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 Code Complete, 2nd Edition
 Programming Hive
 Essentials of Programming Languages, third edition
 Karate Pig
 Hadoop: The Definitive Guide
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 Python 101
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 Python Programming in Context, 2nd Edition
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 Simply Scheme
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 The Pig Book
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Invent Your Own Computer Games with Python, 4th Edition St. Martin's Griffin

The federal government wastes your tax dollars worse than a drunken sailor on shore leave. The 1984 Grace Commission uncovered that the Department of Defense spent \$640 for a toilet seat and \$436 for a hammer. Twenty years later things weren't much better. In 2004, Congress spent a record-breaking \$22.9 billion dollars of your money on 10,656 of their pork-barrel projects. The war on terror has a lot to do with the record \$413 billion in deficit spending, but it's also the result of pork over the last 18 years the likes of: - \$50 million for an indoor rain forest in Iowa - \$102 million to study screwworms which were long ago eradicated from American soil - \$273,000 to combat goth culture in Missouri - \$2.2 million to renovate the North Pole (Lucky for Santa!) - \$50,000 for a tattoo removal program in California - \$1 million for ornamental fish research Funny in some instances and jaw-droppingly stupid and wasteful in others, The Pig Book proves one thing about Capitol Hill: pork is king!

Code Complete, 2nd Edition Cambridge University Press

The best-selling Python book in the world, with over 1 million copies sold! A fast-paced, no-nonsense, updated guide to programming in Python. If you've been thinking about learning how to code or picking up Python, this internationally bestselling guide to the most popular programming

language is your quickest, easiest way to get started and go! Even if you have no experience whatsoever, Python Crash Course, 2nd Edition, will have you writing programs, solving problems, building computer games, and creating data visualizations in no time. You'll begin with basic concepts like variables, lists, classes, and loops—with the help of fun skill-strengthening exercises for every topic—then move on to making interactive programs and best practices for testing your code. Later chapters put your new knowledge into play with three cool projects: a 2D Space Invaders-style arcade game, a set of responsive data visualizations you'll build with Python's handy libraries (Pygame, Matplotlib, Plotly, Django), and a customized web app you can deploy online. Why wait any longer? Start your engine and code!

Programming Hive Mike Murach and Associates, Incorporated

Come along on a hilarious adventure with the one and only Karate Pig as he karate chops everything in sight—even this book! In the end, Karate Pig learns a very important lesson about sharing and reading with his very good friends. Readers will laugh out loud as they read this novelty book with pull-tabs, die-cut pages and a gatefold flap.

Essentials of Programming Languages, third edition Addison-Wesley Professional

For many organizations, Hadoop is the first step for dealing with massive amounts of data. The next step? Processing and analyzing datasets with the Apache Pig scripting platform. With Pig, you can batch-process data without having to create a full-fledged application, making it easy to experiment with new datasets. Updated with use cases and programming examples, this second edition is the ideal learning tool for new and experienced users

alike. You'll find comprehensive coverage on key features such as the Pig Latin scripting language and the Grunt shell. When you need to analyze terabytes of data, this book shows you how to do it efficiently with Pig. Delve into Pig's data model, including scalar and complex data types Write Pig Latin scripts to sort, group, join, project, and filter your data Use Grunt to work with the Hadoop Distributed File System (HDFS) Build complex data processing pipelines with Pig's macros and modularity features Embed Pig Latin in Python for iterative processing and other advanced tasks Use Pig with Apache Tez to build high-performance batch and interactive data processing applications Create your own load and store functions to handle data formats and storage mechanisms

Karate Pig "O'Reilly Media, Inc."

Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

Hadoop: The Definitive Guide Pearson Education

THE #1 BESTSELLING BOOK ON OBJECTIVE-C 2.0 Programming in Objective-C 2.0 provides the new programmer a complete, step-by-step introduction to Objective-C, the primary language used to develop applications for the iPhone, iPad, and Mac OS X platforms. The book does not assume previous experience with either C or object-oriented programming languages, and it includes many detailed, practical examples of how to put Objective-C to use in your everyday iPhone/iPad or Mac OS X programming tasks. A powerful yet simple object-oriented programming language that's based on the C programming language, Objective-C is widely available not only on OS X and the iPhone/iPad platform but across many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. The second edition of this book thoroughly covers the latest version of the language, Objective-C 2.0. And it shows not only how to take advantage of the Foundation framework's rich built-in library of classes but also how to use the iPhone SDK to develop programs designed for the iPhone/iPad platform. Table of Contents 1 Introduction Part I: The Objective-C 2.0 Language 2 Programming in Objective-C 3 Classes, Objects, and Methods 4 Data Types and Expressions 5 Program Looping 6 Making Decisions 7 More on Classes 8 Inheritance 9 Polymorphism, Dynamic Typing, and Dynamic Binding 10 More on Variables and Data Types 11 Categories and Protocols 12 The Preprocessor 13 Underlying C Language Features Part II: The Foundation Framework 14 Introduction to the Foundation Framework 15 Numbers, Strings, and Collections 16 Working with Files 17 Memory Management 18 Copying Objects 19 Archiving Part III: Cocoa and the iPhone SDK 20 Introduction to Cocoa 21 Writing iPhone Applications Part IV: Appendixes A Glossary B Objective-C 2.0 Language Summary C Address Book Source Code D Resources

Apache Hadoop YARN Prentice Hall

Software -- Operating Systems.

Designing Data-Intensive Applications Simon and Schuster

"Apache Hadoop is helping drive the Big Data revolution. Now, its data processing has been completely overhauled: Apache Hadoop YARN provides resource management at data center scale and easier ways to create distributed applications that process petabytes of data. And now in Apache HadoopTM YARN, two Hadoop technical leaders show you how to develop new applications and adapt existing code to fully leverage these revolutionary advances." -- From the Amazon

Python 101 Packt Publishing Ltd

Data is at the center of many 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 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 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 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 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-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 learn from their architectures

Programming with Curses "O'Reilly Media, Inc."

Provides step-by-step instructions on how to program in Turbo Pascal. Includes dozens of examples to show the reader how to utilize what is covered in text. Provides complete coverage on the art of debugging.

Python Programming in Context, 2nd Edition "O'Reilly Media, Inc."

"Here's the first book on how to train potbellied pigs and teach them tricks. [Includes] How to choose the right pig; Pig obedience and discipline; Pig Programming philosophy; Ten-Step Program for behavior; Pig problems from A to Z. Learn the common-sense approach from an expert trainer with more than 10 years of porcine experience"--Page 4 of cover

Learn to Program Pearson Education

The second edition of Python 101 (50,000+ eBook readers alone) uses Python 3 to teach you how to program successfully. This book can be read by people with no programming experience, although understanding basic computer terminology is recommended. While Python 101 teaches you all the

basics that you need to know, it also dives into many intermediate level topics too. This book is split up into four sections: The Python Language Intermediate Topics Creating Sample Applications Distributing Your Code This book has been completely rewritten from the ground up. There are many new chapters and coverage of new features in Python 3. Another new feature is that Python 101 has Review Questions for every chapter. The book also includes an answer key in the back. Unlike most beginner Python books, Python 101 explains how to create simple applications. It also goes on to teach you how to distribute your code as a Windows executable.

Learning React Addison-Wesley Professional

If you want to learn how to program but dont know where to start, this is the right book and the right language for you. From the first page, our self-paced approach will help you build competence and confidence in your programming skills. And Python is the best language ever for learning how to program because of its simplicity and breadthtwo features that are hard to find in a single language. But this isnt just a book for beginners! Our self-paced approach also works for experienced programmers, helping you learn Python faster and better than youve ever learned a language before. By the time youre through, you will have mastered the key Python skills that are needed on the job, including those for object-oriented, database, and GUI programming. To make all of this possible, section 1 presents an 8-chapter course that will get anyone off to a great start with Python. Section 2 builds on that base by presenting the other essential skills that every Python programmer should have. Section 3 shows you how to develop object-oriented programs, a critical skillset in todays world. And section 4 shows you how to apply all of the skills that youve already learned as you build database and GUI programs for the real world.

Programming in Objective-C 2.0 Little Simon

Hadoop in Action teaches readers how to use Hadoop and write MapReduce programs. The intended readers are programmers, architects, and project managers who have to process large amounts of data offline. Hadoop in Action will lead the reader from obtaining a copy of Hadoop to setting it up in a cluster and writing data analytic programs. The book begins by making the basic idea of Hadoop and MapReduce easier to grasp by applying the default Hadoop installation to a few easy-to-follow tasks, such as analyzing changes in word frequency across a body of documents. The book continues through the basic concepts of MapReduce applications developed using Hadoop, including a close look at framework components, use of Hadoop for a variety of data analysis tasks, and numerous examples of Hadoop in action. Hadoop in Action will explain how to use Hadoop and present design patterns and practices of programming MapReduce. MapReduce is a complex idea both conceptually and in its implementation, and Hadoop users are challenged to learn all the knobs and levers for running Hadoop. This book takes you beyond the mechanics of running Hadoop, teaching you to write meaningful programs in a MapReduce framework. This book assumes the reader will have a basic familiarity with Java, as most code examples will be written in Java. Familiarity with basic statistical concepts (e.g. histogram, correlation) will help the reader appreciate the more advanced data processing examples. 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.

Python Crash Course, 2nd Edition "O'Reilly Media, Inc."

If you want to learn how to build efficient React applications, this is your book. Ideal for web developers and software engineers who understand how JavaScript, CSS, and HTML work in the browser, this updated edition provides best practices and patterns for writing modern React code. No prior knowledge of React or functional JavaScript is necessary. With their learning road map, authors Alex Banks and Eve Porcello show you how to create UIs that can deftly display changes without page reloads on large-scale, data-driven websites. You'll also discover how to work with functional programming and the latest ECMAScript features. Once you learn how to build React components with this hands-on guide, you'll understand just how useful React can be in your organization. Understand key functional programming concepts with JavaScriptLook under the hood to learn how React runs in the browserCreate application presentation layers with React componentsManage data and reduce the time you spend debugging applicationsIncorporate React Hooks to manage state and fetch dataUse a routing solution for single-page application featuresLearn how to structure React applications with servers in mind

Simply Scheme No Starch Press

Introduces the computer program language known as Basic, which was originally developed as a tool for teaching computer programming, but may also be used for writing extremely sophisticated programs.

Programming in BASIC KHANNA PUBLISHING

Get Started Fast with Apache Hadoop® 2, YARN, and Today's Hadoop Ecosystem With Hadoop 2.x and YARN, Hadoop moves beyond MapReduce to become practical for virtually any type of data processing. Hadoop 2.x and the Data Lake concept represent a radical shift away from conventional approaches to data usage and storage. Hadoop 2.x installations offer unmatched scalability and breakthrough extensibility that supports new and existing Big Data analytics processing methods and models. Hadoop® 2 Quick-Start Guide is the first easy, accessible guide to Apache Hadoop 2.x, YARN, and the modern Hadoop ecosystem. Building on his unsurpassed experience teaching Hadoop and Big Data, author Douglas Eadline covers all the basics you need to know to install and use Hadoop 2 on personal computers or servers, and to navigate the powerful technologies that complement it. Eadline concisely introduces and explains every key Hadoop 2 concept, tool, and service, illustrating each with a simple "beginning-to-end" example and identifying trustworthy, up-to-date resources for learning more. This guide is ideal if you want to learn about Hadoop 2 without getting mired in technical details. Douglas Eadline will bring you up to speed quickly, whether you're a user, admin, devops specialist, programmer, architect, analyst, or data scientist. Coverage Includes Understanding what Hadoop 2 and YARN do, and how they improve on Hadoop 1 with MapReduce Understanding Hadoop-based Data Lakes versus RDBMS Data Warehouses Installing Hadoop 2 and core services on Linux machines, virtualized sandboxes, or clusters Exploring the Hadoop Distributed File System (HDFS) Understanding the essentials of MapReduce and YARN application programming Simplifying programming and data movement with Apache Pig, Hive, Sqoop, Flume, Oozie, and HBase Observing application progress, controlling jobs, and managing workflows Managing Hadoop efficiently with Apache Ambari-including recipes for HDFS to NFSv3 gateway, HDFS snapshots, and YARN configuration Learning basic Hadoop 2 troubleshooting, and installing Apache Hue and Apache Spark

The Pig Book "O'Reilly Media, Inc."

This guide is an ideal learning tool and reference for Apache Pig, the programming language that helps programmers describe and run large data projects on Hadoop. With Pig, they can analyze data without having to create a full-fledged application--making it easy for them to experiment with new data sets.

Programming Pig MIT Press

It's easier to learn how to program a computer than it has ever been before. Now everyone can learn to write programs for themselves - no previous experience is necessary. Chris Pine takes a thorough, but lighthearted approach that teaches you the fundamentals of computer programming, with a minimum of fuss or bother. Whether you are interested in a new hobby or a new career, this book is your doorway into the world of programming. Computers are everywhere, and being able to program them is more important than it has ever been. But since most books on programming are written for other programmers, it can be hard to break in. At least it used to be. Chris Pine will teach you how to program. You'll learn to use your computer better, to get it to do what you want it to do. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to write interactive programs, to use APIs to fetch live data from the internet, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic websites and large, professional applications. Whether you are looking for a fun new hobby or are interested in entering the tech world as a professional, this book gives you a solid foundation in programming. Chris teaches the basics, but also shows you how to think like a programmer. You'll learn through tons of examples, and through programming challenges throughout the book. When

you finish, you'll know how and where to learn more - you'll be on your way. What You Need: All you need to learn how to program is a computer (Windows, macOS, or Linux) and an internet connection. Chris Pine will lead you through setting set up with the software you will need to start writing programs of your own.

Murach's C++ Programming "O'Reilly Media, Inc."

Thoroughly revised for the latest version of Python, this book explains basic concepts in a clear and explicit way that takes very seriously one thing for granted-that the reader knows nothing about computer programming. Addressed to anyone who has no prior programming knowledge or experience, but a desire to learn programming with Python, it teaches the first thing that every novice programmer needs to learn, which is Algorithmic Thinking. Algorithmic Thinking involves more than just learning code. It is a problem-solving process that involves learning how to code. This edition contains all the popular features of the previous edition and adds a significant number of exercises, as well as extensive revisions and updates. Apart from Python's lists, it now also covers dictionaries, while a brand new section provides an effective introduction to the next field that a programmer needs to work with, which is Object Oriented Programming (OOP). This book has a class course structure with questions and exercises at the end of each chapter so you can test what you have learned right away and improve your comprehension. With 250 solved and 450 unsolved exercises, 475 true/false, about 150 multiple choice, and 200 review questions and crosswords (the solutions and the answers to which can be found on the Internet), this book is ideal for novices or average programmers, for self-study high school students first-year college or university students teachers professors anyone who wants to start learning or teaching computer programming using the proper conventions and techniques

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