

Programmer And Timeswitch Compatibility Guides

Thousands of organizations are adopting Scrum to transform the way they execute complex projects, in software and beyond. This guide will give you the skills and confidence needed to deploy Scrum, resulting in high-performing teams and satisfied customers. Drawing on years of hands-on experience helping companies succeed, Certified Scrum Trainer (CST) Mitch Lacey helps you overcome the major challenges of Scrum adoption and the deeper issues that emerge later. Extensively revised to reflect improved Scrum practices and tools, this edition adds an all-new section of tips from the field. Lacey covers many new topics, including immersive interviewing, collaborative estimation, and deepening business alignment. In 35 engaging chapters, you'll learn how to build support and maximize value across your company. Now part of the renowned Mike Cohn Signature Series on agile development, this pragmatic guide addresses everything from establishing roles and priorities to determining team velocity, setting sprint length, and conducting customer reviews. Coverage includes Bringing teams and new team members on board Creating a workable definition of "done" Planning for short-term wins, and removing impediments to success Balancing predictability and adaptability in release planning Running productive daily scrums Fixing failing sprints Accurately costing projects, and measuring the value they deliver Managing risks in dynamic Scrum projects Prioritizing and estimating backlogs Working with distributed and offshore teams Institutionalizing improvements, and extending agility throughout the organization Packed with real-world examples straight from Lacey's experience, this book will be invaluable to anyone transitioning to Scrum, seeking to improve their early results, or trying to get back on track.

Professional Multicore Programming: Design and Implementation for C++ Developers presents the basics of multicore programming in a simple, easy-to-understand manner so that you can easily apply the concepts to your everyday projects. Learn the fundamentals of programming for multiprocessor and multithreaded architecture, progress to multi-core programming and eventually become comfortable with programming techniques that otherwise can be difficult to understand. Anticipate the pitfalls and traps of concurrency programming and synchronization before you encounter them yourself by finding them outlined in this indispensable guide to multicore programming.

The X-ray equipment maintenance and repairs workbook is intended to help and guide staff working with, and responsible for, radiographic equipment and installations in remote institutions where the necessary technical support is not available, to perform routine maintenance and minor repairs of equipment to avoid break downs. The book can be used for self study and as a checklist for routine maintenance procedures.

The Definitive Guide to Windows API Programming, Fully Updated for Windows 7, Windows Server 2008, and Windows Vista Windows System Programming, Fourth Edition, now contains extensive new coverage of 64-bit programming, parallelism, multicore systems, and many other crucial topics. Johnson Hart's robust code examples have been updated and streamlined throughout. They have been debugged and tested in both 32-bit and 64-bit versions, on single and multiprocessor systems, and under Windows 7, Vista, Server 2008, and Windows XP. To clarify program operation, sample programs are now illustrated with dozens of screenshots. Hart systematically covers Windows externals at the API level, presenting practical coverage of all the services Windows programmers need, and emphasizing how Windows functions actually behave and interact in real-world applications. Hart begins with features used in single-process applications and gradually progresses to more sophisticated functions and multithreaded environments. Topics covered include file systems, memory management, exceptions, processes, threads, synchronization, interprocess communication, Windows services, and security. New coverage in this edition includes Leveraging parallelism and maximizing performance in multicore systems Promoting source code portability and application interoperability across Windows, Linux, and UNIX Using 64-bit address spaces and ensuring 64-bit/32-bit portability Improving performance and scalability using threads, thread pools, and completion ports Techniques to improve program reliability and performance in all systems Windows performance-enhancing API features available starting with Windows Vista, such as slim reader/writer locks and condition variables A companion Web site, jmhartsoftware.com, contains all sample code, Visual Studio projects, additional examples, errata, reader comments, and Windows commentary and discussion.

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

Based on the highly successful second edition, this extended edition of SystemVerilog for Verification: A Guide to Learning the Testbench Language Features teaches all verification features of the SystemVerilog language, providing hundreds of examples to clearly explain the concepts and basic fundamentals. It contains materials for both the full-time verification engineer and the student learning this valuable skill. In the third edition, authors Chris Spear and Greg Tumbush start with how to verify a design, and then use that context to demonstrate the language features, including the advantages and disadvantages of different styles, allowing readers to choose between alternatives. This textbook contains end-of-chapter exercises designed to enhance students' understanding of the material. Other features of this revision include: New sections on static variables, print specifiers, and DPI from the 2009 IEEE language standard Descriptions of UVM features such as factories, the test registry, and the configuration database Expanded code samples and explanations Numerous samples that have been tested on the major SystemVerilog simulators SystemVerilog for Verification: A Guide to Learning the Testbench Language Features, Third Edition is suitable for use in a one-semester SystemVerilog course on SystemVerilog at the undergraduate or graduate level. Many of the improvements to this new edition were compiled through feedback provided from hundreds of readers.

The end of dramatic exponential growth in single-processor performance marks the end of the dominance of the single microprocessor in computing. The era of sequential computing must give way to a new era in which parallelism is at the forefront. Although important scientific and engineering challenges lie ahead, this is an opportune time for innovation in programming systems and computing architectures. We have already begun to see diversity in computer designs to optimize for such considerations as power and throughput. The next generation of discoveries is likely to require advances at both the hardware and software levels of computing systems. There is no guarantee that we can make parallel computing as common and easy to use as yesterday's sequential single-processor computer systems, but unless we aggressively pursue efforts suggested by the recommendations in this book, it will be "game over" for growth in computing performance. If parallel programming and related software efforts fail to become widespread, the

development of exciting new applications that drive the computer industry will stall; if such innovation stalls, many other parts of the economy will follow suit. The Future of Computing Performance describes the factors that have led to the future limitations on growth for single processors that are based on complementary metal oxide semiconductor (CMOS) technology. It explores challenges inherent in parallel computing and architecture, including ever-increasing power consumption and the escalated requirements for heat dissipation. The book delineates a research, practice, and education agenda to help overcome these challenges. The Future of Computing Performance will guide researchers, manufacturers, and information technology professionals in the right direction for sustainable growth in computer performance, so that we may all enjoy the next level of benefits to society.

In Practical AVR Microcontrollers, you'll learn how to use the AVR microcontroller to make your own nifty projects and gadgets. You'll start off with the basics in part one: setting up your development environment and learning how the "naked" AVR differs from the Arduino. Then you'll gain experience by building a few simple gizmos and learning how everything can be interconnected. In part two, we really get into the goodies: projects! Each project will show you exactly what software and hardware you need, and will provide enough detail that you can adapt it to your own needs and parts availability. Some of the projects you'll make: An illuminated secret panel A hallway lighting system with a waterfall effect A crazy lightshow Visual effects gizmos like a Moire wheel and shadow puppets In addition, you'll design and implement some home automation projects, including working with wired and wireless setups. Along the way, you'll design a useable home automation protocol and look at a variety of hardware setups. Whether you're new to electronics, or you just want to see what you can do with an AVR outside of an Arduino, Practical AVR Microcontrollers is the book for you.

Best-selling authors, Larry Nyhoff and Sanford Leestma, bring you one of the first comprehensive Fortran 90 texts that features excellent engineering and science applications and programming problems. The authors, well-known for their clear, concise presentation style emphasize how Fortran 90 is used to solve problems. Their strong pedagogical approach teaches the basic steps in program development: problem analysis and specification, algorithm development, program coding, program execution and testing, and program maintenance.

Rcpp is the glue that binds the power and versatility of R with the speed and efficiency of C++. With Rcpp, the transfer of data between R and C++ is nearly seamless, and high-performance statistical computing is finally accessible to most R users. Rcpp should be part of every statistician's toolbox. -- Michael Braun, MIT Sloan School of Management "Seamless R and C++ integration with Rcpp" is simply a wonderful book. For anyone who uses C/C++ and R, it is an indispensable resource. The writing is outstanding. A huge bonus is the section on applications. This section covers the matrix packages Armadillo and Eigen and the GNU Scientific Library as well as RInside which enables you to use R inside C++. These applications are what most of us need to know to really do scientific programming with R and C++. I love this book. -- Robert McCulloch, University of Chicago Booth School of Business Rcpp is now considered an essential package for anybody doing serious computational research using R. Dirk's book is an excellent companion and takes the reader from a gentle introduction to more advanced applications via numerous examples and efficiency enhancing gems. The book is packed with all you might have ever wanted to know about Rcpp, its cousins (RcppArmadillo, RcppEigen .etc.), modules, package development and sugar. Overall, this book is a must-have on your shelf. -- Sanjog Misra, UCLA Anderson School of Management The Rcpp package represents a major leap forward for scientific computations with R. With very few lines of C++ code, one has R's data structures readily at hand for further computations in C++. Hence, high-level numerical programming can be made in C++ almost as easily as in R, but often with a substantial speed gain. Dirk is a crucial person in these developments, and his book takes the reader from the first fragile steps on to using the full Rcpp machinery. A very recommended book! -- Søren Højsgaard, Department of Mathematical Sciences, Aalborg University, Denmark "Seamless R and C ++ Integration with Rcpp" provides the first comprehensive introduction to Rcpp. Rcpp has become the most widely-used language extension for R, and is deployed by over one-hundred different CRAN and BioConductor packages. Rcpp permits users to pass scalars, vectors, matrices, list or entire R objects back and forth between R and C++ with ease. This brings the depth of the R analysis framework together with the power, speed, and efficiency of C++. Dirk Eddelbuettel has been a contributor to CRAN for over a decade and maintains around twenty packages. He is the Debian/Ubuntu maintainer for R and other quantitative software, edits the CRAN Task Views for Finance and High-Performance Computing, is a co-founder of the annual R/Finance conference, and an editor of the Journal of Statistical Software. He holds a Ph.D. in Mathematical Economics from EHESS (Paris), and works in Chicago as a Senior Quantitative Analyst.

Don't just 'survive' the move to agile: thrive! Discover 42 infinitely practical tips for succeeding with agile, right from the start! * *Paves the road to success with a clear plan for creating and releasing software. *Works with any agile methodology, from XP to Scrum. *Practical, actionable, concrete tips for senior managers, program/project managers, developers, and product owners. *Eliminates 'buyer's remorse' associated with bumpy agile transitions, helping teams quickly build confidence and get results. Adopting agile looks easy - on paper! In reality, though, new agile teams encounter many unforeseen challenges. Some lose confidence in their ability to succeed; others muddle through, struggling to solve problems that others have already solved many times over. In this book Mitch Lacey brings together those solutions, helping new agile developers learn from others' experience quickly and painlessly. This engaging, realistic book systematically removes the pain of agile adoption, and breaks down the barriers to rapid success. The Scrum Field Guide is organized into 42 bite-size, practical tips - each supported with highly relevant real-world examples and case studies. Lacey presents a section of tips that apply to everyone on the agile team, from leaders to customers. Next, he offers sections specific to each role - including tips for management, program/project managers, team

members, and product owners. Lacey answers the questions new agile adopters ask most often - including 'can I modify standard agile processes and still be agile?' and 'how on Earth can we release software within a short timeframe if we can't even do it in a long timeframe?' Along the way, he presents proven solutions for a wide variety of common problems - from prioritizing requirements to building release plans, creating workable software iterations to getting buy-in from skeptical executives.

A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.

Here are all the CCNA-level Routing and Switching commands you need in one condensed, portable resource. The CCNA Routing and Switching Portable Command Guide, Third Edition, is filled with valuable, easy-to-access information and is portable enough for use whether you're in the server room or the equipment closet. The guide summarizes all CCNA certification-level Cisco IOS® Software commands, keywords, command arguments, and associated prompts, providing you with tips and examples of how to apply the commands to real-world scenarios. Configuration examples throughout the book provide you with a better understanding of how these commands are used in simple network designs. This book has been completely updated to cover topics in the ICND1 100-101, ICND2 200-101, and CCNA 200-120 exams. Use this quick reference resource to help you memorize commands and concepts as you work to pass the CCNA Routing and Switching certification exam. The book is organized into these parts: • Part I TCP/IP v4 • Part II Introduction to Cisco Devices • Part III Configuring a Router • Part IV Routing • Part V Switching • Part VI Layer 3 Redundancy • Part VII IPv6 • Part VIII Network Administration and Troubleshooting • Part IX Managing IP Services • Part X WANs • Part XI Network Security Quick, offline access to all CCNA Routing and Switching commands for research and solutions Logical how-to topic groupings for a one-stop resource Great for review before CCNA Routing and Switching certification exams Compact size makes it easy to carry with you, wherever you go "Create Your Own Journal" section with blank, lined pages allows you to personalize the book for your needs "What Do You Want to Do?" chart inside back cover helps you to quickly reference specific tasks

Beginning with the basics and moving gradually to greater challenges, this book takes you step-by-step through experiments and projects that show you how to make your Arduino or Raspberry Pi create and control movement, light, and sound. In other words: action! The Arduino is a simple microcontroller with an easy-to-learn programming environment, while the Raspberry Pi is a tiny Linux-based computer. This book clearly explains the differences between the Arduino and Raspberry Pi, when to use them, and to which purposes each are best suited. Using these widely available and inexpensive platforms, you'll learn to control LEDs, motors of various types, solenoids, AC (alternating current) devices, heaters, coolers, displays, and sound. You'll even discover how to monitor and control these devices over the Internet. Working with solderless breadboards, you'll get up and running quickly, learning how to make projects that are as fun as they are informative. In Make: Action, you'll learn to: Build a can crusher using a linear actuator with your Arduino Have an Arduino water your plants Build a personal traffic signal using LEDs Make a random balloon popper with Arduino Cool down your beverages with a thermostatic drink cooler you build yourself Understand and use the PID control algorithm Use Raspberry Pi to create a puppet dance party that moves to your tweets!

This guide provides a comprehensive description of the features and implementation of Fortran 77. Ideal as a text from which to learn a second language, or as a reference guide to a first or main language.

IBM® Rational® Application Developer for WebSphere® Software V7.0 (for short, Rational Application Developer) is the full function Eclipse 3.2 based development platform for developing Java™ 2 Platform Standard Edition (J2SETM) and Java 2 Platform Enterprise Edition (J2EETM) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments (Application Developer is here) - Change and release management - Process and portfolio management - Quality management This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V7.0. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V6 Programming Guide, SG24-6449. This book consists of six parts: - Introduction to Rational Application Developer - Develop applications - Test and debug applications - Deploy and profile applications - Team development - Appendixes

"The boiler SOS "Boiler Fault Finder" results from years of experience as a professional service and repair engineer, demonstrating technical expertise within the industry. The aim of its design is simple; to aid other competent gas operatives within the field, accurately and safely, allowing you to build a base on which to develop your own skills, at your own pace. This technical, yet easy to follow "Boiler Fault Finder" is an invaluable key component within your everyday tool kit."

"This textbook covers all the theory and technology sections that students need to learn in order to pass level 1, 2 and 3 automotive courses from the Institute of Motor Industry, City & Guilds and other exam boards. It has been produced in partnership with ATT Training and is a companion to their online learning resources. Learning is made more enjoyable and effective as the topics in the book are supported with online activities, video footage, assessments and further reading. If you are using ATT Training materials then this is the ideal textbook for your course"-- This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

This programme sets out the Government's policies and priorities for action on climate change in the UK and internationally. The first section examines the nature and scale of the challenge

posed by climate change. It describes the existing international framework for action, including the G8 and EU meetings and resulting plans of action. The Government intends to build on these developments, and also try to influence the rapidly growing economies of India, China, Brazil and others so that they evolve as low-carbon economies. The major part of the report is concerned with the UK's attempt to deliver the Kyoto Protocol target of reducing emissions of six greenhouse gases by 12.5 per cent below base year levels over the 2008-2012 period, and also the domestic goal of reducing carbon dioxide emissions by 20 per cent below 1990 levels by 2010. Projections indicate that CO2 reduction by 2010 will only be some 10.6 per cent below the 1990 level. Sections on the UK emission inventory and projections, the strategy to reduce emissions, and the energy supply sector, are followed by chapters covering particular economic sectors: business; transport, domestic; agriculture and forestry; the public sector. Among policies outlined here are: encouragement of microgeneration and renewable sources of energy; investigation of carbon capture and storage; support for energy efficiency in business, local and central government; increase uptake of biofuels; include aviation in the emissions trading scheme for the EU from 2008; raise energy standards of new and refurbished buildings; introduce the Code for Sustainable Homes; strengthen consumer demand for energy efficiency. The Government also sets out its approach to encourage personal action, as citizens, consumers, motorists and business people. Provision of better information to the public, including an online service on the environmental impact of everyday products and services, will be supplemented by a plan for action on sustainable consumption by the end of 2006.

With the same insight and authority that made their book *The Unix Programming Environment* a classic, Brian Kernighan and Rob Pike have written *The Practice of Programming* to help make individual programmers more effective and productive. The practice of programming is more than just writing code. Programmers must also assess tradeoffs, choose among design alternatives, debug and test, improve performance, and maintain software written by themselves and others. At the same time, they must be concerned with issues like compatibility, robustness, and reliability, while meeting specifications. *The Practice of Programming* covers all these topics, and more. This book is full of practical advice and real-world examples in C, C++, Java, and a variety of special-purpose languages. It includes chapters on: debugging: finding bugs quickly and methodically testing: guaranteeing that software works correctly and reliably performance: making programs faster and more compact portability: ensuring that programs run everywhere without change design: balancing goals and constraints to decide which algorithms and data structures are best interfaces: using abstraction and information hiding to control the interactions between components style: writing code that works well and is a pleasure to read notation: choosing languages and tools that let the machine do more of the work Kernighan and Pike have distilled years of experience writing programs, teaching, and working with other programmers to create this book. Anyone who writes software will profit from the principles and guidance in *The Practice of Programming*.

If you're ready to build a large network system, this handy excerpt from *Ethernet: The Definitive Guide, Second Edition* gets you up to speed on a basic building block: Ethernet switches.

Whether you're working on an enterprise or campus network, data center, or Internet service provider network, you'll learn how Ethernet switches function and how they're used in network designs.

This brief tutorial also provides an overview of the most important features found in switches, from the basics to more advanced features found in higher-cost and specialized switches.

Get an overview of basic switch operation, the spanning tree protocol, and switch performance issues Learn about switch management and some of the most widely used switch features

Discover how a hierarchical design can help maintain stable network operations Delve into special-purpose switches, such as multi-layer, access, stacking, and wireless access-point switches

Learn about advanced switch features designed for specific networking environments Dive deeper into switches, with a list of protocol and package documentation

"Mun demystifies real options analysis and delivers a powerful, pragmatic guide for decision-makers and practitioners alike. Finally, there is a book that equips professionals to easily recognize, value, and seize real options in the world around them." --Jim Schreckengast, Senior VP, R&D Strategy, Gemplus International SA, France Completely revised and updated to meet the challenges of today's dynamic business environment, *Real Options Analysis, Second Edition* offers you a fresh look at evaluating capital investment strategies by taking the strategic decision-making process into consideration. This comprehensive guide provides both a qualitative and quantitative description of real options; the methods used in solving real options; why and when they are used; and the applicability of these methods in decision making.

Server Time Protocol (STP) is a server-wide facility that is implemented in the Licensed Internal Code (LIC) of the IBM® zEnterprise Servers (zEC12, z196 and z114), System z10™ Enterprise Class (z10 EC), System z10 Business Class (z10 BC), IBM System z9® Enterprise Class (z9 EC), System z9 Business Class (z9 BC), and zSeries® z990 and z890 servers. It provides improved time synchronization in a sysplex or non-sysplex configuration. This IBM Redbooks® publication is intended for infrastructure architects and system programmers who need to understand the IBM STP functions. Readers are expected to be generally familiar with System z® technology and terminology. This book provides planning information for Server Time Protocol functions and associated software support. For more detailed installation, operation, and recovery information, refer to the companion books *Server Time Protocol Implementation Guide, SG24-7281*, and *Server Time Protocol Recovery Guide, SG24-7380*.

"[The authors] are pioneers. . . . Few in our industry have their breadth of knowledge and experience." —From the Foreword by Dave Thomas, Bedarra Labs Domain-Specific Modeling (DSM) is the latest approach to software development, promising to greatly increase the speed and ease of software creation. Early adopters of DSM have been enjoying productivity increases of 500–1000% in production for over a decade. This book introduces DSM and offers examples from various fields to illustrate to experienced developers how DSM can improve software development in their teams. Two authorities in the field explain what DSM is, why it works, and how to successfully create and use a DSM solution to improve productivity and quality. Divided into four parts, the book covers: background and motivation; fundamentals; in-depth examples; and creating DSM solutions. There is an emphasis throughout the book on practical guidelines for implementing DSM, including how to identify the necessary language constructs, how to generate full code from models, and how to provide tool support for a new DSM language. The example cases described in the book are available the book's Website, www.dsmbook.com, along with, an evaluation copy of the MetaEdit+ tool (for Windows, Mac OS X, and Linux), which allows readers to examine and try out the modeling languages and code generators. Domain-Specific Modeling is an essential reference for lead developers, software engineers, architects, methodologists, and technical managers who want to learn how to create a DSM solution and successfully put it into practice.

Reviews recent lessons about decentralized governance and implications for future development programs and policies.

IBM® Rational® Application Developer for WebSphere® Software v7.5 (Application Developer, for short) is the full function Eclipse 3.4 based development platform for developing Java™ Standard Edition

Version 6 (Java SE 6) and Java Enterprise Edition Version 5 (Java EE 5) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments - Change and release management - Process and portfolio management - Quality management This IBM Redbooks™ publication is a programming guide that highlights the features and tooling included with Rational Application Developer v7.5. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7 Programming Guide, SG24-7501.

This guide is referred to in the 2013 edition of Approved Document L1A and the 2010 edition of Approved Document L1B (as amended in 2013) for dwellings as a source of guidance on complying with Building Regulations requirements for space heating and hot water systems, mechanical ventilation, comfort cooling, fixed internal and external lighting and renewable energy systems.

C++ is a powerful, highly flexible, and adaptable programming language that allows software engineers to organize and process information quickly and effectively. But this high-level language is relatively difficult to master, even if you already know the C programming language. The new second edition of "Practical C++ Programming is a complete introduction to the C++ language for programmers who are learning C++. Reflecting the latest changes to the C++ standard, this new edition takes a useful down-to-earth approach, placing a strong emphasis on how to design clean, elegant code. In short, to-the-point chapters, all aspects of programming are covered including style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Steve Oualline's clear, easy-going writing style and hands-on approach to learning make "Practical C++ Programming a nearly painless way to master this complex but powerful programming language.

Learn how to perform data analysis with the R language and software environment, even if you have little or no programming experience. With the tutorials in this hands-on guide, you'll learn how to use the essential R tools you need to know to analyze data, including data types and programming concepts. The second half of Learning R shows you real data analysis in action by covering everything from importing data to publishing your results. Each chapter in the book includes a quiz on what you've learned, and concludes with exercises, most of which involve writing R code. Write a simple R program, and discover what the language can do Use data types such as vectors, arrays, lists, data frames, and strings Execute code conditionally or repeatedly with branches and loops Apply R add-on packages, and package your own work for others Learn how to clean data you import from a variety of sources Understand data through visualization and summary statistics Use statistical models to pass quantitative judgments about data and make predictions Learn what to do when things go wrong while writing data analysis code

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