

Object Thinking David West

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers—including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

Success, in both business and IT, is increasingly dependent on design thinking. This book provides an understanding of design, how "artistic" design can, and must complement, engineering design if contemporary design challenges are to be met. This book provides both a conceptual foundation and concrete practices; allowing any organization and any project or product to fully utilize the benefits of great design.

Rita, Dan, Max and Ted are on the move in Trucknaut! Kids will have hands-on fun with a movable part on each spread! Swing Wrecker Rosie's wrecking ball, spin Monster Truck Max's wheel, dump gravel from Dump Truck Dan's bed, and move Tow Truck Ted's hook up and down as he saves a good friend!

Everything about Sarah Bernhardt is fascinating, from her obscure birth to her glorious career—reaching the very nature of her art—to her amazing (and highly public) romantic life, to her indomitable spirit. Well into her seventies, after the amputation of her leg, she was performing under bombardment for soldiers during World War I and toured America for the ninth time. Though the Bernhardt literature is vast, this is the first English-language biography to appear in decades, tracking the trajectory through which an illegitimate—and scandalous—daughter of a Jewish courtesan transformed herself into the most famous actress who ever lived, and into a national icon, a symbol of France.—From publisher description.

The Object-Oriented Thought Process

On the Frailty of Human Bonds

Chromophobia

Object-Oriented and Classical Software Engineering

A Novel About the History of Philosophy

Adaptive Code

Scores of talented and dedicated people serve the forensic science community, performing vitally important work. However, they are often constrained by lack of adequate resources, sound policies, and national support. It is clear that change and advancements, both systematic and scientific, are needed in a number of forensic science disciplines to ensure the reliability of work, establish enforceable standards, and promote best practices with consistent application. Strengthening Forensic Science in the United States: A Path Forward provides a detailed plan for addressing these needs and suggests the creation of a new government entity, the National Institute of Forensic Science, to establish and enforce standards within the forensic science community. The benefits of improving and regulating the forensic science disciplines are clear: assisting law enforcement officials, enhancing homeland security, and reducing the risk of wrongful conviction and exoneration. Strengthening Forensic Science in the United States gives a full account of what is needed to advance the forensic science disciplines, including upgrading of systems and organizational structures, better training, widespread adoption of uniform and enforceable best practices, and mandatory certification and accreditation programs. While this book provides an essential call-to-action for congress and policy makers, it also serves as a vital tool for law enforcement agencies, criminal prosecutors and attorneys, and forensic science educators.

You want increased customer satisfaction, faster development cycles, and less wasted work. Domain-driven design (DDD) combined with functional programming is the innovative combo that will get you there. In this pragmatic, down-to-earth guide, you'll see how applying the core principles of functional programming can result in software designs that model real-world requirements both elegantly and concisely - often more so than an object-oriented approach. Practical examples in the open-source F# functional language, and examples from familiar business domains, show you how to apply these techniques to build software that is business-focused, flexible, and high quality. Domain-driven design is a well-established approach to designing software that ensures that domain experts and developers work together effectively to create high-quality software. This book is the first to combine DDD with techniques from statically typed functional programming. This book is perfect for newcomers to DDD or functional programming - all the techniques you need will be introduced and explained. Model a complex domain accurately using the F# type system, creating composable code that is also readable documentation—ensuring that the DDD and design never get out of sync. Encode business rules in the design so that you have "compile-time unit tests," and eliminate many potential bugs by making illegal states unrepresentable. Assemble a series of small, testable functions into a complete use case, and compose these individual scenarios into a large-scale design. Discover why the tools of functional programming and DDD leads naturally to service-oriented and hexagonal architectures. Finally, create a functional domain model that works with traditional databases, NoSQL, and event stores, and safely expose your domain via a website or API. Solve real problems by focusing on real-world requirements for your software. What You Need: The code in this book is designed to be run interactively on Windows, Mac, and Linux. You will need a recent version of F# (4.0 or greater), and the appropriate .NET runtime for your platform. Full installation instructions for all platforms at fsharp.org.

Classical and Object-Oriented Software Engineering, 5/e is designed for an introductory software engineering course. This book provides an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques.Schach's unique organization and style makes it excellent for use in a classroom setting. It presents the underlying software engineering theory in Part I and follows it up with the more practical life-cycle material in Part II. Many software engineering books are more like reference books, which do not provide the appropriate fundamentals before inundating students with implementation details.In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of "How To" boxes and greater implementation detail in the case study. Additionally, the new edition contains the references to the most current literature and includes an overview of extreme programming.The website in this edition will be more extensive. It will include Solutions, PowerPoints that incorporate lecture notes, newly developed self-quiz questions, and source code for the term project and case study.

Should governments be involved in economic affairs? Challenging prevailing wisdom about the benefits of self-regulating markets, Nina Bandelj and Elizabeth Sowers offer a uniquely sociological perspective to emphasize that states can never be divorced from economy. From defining property rights and regulating commodification of labor to setting corporate governance standards and international exchange rules, the state continuously manages the functioning of markets and influences economic outcomes for individuals, firms and nations. The authors bring together classical interventions and cutting-edge contemporary research in economic sociology to discuss six broad areas of economy/state connection: property, money, labor, firms, national economic growth, and global economic exchange. A wealth of empirical examples and illustrations reveals that even if the nature of state influence on economy varies across contexts, it is always dependent on social forces. This accessible and engaging book will be essential reading for upper-level students of economic sociology, and those interested in the major economic dilemmas of our times. .

The Geography of Thought

Junior Objects

Tackle Software Complexity with Domain-Driven Design and F#

American Amnesia and the Violent Pursuit of Happiness

Economy and State

Elegant Objects

THIS TEXTBOOK is about computer science. It is also about Python. However, there is much more. The study of algorithms and data structures is central to understanding what computer science is all about. Learning computer science is not unlike learning any other type of difficult subject matter. The only way to be successful is through deliberate and incremental exposure to the fundamental ideas. A beginning computer scientist needs practice so that there is a thorough understanding before continuing on to the more complex parts of the curriculum. In addition, a beginner needs to be given the opportunity to be successful and gain confidence. This textbook is designed to serve as a text for a first course on data structures and algorithms, typically taught as the second course in the computer science curriculum. Even though the second course is considered more advanced than the first course, this book assumes you are beginners at this level. You may still be struggling with some of the basic ideas and skills from a first computer science course and yet be ready to further explore the discipline and continue to practice problem solving. We cover abstract data types and data structures, writing algorithms, and solving problems. We look at a number of data structures and solve classic problems that arise. The tools and techniques that you learn here will be applied over and over as you continue your study of computer science.

This book tells the story of the rich military history of the nineteenth century. It takes a fresh approach, making novel links with conflict and coercion, and moving away from teleological analysis. Naval developments and warfare are included, as are social and cultural dimensions of military activity. Leading military historian Jeremy Black offers the reader a twenty-first century approach to this period, particularly through his focus on the dynamic drive provided by different forms of military goals, or "tasking". This allows echoes with modern warfare to come to the fore and provides a fuller understanding of a period sometimes considered solely as background to the total war of 1914-45. Alongside state-to-state warfare and the move toward "total war", Black's emphasis on different military goals gives due weight to trans-oceanic conflict at the expense of non-Europeans. Internal, internal and asymmetric war are all considered, ranging from local insurgencies to imperial expeditions, and provide a deliberate shift from Western-centricity. At the very cutting edge of its field, this book is a must read for all students and scholars of military history and its related disciplines.

"A triumphant story for anyone with a shred of faith left in the human spirit. . . .—David McGlynn, author of One Day You " I Thank Me What If the end times allowed people to see and build the world anew? This is the landscape that Kimi Eisele creates in her surprising and original debut novel. Evoking the spirit of such monumental love stories as Cold Mountain and the creative vision of novels like Station Eleven, The Lightest Object in the Universe imagines what happens after the global economy collapses and the electrical grid goes down. In this new world, Carson, on the East Coast, is desperate to find Beatrix, a woman on the West Coast who holds his heart. Working his way along a cross-country railroad line, he encounters lost souls, clever opportunists, and those who believe they " I be saved by an evangelical preacher in the middle of the country. While Carson travels west, Beatrix and her neighbors begin to construct the kind of cooperative community that suggests the end could be, in fact, a bright beginning. Without modern means of communication, will Beatrix and Carson find their way to each other, and what will be left of the old world if they do? The answers may lie with a fifteen-year-old girl who could ultimately decide the fate of the lovers. The Lightest Object in the Universe is a moving and hopeful story about resilience and adaptation and a testament to the power of community, where our best traits, born of necessity, can begin to emerge.

Help children of all learning styles and strengths improve their critical thinking skills with these creative, cross-curricular activities. Each engaging activity focuses on skills such as recognizing and recalling, evaluating, and analyzing.

The Master and His Emissary

On the Move!

The Object-Oriented Thought Process

An Agile Primer Using Ruby

Machine Habitus

Object Thinking

In this important new book the renowned historian Serge Gruzinski returns to two episodes in the sixteenth century which mark a decisive stage in global history and show how China and Mexico experienced the expansion of Europe. In the early 1520s, Magellan set sail for Asia by the Western route, Cortes seized Mexico and some Portuguese based in Malacca dreamed of colonizing China. The Aztec Eagle was destroyed but the Chinese Dragon held strong and repelled the invaders - after first seizing their cannon. For the first time, people from three continents encountered one other, confronted one other and their lives became entangled. These events were of great interest to contemporaries and many people at the time grasped the magnitude of what was going on around them. The Iberians succeeded in America and failed in China. The New World became inseparable from the Europeans who were to conquer it, while the Celestial Empire became, for a long time to come, an unattainable goal. Gruzinski explores this encounter between civilizations that were different from one another but that already fascinated contemporaries, and he shows that our world today bears the mark of this distant age. For it was in the sixteenth century that human history began to be played out on a global stage. It was then that connections between different parts of the world began to accelerate, not only between Europe and the Americas but also between Europe and China. This is what is revealed by a global history of the sixteenth century, conceived as another way of reading the Renaissance, less Eurocentric and more in tune with our age.

"Head First Object Oriented Analysis and Design is a refreshing look at subject of OOAD. What sets this book apart is its focus on learning. The authors have made the content of OOAD accessible, usable for the practitioner." Ivar Jacobson, Ivar Jacobson Consulting "I just finished reading HF OOA&D and I loved it! The thing I liked most about this book was its focus on why we do OOA&D-to write great software!" Kyle Brown, Distinguished Engineer, IBM "Hidden behind the funny pictures and crazy fonts is a serious, intelligent, extremely well-crafted presentation of OO Analysis and Design. As I read the book, I felt like I was looking over the shoulder of an expert designer who was explaining to me what issues were important at each step, and why." Edward Sciore,Associate Professor, Computer Science Department, Boston College Tired of reading Object Oriented Analysis and Design books that only makes sense after you're an expert? You've heard OOA&D can help you write great software every time—software that makes your boss happy, your customers satisfied and gives you more time to do what makes you happy. But how? Head First Object-Oriented Analysis & Design shows you how to analyze, design, and write serious object-oriented software: software that's easy to reuse, maintain, and extend; software that doesn't hurt your head; software that lets you add new features without breaking the old ones. Inside you will learn how to: Use OO principles like encapsulation and delegation to build applications that are flexible Apply the Open-Closed Principle (OCP) and the Single Responsibility Principle (SRP) to promote reuse of your code Leverage the power of design patterns to solve your problems more efficiently Use UML, use cases, and diagrams to ensure that all stakeholders arecommunicating clearly to help you deliver the right software that meets everyone's needs. By exploiting how your brain works, Head First Object-Oriented Analysis & Design compresses the time it takes to learn and retain complex information. Expect to have fun, expect to learn, expect to be writing great software consistently by the time you're finished reading this!

Social capital is a principal concept across the social sciences and has readily entered into mainstream discourse. In short, it is popular. However, this popularity has taken its toll. Social capital suffers from a lack of consensus because of the varied ways it is measured, defined, and deployed by different researchers. It has been put to work in ways that stretch and confuse its conceptual value, blurring the lines between networks, trust, civic engagement, and any type of collaborative action. This clear and concise volume presents the diverse theoretical approaches of scholars from Marx, Coleman, and Bourdieu to Putnam, Fukuyama, and Lin, carefully analyzing their commonalities and differences. Joomo Son categorizes this wealth of work according to whether its focus is on the necessary preconditions for social capital, its structural basis, or its production. He distinguishes between individual and collective social capital (from shared resources of a personal network to pooled assets of a whole society), and interrogates the practical impact social capital has had in various policy areas (from health to economic development). Social Capital will be of immense value to readers across the social sciences and practitioners in relevant fields seeking to understand this mercurial concept.

One day Sophie comes home from school to find two questions in her mail: "Who are you?" and "Where does the world come from?" Before she knows it she is enrolled in a correspondence course with a mysterious philosopher. Thus begins Jostein Gaarder's unique novel, which is not only a mystery, but also a complete and entertaining history of philosophy.

The Lightest Object in the Universe

The Second Media Age

Sophie's World

The Divided Brain and the Making of the Western World, Second Edition

1800-1914

The Life of Sarah Bernhardt

This lavishly illustrated and comprehensive volume is the first devoted entirely to the subject of Irish furniture and woodwork. It provides a detailed survey—encompassing everything from medieval choir stalls to magnificent drawing-room suites for the great houses—from earliest times to the end of the eighteenth century. The first part of the book presents a chronological history, illustrated with superb examples of Irish furniture and interior carving. In a lively text, the Knight of Glin and James Peill consider a broad range of topics, including a discussion of the influence of Irish craftsmen in the colonies of America. The second part of the book is a fascinating pictorial catalogue of different types of surviving furniture, including chairs, stools, baroque sideboards, elegant tea and games tables, bookcases, and mirrors. The book also features an index of Irish furniture-makers and craftsmen of the eighteenth century, compiled from Dublin newspaper advertisements and other contemporary sources.

Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, Visual Basic .NET, Ruby, Objective-C, and Swift. Objects also form the basis for many web technologies such as JavaScript, Python, and PHP. It is of vital importance to learn the fundamental concepts of object orientation before starting to use object-oriented development environments. OOP promotes good design practices, code portability, and reuse—but it requires a shift in thinking to be fully understood. Programmers new to OOP should resist the temptation to jump directly into a particular programming language or a modeling language, and instead first take the time to learn what author Matt Weisfeld calls "the object-oriented thought process." Written by a developer for developers who want to improve their understanding of object-oriented technologies, The Object-Oriented Thought Process provides a solutions-oriented approach to object-oriented programming. Readers will learn to understand the proper uses of inheritance and composition, the difference between aggregation and association, and the important distinction between interfaces and implementations. While programming technologies have been changing and evolving over the years, object-oriented concepts remain a constant — no matter what the platform. This revised edition focuses on the OOP technologies that have survived the past 20 years and remain at its core, with new and expanded coverage of design patterns, avoiding dependencies, and the SOLID principles to help make software designs understandable, flexible, and maintainable.

Write code that can adapt to changes. By applying this book's principles, you can create code that accommodates new requirements and unforeseen scenarios without significant rewrites. Gary McLean Hall describes Agile best practices, principles, and patterns for designing and writing code that can evolve more quickly and easily, with fewer errors, because it doesn't impeed change. Now revised, updated, and expanded, Adaptive Code, Second Edition adds indispensable practical insights on Kanban, dependency injection, and creating reusable abstractions. Drawing on over a decade of Agile consulting and development experience, McLean Hall has updated his best-seller with deeper coverage of unit testing, refactoring, pure dependency injection, and more. Master powerful new ways to: • Write code that enables and complements SCRUM, Kanban, or any other Agile framework • Develop code that can survive major changes in requirements • Plan for adaptability by using dependencies, layering, interfaces, and design patterns • Perform unit testing and refactoring in tandem, gaining more value from both • Use the "golden master" technique to make legacy code adaptive • Build SOLID code with single-responsibility, open/closed, and Liskov substitution principles • Create smaller interfaces to support more-diverse client and architectural needs • Leverage dependency injection best practices to improve code adaptability • Apply dependency inversion with the Stairway pattern, and avoid related anti-patterns About You This book is for programmers of all skill levels seeking more-practical insight into design patterns, SOLID principles, unit testing, refactoring, and related topics. Most readers will have programmed in C#, Java, C++, or similar object-oriented languages, and will be familiar with core procedural programming techniques.

This chronicle of daily life at the US Military Academy is "a fascinating, funny and tremendously well written account of life on the Long Gray Line" (Time). In 1998, West Point made an unprecedented offer to Rolling Stone writer David Lipsky: Stay at the Academy as long as you like, go wherever you wish, talk to whomever you want, to discover why some of America's most promising young people sacrifice so much to become cadets. Lipsky followed one cadet class into mess halls, barracks, classrooms, bars, and training exercises, from arrival through graduation. By telling their stories, he also examines the Academy as a reflection of our society: Are its principles of equality, patriotism, and honor still as relevant as they were when Theodore Roosevelt called it the most "absolutely American" institution? During an eventful four years in West Point's history, Lipsky witnesses the arrival of TVs and phones in dorm rooms, the end of hazing, and innumerable other shifts in policy and practice. He uncovers previously unreported scandals and poignantly evokes the aftermath of September 11, when cadets must prepare to become officers in wartime. Lipsky also meets some extraordinary people: a former Eagle Scout who struggles with every facet of the program, from classwork to marching; a foul-mouthed party animal who hates the military and came to West Point to play football; a farm-raised kid who seems to be the perfect soldier, despite his affection for the early work of Georgia O'Keeffe; and an exquisitely turned-out female cadet who aspires to "a career in hair and nails" after the Army. The result is, in the words of David Brooks in the New York Times Book Review, "a superb description of modern military culture, and one of the most gripping accounts of university life I have read. . . . How teenagers get turned into leaders is not a simple story, but it is wonderfully told in this book."

Strengthening Forensic Science in the United States

Political Power in the Age of Oil

Microsoft Object Thinking

Design Thinking

Woodwork and Carving in Ireland from the Earliest Times to the Act of Union

Irish Furniture

Who commonly think of society as made of and by humans, but with the proliferation of machine learning and AI technologies, this is clearly no longer the case. Billions of automated systems tacitly contribute to the social construction of reality by drawing algorithmic distinctions between the visible and the invisible, the relevant and the irrelevant, the likely and the unlikely – on and beyond platforms. Drawing on the work of Pierre Bourdieu, this book develops an original sociology of algorithms as social agents, actively participating in social life. Through a wide range of examples, Massimo Airoidi shows how society shapes algorithmic code, and how this culture in the code guides the practical behaviour of the code in the culture, shaping society in turn. The "machine habitus" is the generative mechanism at work throughout myriads of feedback loops linking humans with artificial social agents, in the context of digital infrastructures and pre-digital social structures. Machine Habitus will be of great interest to students and scholars in sociology, media and cultural studies, science and technology studies and information technology, and to anyone interested in the growing role of algorithms and AI in our social and cultural life.

Will tomorrow's wars be dominated by autonomous drones, land robots and warriors wired into a cybernetic network which can read their thoughts? Will war be fought with greater or lesser humanity? Will it be played out in cyberspace and further afield in Low Earth Orbit? Or will it be fought more intensely still in the sprawling cities of the developing world, the grim black holes of social exclusion on our increasingly unequal planet? Will the Great Powers reinvent conflict between themselves or is war destined to become much 'smaller' both in terms of its actors and the beliefs for which they will be willing to kill? In this illuminating new book Christopher Coker takes us on an incredible journey into the future of warfare. Focusing on contemporary trends that are changing the nature and dynamics of armed conflict, he shows how conflict will continue to evolve in ways that are unlikely to render our century any less bloody than the last. With insights from philosophy, cutting-edge scientific research and popular culture, Future War is a compelling and thought-provoking meditation on the shape of war to come.

TL;DR Object-oriented programming is a mess. However, if you want to find a good job, you have to use it. This book will help you learn it, from scratch. Also, it will point you to all necessary topics in software engineering that you need to learn before you call yourself a senior software developer.

IN OBJECT THINKING, esteemed object technologist David West contends that the mindset makes the programmer--not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization--on thinking--rather than formal process and methods. Both provocative and pragmatic, this book gives form to what's primarily been an oral tradition among the field's revolutionary thinkers--and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in xExtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice.

Naked Objects

Four Years at West Point

A Path Forward

Social Capital

A Novel

War in the Nineteenth Century

The Complete Guide to Writing Maintainable, Manageable, Pleasing, and Powerful Object-Oriented Applications Object-oriented programming languages exist to help you create beautiful, straightforward applications that are easy to change and simple to extend. Unfortunately, the world is awash with object-oriented (OO) applications that are difficult to understand and expensive to change. Practical Object-Oriented Design, Second Edition, immerses you in an OO mindset and teaches you powerful, real-world, object-oriented design techniques with simple and practical examples. Samedt Manifesto demonstrates how to build new applications that can "survive success" and repair existing applications that have become impossible to change. Each technique is illustrated with extended examples in the easy-to-understand Ruby programming language, all downloadable from the companion website, [poodr.com](#). Fully updated for Ruby 2.5, this guide shows how to Decide what belongs in a single class. Avoid entangling objects that should be kept separate Define flexible interfaces among objects Reduce programming overhead costs with duck typing Successfully apply inheritance Build objects via composition Whatever your previous object-oriented experience, this concise guide will help you achieve the superior outcomes you're looking for. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Batchelor coins the term "chromophobia"--a fear of corruption or contamination through color--in a meditation on colour in western culture. Batchelor analyzes the history of, and the motivations behind, chromophobia, from its beginnings through examples of nineteenth-century literature, twentieth-century architecture and film to Pop art, minimalism and the art and architecture of the present day. He argues that there is a tradition of resistance to colour in the West, exemplified by many attempts to purge color from art, literature and architecture. Batchelor seeks to analyze the motivations behind chromophobia, considering the work of writers and philosophers who have used color as a significant motif, and offering new interpretations of familiar texts and works of art.

A new edition of this title is available, ISBN-10: 0672330164 ISBN-13: 9780672330162 The Object-Oriented Thought Process, Second Edition will lay the foundation in object-oriented concepts and then explain how various object technologies are used. Author Matt Weisfeld introduces object-oriented concepts, then covers abstraction, public and private classes, reusing code, and developing frameworks. Later chapters cover building objects that work with XML, databases, and distributed systems (including EJBs, .NET, Web Services and more). Throughout the book Matt uses UML, the standard language for modeling objects, to provide illustration and examples of each concept.

TL;DR Compound variable names, validators, private static literals, configurable objects, inheritance, annotations, MVC, dependency injection containers, reflection, ORM and even algorithms are our enemies.

A Brain Friendly Guide to OOA&D

An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests

Statebuilding

Looking for the Good War

Engaging Activities and Reproducibles to Develop Kids' Higher-level Thinking Skills

Carbon Democracy

"Naked Objects is the embodiment of the Agile movement: lean, elegant, user-focused, and with testing built in. Reduce a problem to its bare essentials, code it up with no extra fluff, then ship it out. Naked Objects brings programming back to its real purpose: expressing and solving business problems." Dave Thomas, co-author, The Agile Manifesto and The Pragmatic Programmer "I believe that this could be a landmark book. Naked Objects may well herald the next major evolution in the way systems are presented to end users, and how they're developed. Naked Objects adds near-instant prototyping to the business modeller's toolbox." Oliver Sims, co-author, Business Component Factory "A well-written description of a radical new approach to OO programming." James W Cooper, IBM T J Watson Research Center "Naked Objects is a bold approach. If you want to push the envelope and let end-users access their business objects without cluttered interfaces, read this book." Rebecca Wirfs-Brock, co-author, Object Design An object should completely model the behaviour of that which it represents. This principle of 'behaviourally complete' objects is the driving force behind this book. Naked Objects is a Java-based open source framework that exposes behaviourally complete business objects such as Customer, Product and Order, directly to the user - without the need for scripts, controllers or even dialog boxes in between. The resulting systems are empowering for the user and immensely agile. With Naked Objects the user presentation is generated automatically from the business object definitions, so you need never write another line of code for a user interface again! This book, written for business object modellers and Java developers, includes: an introduction to designing systems from naked objects a tutorial on programming with the Naked Objects framework a lightweight methodology case studies on business applications

Major New York Times bestseller Winner of the National Academy of Sciences Best Book Award in 2012 Selected by the New York Times Book Review as one of the ten best books of 2011 A Globe and Mail Best Books of the Year 2011 Title One of The Economist's 2011 Books of the Year One of The Wall Street Journal's Best Nonfiction Books of the Year 2011 2013 Presidential Medal of Freedom recipient Kahneman's work with Amos Tversky is the subject of Michael Lewis's The Undoing Project: A Friendship That Changed Our Minds In the international bestseller, Thinking, Fast and Slow, Daniel Kahneman, the renowned psychologist and winner of the Nobel Prize in Economics, takes us on a groundbreaking tour of the mind and explains the two systems that drive the way we think. System 1 is fast, intuitive, and emotional; System 2 is slower, more deliberative, and more logical. The impact of overconfidence on corporate strategies, the difficulties of predicting what will make us happy in the future, the profound effect of cognitive biases on everything from playing the stock market to planning our next vacation—each of these can be understood only by knowing how the two systems shape our judgments and decisions. Engaging the reader in a lively conversation about how we think, Kahneman reveals where we can and cannot trust our intuitions and how we can tap into the benefits of slow thinking. He offers practical and enlightening insights into how choices are made in both our business and our personal lives—and how we can avoid common mistakes. A towering work of genius, Thinking, Fast and Slow is destined to be a classic. A new edition of the bestselling classic — published with a special introduction to mark its 10th anniversary. This pioneering account sets out to understand the structure of the human brain — the place where mind meets matter. Until recently, the left hemisphere of our brain has been seen as the 'rational' side, the superior partner to the right. But this is distinction true? Drawing on a vast body of experimental research, Iain McGilchrist argues while our left brain makes for a wonderful servant, it is a very poor master. As he shows, it is the right side which is the more reliable and insightful. Without it, our world would be mechanistic — stripped of depth, colour and value.

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81 Fresh & Fun Critical-thinking Activities

Agile coding with design patterns and SOLID principles

The Daily Show (The Book)

Globalization and European Dreams of Conquest in China and America in the Sixteenth Century

Toward a Sociology of Algorithms

Domain Modeling Made Functional

After civil wars end, what can sustain peace in the long-term? In particular, how can outsiders facilitate durable conflict-managing institutions through statebuilding – a process that historically has been the outcome of bloody struggles to establish the state's authority over warlords, traditional authorities, and lawless territories? In this book, Timothy Sisk explores international efforts to help the world's most fragile post-civil war countries today build viable states that can provide for security and deliver the basic services essential for development. Tracing the historical roots of statebuilding to the present day, he demonstrates how the United Nations, leading powers, and well-meaning donors have engaged in statebuilding as a strategic approach to peacebuilding after war. Their efforts are informed by three key objectives: to enhance security by preventing war recurrence and fostering community and human security; to promote development through state provision of essential services such as water, sanitation, and education; to enhance human rights and democracy, reflecting the liberal international order that reaffirms the principles of democracy and human rights. . Improving governance, alongside the state's ability to integrate social differences and manage conflicts over resources, identity, and national priorities, is essential for long-term peace. Whether the global statebuilding enterprise can succeed in creating a world of peaceful, well-governed, development-focused states is unclear. But the book concludes with a road map toward a better global regime to enable peacebuilding and development-oriented statebuilding into the 21st century.

Oil is the heart of 20th century history—and of the political and environmental crises we now face. . . .—Guardian Oil is a curse, it is often said, that condemns the countries producing it to an existence defined by war, corruption and enormous inequality. Carbon Democracy tells a more complex story, arguing that no nation escapes the political consequences of our collective dependence on oil: it shapes the body politic both in regions such as the Middle East, which rely upon revenues from oil production, and in the places that have the greatest demand for energy. Timothy Mitchell begins with the history of coal power to tell a radical new story about the rise of democracy. Coal was a source of energy so open to disruption that oligarchies in the West became vulnerable for the first time to mass demands for democracy. In the mid-twentieth century, however, the development of cheap and abundant energy from oil, most notably from the oil-based forms of modern democracy politics have become unsustainable. Foreign intervention and military rule are faltering in the Middle East, while governments everywhere appear incapable of addressing the crises that threaten to end the age of carbon democracy—the disappearance of cheap energy and the carbon-fueled collapse of the ecological order. In making the production of energy the central force shaping the democratic age, Carbon Democracy rethinks the history of energy, the politics of nature, the theory of democracy, and the place of the Middle East in our common world.

"The most visible bond is subtle to its last words. . . . A stirring indictment of American sentimentality about war." —Robert G. Kaiser, The Washington Post In Looking for the Good War, Elizabeth D. Samet reexamines the literature, art, and culture that emerged after World War II, bringing her expertise as a professor of English at West Point to bear on the complexity of the postwar period in national life. She exposes the confusion about American identity that was expressed during and immediately after the war, and the deep national ambivalence toward war, violence, and veterans—all of which were suppressed in subsequent decades by a dangerously sentimental attitude toward the United States. " . . . exceptional " history and destiny. Samet finds the war's ambivalent legacy in some of its most heavily mythologized figures: the war correspondent epitomized by Ernie Pyle, the character of the erstwhile G.I. turned either cop or criminal in the pulp fiction and feature films of the late 1940s, the disaffected Civil War veteran who looms so large on the screen in the Cold War Western, and the resurgent military hero of the post-Vietnam period. Taken together, these figures reveal key elements of postwar attitudes toward violence, liberty, and nation—attitudes that have shaped domestic and foreign policy and that respond in various ways to various assumptions about national identity and purpose established or affirmed by World War II. As the United States reassesses its roles in Afghanistan and the Middle East, the time has come to rethink our national mythology: the way that World War II shaped our sense of national destiny, our beliefs about the use of American military force throughout the world, and our inability to accept the realities of the twenty-first century's decades of devastating conflict.

This book is about the central figure of our contemporary, "liquid modern" times – the man or woman with no bonds, and particularly with none of the fixed or durable bonds that would allow the effort of self-definition and self-assertion to come to a rest. Having no permanent bonds, the denizen of our liquid modern society must tie whatever bonds they can to engage with others, using the fluid and elastic bonds of the liquid modern. But none of these bonds are guaranteed to last. Moreover, they must be tied loosely so that they can be untied again, quickly and as effortlessly as possible, when circumstances change – as they surely will in our liquid modern society, over and over again. The uncanny frailty of human bonds, the feeling of insecurity that frailty inspires, and the conflicting desires to tighten the bonds yet keep them loose, are the principal themes of this important new book by Zygmunt Bauman, one of the most original and influential social thinkers of our time. It will be of great interest to students and scholars in sociology and in the social sciences and humanities generally, and it will appeal to anyone interested in the changing nature of human relationships.

Sarah

Problem Solving with Algorithms and Data Structures Using Python

Practical Object-Oriented Design

The Eagle and the Dragon

Thinking, Fast and Slow

Head First Object-Oriented Analysis and Design

This book examines the implications of new communication technologies in the light of the most recent work in social and cultural theory and argues that new developments in electronic media, such as the Internet and Virtual Reality, justify the designation of a "second media age".

When Richard Nisbett showed an animated underwater scene to his American students, they zeroed in on a big fish swimming among smaller fish. Japanese subjects, on the other hand, made observations about the background environment...and the different "seemings" are a clue to profound underlying cognitive differences between Westerners and East Asians. As Professor Nisbett shows in The Geography of Thought people actually think - and even see - the world differently, because of differing ecologies, social structures, philosophies, and educational systems that date back to ancient Greece and China, and that have survived into the modern world. As a result, East Asian thought is "holistic" - drawn to the perceptual field as a whole, and to relations among objects and events within that field. By comparison to Western modes of reasoning, East Asian thought relies far less on categories, or on formal logic; it is fundamentally dialectic, seeking a "middle way" between opposing thoughts. By contrast, Westerners focus on salient objects or people, use abstractions to assign them to categories, and apply rules of formal logic to understand their behaviour.

Absolutely American

