (MTA), a new and innovative certification track designed to provide a pathway for future success in technology courses and careers.

A Critical Dictionary of English Literature and British and American Authors Samuel Austin Allibone 1872

Game Feel Steve Swink 2008-10-13 "Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the designer can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough

flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

C++ Coding Standards Herb Sutter 2004-10-25 Consistent, high-quality coding standards improve software quality, reduce time-to-market, promote teamwork, eliminate time wasted on inconsequential matters, and simplify maintenance. Now, two of the world's most respected C++ experts distill the rich collective experience of the global C++ community into a set of coding standards that every developer and development team can understand and use as a basis for their own coding standards. The authors cover virtually every facet of C++ programming: design and coding style, functions, operators, class design, inheritance, construction/destruction, copying, assignment, namespaces, modules, templates, genericity, exceptions, STL containers and algorithms, and more. Each standard is described concisely, with practical examples. From type definition to error handling, this book presents C++ best practices, including some that have only recently been identified and standardized-techniques you may not know even if you've used C++ for years. Along the way, you'll find answers to questions like What's worth standardizing--and what isn't? What are the best ways to code for scalability? What are the elements of a rational error handling policy? How (and why) do you avoid unnecessary initialization, cyclic, and definitional dependencies? When (and how) should you use static and dynamic polymorphism together? How do you practice "safe" overriding? When should you provide a no-fail swap? Why and how should you prevent exceptions from propagating across module boundaries? Why shouldn't you write namespace declarations or directives in a header file? Why should you use STL vector and string instead of arrays? How do you choose the right STL search or sort algorithm? What rules should you follow to ensure type-safe code? Whether you're working alone or with others, C++ Coding Standards will help you write cleaner code--and write it faster, with fewer hassles and less frustration.

Separation Process Principles with Applications Using Process Simulators, 4th Edition J. D. Seader 2016-01-11 Separation Process Principles with Applications Using Process Simulator, 4th Edition is the most comprehensive and up-to-date treatment of the major separation operations in the chemical industry. The 4th edition focuses on using process simulators to design separation processes and prepares readers for professional practice. Completely rewritten to enhance clarity, this fourth edition provides engineers with a strong understanding of the field. With the help of an additional co-author, the text presents new information on bioseparations throughout the chapters. A new chapter on mechanical separations covers settling, filtration and centrifugation including mechanical separations in biotechnology and cell lysis. Boxes help highlight fundamental equations. Numerous new examples and exercises are integrated throughout as well.

The Fourth Paradigm Tony Hey 2009 Foreword. A transformed scientific method. Earth and environment. Health and wellbeing. Scientific infrastructure. Scholarly communication.

Think Julia Ben Lauwens 2019-04-05 If you're just learning how to program, Julia is an excellent JIT-compiled, dynamically typed language with a clean syntax. This hands-on guide uses Julia 1.0 to walk you through programming one step at a time, beginning with basic programming concepts before moving on to more advanced capabilities, such as creating new types and multiple dispatch. Designed from the beginning for high performance, Julia is a general-purpose language ideal for not only numerical analysis and computational science but also web programming and scripting. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Julia is perfect for students at the high school or college level as well as self-learners and professionals who need to learn programming basics. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand types, methods, and multiple dispatch Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design and data structures through case studies