

Discovering Modern C An Intensive Course For Scientists Engineers And Programmers C In Depth

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High-impact Educational Practices - George D. Kuh 2008

Electrodynamics - Masud Chaichian 2016-10-31

This book is devoted to the fundamentals of classical electrodynamics, one of the most beautiful and productive theories in physics. A general survey on the applicability of physical theories shows that only few theories can be compared to electrodynamics. Essentially, all electric and electronic devices used around the world are based on the theory of electromagnetism. It was Maxwell who created, for the first time, a unified description of the electric and magnetic phenomena in his electromagnetic field theory. Remarkably, Maxwell's theory contained in itself also the relativistic invariance of the special relativity, a fact which was discovered only a few decades later. The present book is an outcome of the authors' teaching experience over many years in different countries and for different students studying diverse fields of physics. The book is intended for students at the level of undergraduate and graduate studies in physics, astronomy, engineering, applied mathematics and for researchers working in related subjects. We hope that the reader will not only acquire knowledge, but will also grasp the beauty of theoretical physics. A set of about 130 solved and proposed problems shall help to attain this aim.

Principles and Practice in Second Language Acquisition - Stephen D. Krashen 1982

The present volume examines the relationship between second language practice and what is known about the process of second language acquisition, summarising the current state of second language acquisition theory, drawing general conclusions about its application to methods and materials and describing what characteristics effective materials should have. The author concludes that a solution to language teaching lies not so much in expensive equipment, exotic new methods, or sophisticated language analysis, but rather in the full utilisation of the most important resources - native speakers of the language - in real communication.

C++ Core Guidelines Explained - Rainer Grimm 2022-03-25

C++ expert instructor Rainer Grimm offers accessible, practical coverage of the Core Guidelines that offer the most value to students learning the C++ programming language. Offering new insights, indispensable context, and proven C++ examples drawn from his courses and seminars, Grimm helps students get more value from the guidelines. The wide-ranging coverage of this text addresses C++ programming philosophy, interfaces, functions, classes, class hierarchies, enumerations, resource management, expressions, statements, performance, concurrency, error handling, constants, immutability, templates, generic programming, C-style programming, source files, the Standard Library, and more. Each section links to the original standard online, and wherever appropriate, Grimm previews advances from C++20 and C++23. With Grimm, students can use the C++ Core Guidelines to write C++ code that is more consistent, robust, and well-performing.

Discovering Tuberculosis - Christian W. McMillen 2015-06-28

Tuberculosis is one of the world's deadliest infectious diseases, killing nearly two million people every year—more now than at any other time in history. While the developed world has nearly forgotten about TB, it continues to wreak havoc across much of the globe. In this interdisciplinary study of global efforts to control TB, Christian McMillen examines the disease's remarkable staying power by offering a probing look at key locations, developments, ideas, and medical successes and failures since 1900. He explores TB and race in east Africa, in South Africa, and on Native American reservations in the first half of the twentieth century, investigates the unsuccessful search for a vaccine, uncovers the origins of drug-resistant tuberculosis in Kenya and

elsewhere in the decades following World War II, and details the tragic story of the resurgence of TB in the era of HIV/AIDS. Discovering Tuberculosis explains why controlling TB has been, and continues to be, so difficult.

Scientific and Engineering C++ - John J. Barton 1994

Scientific and Engineering C++ brings the power of C++ to science and engineering programming. Highlights: builds on knowledge of both FORTRAN and C, the languages most familiar to scientists and engineers; systematically treats object-oriented programming, templates, and the C++ type system; relates the C++ programming process to expressing commonality in the design and implementation of programs; describes how to use existing FORTRAN and C subroutine libraries to implement C++ classes; introduces advanced techniques coordinating templates, inheritance, virtual function interfaces, and exceptions in substantive examples; provides examples, including an extensive family of array classes, smart pointers, class wrappers for LAPACK, classes for abstract algebra and dimensional analysis, function objects, exploiting existing C and FORTRAN libraries, automatic differentiation, and data analysis via nonlinear least squares using the singular value decomposition; and references key sources of new programming ideas and C++ programming techniques. Scientific and Engineering C++ will help engineers and scientists fluent in FORTRAN or C; professional programmers using C or C++ who are looking for a new, systematic discussion of C++ for object-oriented programming; and advanced programmers who are interested in sophisticated C++ programming techniques.

C++ Template Metaprogramming - David Abrahams 2005

This book explains what metaprogramming is and how it is best used. It provides the foundation you'll need to use the template metaprogramming effectively in your own work. This book is aimed at any programmer who is comfortable with idioms of the Standard Template Library (STL). C++ power-users will gain a new insight into their existing work and a new fluency in the domain of metaprogramming. Intermediate-level programmers who have learned a few advanced template techniques will see where these tricks fit in the big picture and will gain the conceptual foundation to use them with discipline. Programmers who have caught the scent of metaprogramming, but for whom it is still mysterious, will finally gain a clear understanding of how, when, and why it works. All readers will leave with a new tool of unprecedented power at their disposal - the Boost Metaprogramming Library.

C++ Primer - Stanley Lippman 2012-08-06

Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and

program design techniques Understand the “rationale behind the rules”: why C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you’ve learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

Discovering Modern C++ - Peter Gottschling 2015-12-24

As scientific and engineering projects grow larger and more complex, it is increasingly likely that those projects will be written in C++. With embedded hardware growing more powerful, much of its software is moving to C++, too. Mastering C++ gives you strong skills for programming at nearly every level, from "close to the hardware" to the highest-level abstractions. In short, C++ is a language that scientific and technical practitioners need to know. Peter Gottschling's *Discovering Modern C++* is an intensive introduction that guides you smoothly to sophisticated approaches based on advanced features. Gottschling introduces key concepts using examples from many technical problem domains, drawing on his extensive experience training professionals and teaching C++ to students of physics, math, and engineering. This book is designed to help you get started rapidly and then master increasingly robust features, from lambdas to expression templates. You'll also learn how to take advantage of the powerful libraries available to C++ programmers: both the Standard Template Library (STL) and scientific libraries for arithmetic, linear algebra, differential equations, and graphs. Throughout, Gottschling demonstrates how to write clear and expressive software using object orientation, generics, metaprogramming, and procedural techniques. By the time you're finished, you'll have mastered all the abstractions you need to write C++ programs with exceptional quality and performance.

Advanced C++ Programming Cookbook - Dr. Rian Quinn 2020-01-30

A recipe-based guide to refining your C++ programming skills with the help of coding best practices, advanced programming concepts, and the latest features of C++17 and C++20 Key Features Learn how to develop and design your own libraries Find solutions to your app development problems and implement them in a highly reusable manner, following library development best practices Explore advanced C++ features such as containers, coroutines, and modules Book Description If you think you've mastered C++ and know everything it takes to write robust applications, you'll be in for a surprise. With this book, you'll gain comprehensive insights into C++, covering exclusive tips and interesting techniques to enhance your app development process. You'll kick off with the basic principles of library design and development, which will help you understand how to write reusable and maintainable code. You'll then discover the importance of exception safety, and how you can avoid unexpected errors or bugs in your code. The book will take you through the modern elements of C++, such as move semantics, type deductions, and coroutines. As you advance, you'll delve into template programming - the standard tool for most library developers looking to achieve high code reusability. You'll explore the STL and learn how to avoid common pitfalls while implementing templates. Later, you'll learn about the problems of multithreaded programming such as data races, deadlocks, and thread starvation. You'll also learn high-performance programming by using benchmarking tools and libraries. Finally, you'll discover advanced techniques for debugging and testing to ensure code reliability. By the end of this book, you'll have become an expert at C++ programming and will have gained the skills to solve complex development problems with ease. What you will learn Solve common C++ development problems by implementing solutions in a more generic and reusable way Achieve different levels of exception safety guarantees by introducing precise declarations Write library-quality code that meets professional standards Practice writing reliable, performant code that exposes consistent behavior in programs Understand why you need to implement design patterns and how it's done Work with complex examples to understand various aspects of good library design Who this book is for This book is for intermediate and expert-level C++ developers who are looking to explore the lesser known functionalities of the language to improve the efficiency of their code and the way they develop applications. Basic knowledge of object-oriented programming concepts and the Standard Template Library (STL) is assumed.

The Two Cultures - C. P. Snow 2012-03-26

The importance of science and technology and future of education and

research are just some of the subjects discussed here.

Discovering Modern C++ - Peter Gottschling 2021-12-17

Discovering Modern C++, Second Edition by Peter Gottschling is an intensive introduction that guides you smoothly to sophisticated approaches based on advanced features. Thoroughly updated for C++17 and C++20, this Second Edition introduces key concepts using examples from many technical problem domains, drawing on his extensive experience training professionals and teaching C++ to students of physics, math, and engineering. This book is designed to help students get started rapidly and then master increasingly robust features, from lambdas to expression templates. You will also learn how to take advantage of the powerful libraries available to C++ programmers: both the Standard Template Library (STL) and scientific libraries for arithmetic, linear algebra, differential equations, and graphs. In this Second Edition, Gottschling also presents thorough and expert coverage of multi-threading and variadic templates. Throughout, Gottschling demonstrates how to write clear and expressive software using object orientation, generics, metaprogramming, and procedural techniques. By the time you are finished, you will have mastered all the abstractions you need to write C++ programs with exceptional quality and performance.

Reinforcement Learning, second edition - Richard S. Sutton

2018-11-13

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In *Reinforcement Learning*, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

Object-Oriented Implementation of Numerical Methods - Didier H. Besset 2001

"There are few books that show how to build programs of any kind. One common theme is compiler building, and there are shelves full of them. There are few others. It's an area, or a void, that needs filling. this book does a great job of showing how to build numerical analysis programs." - David N. Smith, IBM T J Watson Research Center Numerical methods naturally lend themselves to an object-oriented approach. Mathematics builds high-level ideas on top of previously described, simpler ones. Once a property is demonstrated for a given concept, it can be applied to any new concept sharing the same premise as the original one, similar to the ideas of reuse and inheritance in object-oriented (OO) methodology. Few books on numerical methods teach developers much about designing and building good code. Good computing routines are problem-specific. Insight and understanding are what is needed, rather than just recipes and black box routines. Developers need the ability to construct new programs for different applications. *Object-Oriented Implementation of Numerical Methods* reveals a complete OO design methodology in a clear and systematic way. Each method is presented in a consistent format, beginning with a short explanation and following with a description of the general OO architecture for the algorithm. Next, the code implementations are discussed and presented along with real-world examples that the author, an experienced software engineer, has used in a variety of commercial applications. Features: Reveals the design methodology behind the code, including design patterns where appropriate, rather than just presenting canned solutions. Implements all methods side by side in both Java and Smalltalk. This contrast can significantly enhance your understanding of the nature of OO programming languages. Provides a step-by-step pathway to new object-

oriented techniques for programmers familiar with using procedural languages such as C or Fortran for numerical methods. Includes a chapter on data mining, a key application of numerical methods.

[Effective C++](#) - Scott Meyers 2005-05-12

"Every C++ professional needs a copy of Effective C++. It is an absolute must-read for anyone thinking of doing serious C++ development. If you've never read Effective C++ and you think you know everything about C++, think again." — Steve Schirripa, Software Engineer, Google
"C++ and the C++ community have grown up in the last fifteen years, and the third edition of Effective C++ reflects this. The clear and precise style of the book is evidence of Scott's deep insight and distinctive ability to impart knowledge." — Gerhard Kreuzer, Research and Development Engineer, Siemens AG
The first two editions of Effective C++ were embraced by hundreds of thousands of programmers worldwide. The reason is clear: Scott Meyers' practical approach to C++ describes the rules of thumb used by the experts — the things they almost always do or almost always avoid doing — to produce clear, correct, efficient code. The book is organized around 55 specific guidelines, each of which describes a way to write better C++. Each is backed by concrete examples. For this third edition, more than half the content is new, including added chapters on managing resources and using templates. Topics from the second edition have been extensively revised to reflect modern design considerations, including exceptions, design patterns, and multithreading. Important features of Effective C++ include: Expert guidance on the design of effective classes, functions, templates, and inheritance hierarchies. Applications of new "TR1" standard library functionality, along with comparisons to existing standard library components. Insights into differences between C++ and other languages (e.g., Java, C#, C) that help developers from those languages assimilate "the C++ way" of doing things.

A Tour of C++ - Bjarne Stroustrup 2014-09-13

The C++11 standard allows programmers to express ideas more clearly, simply, and directly, and to write faster, more efficient code. Bjarne Stroustrup, the designer and original implementer of C++, thoroughly covers the details of this language and its use in his definitive reference, *The C++ Programming Language, Fourth Edition*. In *A Tour of C++*, Stroustrup excerpts the overview chapters from that complete reference, expanding and enhancing them to give an experienced programmer-in-just-a-few-hours-a-clear-idea-of-what-constitutes-modern-C++-In this concise, self-contained guide, Stroustrup covers most major language features and the major standard-library components—not, of course, in great depth, but to a level that gives programmers a meaningful overview of the language, some key examples, and practical help in getting started. Stroustrup presents the C++ features in the context of the programming styles they support, such as object-oriented and generic programming. His tour is remarkably comprehensive. Coverage begins with the basics, then ranges widely through more advanced topics, including many that are new in C++11, such as move semantics, uniform initialization, lambda expressions, improved containers, random numbers, and concurrency. The tour ends with a discussion of the design and evolution of C++ and the extensions added for C++11. This guide does not aim to teach you how to program (see Stroustrup's *Programming: Principles and Practice Using C++* for that); nor will it be the only resource you'll need for C++ mastery (see Stroustrup's *The C++ Programming Language, Fourth Edition*, for that). If, however, you are a C or C++ programmer wanting greater familiarity with the current C++ language, or a programmer versed in another language wishing to gain an accurate picture of the nature and benefits of modern C++, you can't find a shorter or simpler introduction than this tour provides.

[The C++ Programming Language](#) - Bjarne Stroustrup 2000

The most widely read and trusted guide to the C++ language, standard library, and design techniques includes significant new updates and two new appendices on internationalization and Standard Library technicalities. It is the only book with authoritative, accessible coverage of every major element of ISO/ANSI Standard C++.

Modern Calligraphy - Kestrel Montes 2018-11-20

Learn the art of dip pen calligraphy! Kestrel shares all the tips she wishes she had known when starting! *Modern Calligraphy* is the perfect book for those who want to dive into the world of gorgeous modern calligraphy lettering. A beautiful book packed with color images, helpful information, and tons and tons of practice pages!

C Primer Plus - Stephen Prata 2002

The new classic! *C Primer Plus*, now in its 5th edition, has been revised to include over 20 new programming exercises, newly improved examples and the new ANSI/ISO standard, C99. Task-oriented examples

will teach you the fundamentals of C programming. From extended integer types and compound literals to Boolean support and variable-length arrays, you will learn to create practical and real-world applications with C programming. Review questions and programming exercises at the end of each chapter will reinforce what you have learned. This friendly and easy-to-use self-study guide will help you understand the fundamentals of this core programming language.

[Effective Modern C++](#) Scott Meyers 2014-11-11

Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among `std::move`, `std::forward`, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How `std::atomic` differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in "old" C++ programming (i.e., C++98) require revision for software development in modern C++ *Effective Modern C++* follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. "After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of *Effective C++* books. *Effective Modern C++* is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now". -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

[Effective C++](#) - Scott Meyers 1998

Effective C++ has been updated to reflect the latest ANSI/ISO standards. The author, a recognised authority on C++, shows readers fifty ways to improve their programs and designs.

[The Promise of Adolescence](#) - National Academies of Sciences, Engineering, and Medicine 2019-07-26

Adolescence "beginning with the onset of puberty and ending in the mid-20s" is a critical period of development during which key areas of the brain mature and develop. These changes in brain structure, function, and connectivity mark adolescence as a period of opportunity to discover new vistas, to form relationships with peers and adults, and to explore one's developing identity. It is also a period of resilience that can ameliorate childhood setbacks and set the stage for a thriving trajectory over the life course. Because adolescents comprise nearly one-fourth of the entire U.S. population, the nation needs policies and practices that will better leverage these developmental opportunities to harness the promise of adolescence "rather than focusing myopically on containing its risks. This report examines the neurobiological and socio-behavioral science of adolescent development and outlines how this knowledge can be applied, both to promote adolescent well-being, resilience, and development, and to rectify structural barriers and inequalities in opportunity, enabling all adolescents to flourish.

[Embracing Modern C++ Safely](#) - John Lakos 2021-12-23

In *Embracing Modern C++ Safely*, John Lakos and Vittorio Romeo analyze each core language feature of "Modern C++" (introduced by C++11 and C++14), illuminating exactly what developers and teams must know to succeed. Lakos and Romeo present extensive real-life code examples; thoroughly describe pitfalls that arise when engineers with diverse experience use these features together, and illuminate issues that repeatedly occur in real-world application development. Drawing on their extensive C++ experience, they focus on major features of C++ 14 and C++ 11 that have been around long enough to be thoroughly evaluated. You will learn which "modern" features are safe under almost all circumstances; which carry a real risk of misuse and suboptimal results if programmers are improperly educated and trained; and which are generally "unsafe," and should be used rarely if at all. If you are ready to safely make the most of Modern C++, the in-depth, hands-on insights from this guide will help you improve your productivity and build far more robust software.

The Fourth Paradigm - Tony Hey 2009

Foreword. A transformed scientific method. Earth and environment. Health and wellbeing. Scientific infrastructure. Scholarly communication.

[Professional C++](#) Nicholas A. Solter 2005-01-07

Geared to experienced C++ developers who may not be familiar with the more advanced features of the language, and therefore are not using it to its full capabilities Teaches programmers how to think in C++-that is, how to design effective solutions that maximize the power of the language The authors drill down into this notoriously complex language, explaining poorly understood elements of the C++ feature set as well as common pitfalls to avoid Contains several in-depth case studies with working code that's been tested on Windows, Linux, and Solaris platforms

Transforming the Workforce for Children Birth Through Age 8 - National Research Council 2015-07-23

Children are already learning at birth, and they develop and learn at a rapid pace in their early years. This provides a critical foundation for lifelong progress, and the adults who provide for the care and the education of young children bear a great responsibility for their health, development, and learning. Despite the fact that they share the same objective - to nurture young children and secure their future success - the various practitioners who contribute to the care and the education of children from birth through age 8 are not acknowledged as a workforce unified by the common knowledge and competencies needed to do their jobs well. *Transforming the Workforce for Children Birth Through Age 8* explores the science of child development, particularly looking at implications for the professionals who work with children. This report examines the current capacities and practices of the workforce, the settings in which they work, the policies and infrastructure that set qualifications and provide professional learning, and the government agencies and other funders who support and oversee these systems. This book then makes recommendations to improve the quality of professional practice and the practice environment for care and education professionals. These detailed recommendations create a blueprint for action that builds on a unifying foundation of child development and early learning, shared knowledge and competencies for care and education professionals, and principles for effective professional learning. Young children thrive and learn best when they have secure, positive relationships with adults who are knowledgeable about how to support their development and learning and are responsive to their individual progress. *Transforming the Workforce for Children Birth Through Age 8* offers guidance on system changes to improve the quality of professional practice, specific actions to improve professional learning systems and workforce development, and research to continue to build the knowledge base in ways that will directly advance and inform future actions. The recommendations of this book provide an opportunity to improve the quality of the care and the education that children receive, and ultimately improve outcomes for children.

Unequal Childhoods - Annette Lareau 2003-09-11

Publisher Description

Discovering Modern C++ - Peter Gottschling 2015-12-23

As scientific and engineering projects grow larger and more complex, it is increasingly likely that those projects will be written in C++. With embedded hardware growing more powerful, much of its software is moving to C++, too. *Mastering C++* gives you strong skills for programming at nearly every level, from "close to the hardware" to the highest-level abstractions. In short, C++ is a language that scientific and technical practitioners need to know. Peter Gottschling's *Discovering Modern C++* is an intensive introduction that guides you smoothly to sophisticated approaches based on advanced features. Gottschling introduces key concepts using examples from many technical problem domains, drawing on his extensive experience training professionals and teaching C++ to students of physics, math, and engineering. This book is designed to help you get started rapidly and then master increasingly robust features, from lambdas to expression templates. You'll also learn how to take advantage of the powerful libraries available to C++ programmers: both the Standard Template Library (STL) and scientific libraries for arithmetic, linear algebra, differential equations, and graphs. Throughout, Gottschling demonstrates how to write clear and expressive software using object orientation, generics, metaprogramming, and procedural techniques. By the time you're finished, you'll have mastered all the abstractions you need to write C++ programs with exceptional quality and performance.

Parallel Scientific Computing in C++ and C# - George Em Karniadakis 2003-06-16

Numerical algorithms, modern programming techniques, and parallel computing are often taught serially across different courses and different textbooks. The need to integrate concepts and tools usually comes only in employment or in research - after the courses are concluded - forcing the

student to synthesise what is perceived to be three independent subfields into one. This book provides a seamless approach to stimulate the student simultaneously through the eyes of multiple disciplines, leading to enhanced understanding of scientific computing as a whole. The book includes both basic as well as advanced topics and places equal emphasis on the discretization of partial differential equations and on solvers. Some of the advanced topics include wavelets, high-order methods, non-symmetric systems, and parallelization of sparse systems. The material covered is suited to students from engineering, computer science, physics and mathematics.

10% Happier - Dan Harris 2014-03-11

#1 New York Times Bestseller REVISED WITH NEW MATERIAL Winner of the 2014 Living Now Book Award for Inspirational Memoir "An enormously smart, clear-eyed, brave-hearted, and quite personal look at the benefits of meditation." —Elizabeth Gilbert Nightline anchor Dan Harris embarks on an unexpected, hilarious, and deeply skeptical odyssey through the strange worlds of spirituality and self-help, and discovers a way to get happier that is truly achievable. After having a nationally televised panic attack, Dan Harris knew he had to make some changes. A lifelong nonbeliever, he found himself on a bizarre adventure involving a disgraced pastor, a mysterious self-help guru, and a gaggle of brain scientists. Eventually, Harris realized that the source of his problems was the very thing he always thought was his greatest asset: the incessant, insatiable voice in his head, which had propelled him through the ranks of a hypercompetitive business, but had also led him to make the profoundly stupid decisions that provoked his on-air freak-out. Finally, Harris stumbled upon an effective way to rein in that voice, something he always assumed to be either impossible or useless: meditation, a tool that research suggests can do everything from lower your blood pressure to essentially rewire your brain. *10% Happier* takes readers on a ride from the outer reaches of neuroscience to the inner sanctum of network news to the bizarre fringes of America's spiritual scene, and leaves them with a takeaway that could actually change their lives.

Accelerated C++: Practical Programming By Example - Andrew Koenig 2000-09

Programming and Problem Solving with C++ - Nell B. Dale 1996-01-01

Uncovering the Logic of English: A Common-Sense Solution to America's Literacy Crisis - Denise Eide 2011-01-27

"English is so illogical!" It is generally believed that English is a language of exceptions. For many, learning to spell and read is frustrating. For some, it is impossible... especially for the 29% of Americans who are functionally illiterate. But what if the problem is not the language itself, but the rules we were taught? What if we could see the complexity of English as a powerful tool rather than a hindrance? --Denise Eide *Uncovering the Logic of English* challenges the notion that English is illogical by systematically explaining English spelling and answering questions like "Why is there a silent final E in have, large, and house?" and "Why is discussion spelled with -sion rather than -tion?" With easy-to-read examples and anecdotes, this book describes: - the phonograms and spelling rules which explain 98% of English words - how English words are formed and how this knowledge can revolutionize vocabulary development - how understanding the reasons behind English spelling prevents students from needing to guess The author's inspiring commentary makes a compelling case that understanding the logic of English could transform literacy education and help solve America's literacy crisis. Thorough and filled with the latest linguistic and reading research, *Uncovering the Logic of English* demonstrates why this systematic approach should be as foundational to our education as $1+1=2$.

Programming - Bjarne Stroustrup 2014

An introduction to programming by the inventor of C++, *Programming* prepares students for programming in the real world. This book assumes that they aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. It explains fundamental concepts and techniques in greater depth than traditional introductions. This approach gives students a solid foundation for writing useful, correct, maintainable, and efficient code. This book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. It presents modern C++ programming techniques from the start, introducing the C++ standard library to simplify programming tasks.

Extreme C - Kamran Amini 2019-10-31

Push the limits of what C - and you - can do, with this high-intensity guide to the most advanced capabilities of C Key Features Make the most of C's low-level control, flexibility, and high performance A comprehensive guide to C's most powerful and challenging features A thought-provoking guide packed with hands-on exercises and examples Book Description There's a lot more to C than knowing the language syntax. The industry looks for developers with a rigorous, scientific understanding of the principles and practices. Extreme C will teach you to use C's advanced low-level power to write effective, efficient systems. This intensive, practical guide will help you become an expert C programmer. Building on your existing C knowledge, you will master preprocessor directives, macros, conditional compilation, pointers, and much more. You will gain new insight into algorithm design, functions, and structures. You will discover how C helps you squeeze maximum performance out of critical, resource-constrained applications. C still plays a critical role in 21st-century programming, remaining the core language for precision engineering, aviations, space research, and more. This book shows how C works with Unix, how to implement OO principles in C, and fully covers multi-processing. In Extreme C, Amini encourages you to think, question, apply, and experiment for yourself. The book is essential for anybody who wants to take their C to the next level. What you will learn Build advanced C knowledge on strong foundations, rooted in first principles Understand memory structures and compilation pipeline and how they work, and how to make most out of them Apply object-oriented design principles to your procedural C code Write low-level code that's close to the hardware and squeezes maximum performance out of a computer system Master concurrency, multithreading, multi-processing, and integration with other languages Unit Testing and debugging, build systems, and inter-process communication for C programming Who this book is for Extreme C is for C programmers who want to dig deep into the language and its capabilities. It will help you make the most of the low-level control C gives you.

Guide to Scientific Computing in C++ - Joe Pitt-Francis 2012-02-15

This easy-to-read textbook/reference presents an essential guide to object-oriented C++ programming for scientific computing. With a practical focus on learning by example, the theory is supported by numerous exercises. Features: provides a specific focus on the application of C++ to scientific computing, including parallel computing using MPI; stresses the importance of a clear programming style to minimize the introduction of errors into code; presents a practical introduction to procedural programming in C++, covering variables, flow of control, input and output, pointers, functions, and reference variables; exhibits the efficacy of classes, highlighting the main features of object-orientation; examines more advanced C++ features, such as templates and exceptions; supplies useful tips and examples throughout the text, together with chapter-ending exercises, and code available to download from Springer.

A First-Rate Madness - Nassir Ghaemi 2012-06-26

The New York Times bestseller "A glistening psychological history, faceted largely by the biographies of eight famous leaders . . ." —The Boston Globe "A provocative thesis . . . Ghaemi's book deserves high marks for original thinking." —The Washington Post "Provocative, fascinating." —Salon.com Historians have long puzzled over the apparent mental instability of great and terrible leaders alike: Napoleon, Lincoln, Churchill, Hitler, and others. In *A First-Rate Madness*, Nassir Ghaemi, director of the Mood Disorders Program at Tufts Medical Center, offers a

myth-shattering exploration of the powerful connections between mental illness and leadership and sets forth a controversial, compelling thesis: The very qualities that mark those with mood disorders also make for the best leaders in times of crisis. From the importance of Lincoln's "depressive realism" to the lackluster leadership of exceedingly sane men as Neville Chamberlain, *A First-Rate Madness* overturns many of our most cherished perceptions about greatness and the mind.

C++ Templates - David Vandevor 2017-09-15

Templates are among the most powerful features of C++, but they remain misunderstood and underutilized, even as the C++ language and development community have advanced. In *C++ Templates, Second Edition*, three pioneering C++ experts show why, when, and how to use modern templates to build software that's cleaner, faster, more efficient, and easier to maintain. Now extensively updated for the C++11, C++14, and C++17 standards, this new edition presents state-of-the-art techniques for a wider spectrum of applications. The authors provide authoritative explanations of all new language features that either improve templates or interact with them, including variadic templates, generic lambdas, class template argument deduction, compile-time if, forwarding references, and user-defined literals. They also deeply delve into fundamental language concepts (like value categories) and fully cover all standard type traits. The book starts with an insightful tutorial on basic concepts and relevant language features. The remainder of the book serves as a comprehensive reference, focusing first on language details and then on coding techniques, advanced applications, and sophisticated idioms. Throughout, examples clearly illustrate abstract concepts and demonstrate best practices for exploiting all that C++ templates can do. Understand exactly how templates behave, and avoid common pitfalls Use templates to write more efficient, flexible, and maintainable software Master today's most effective idioms and techniques Reuse source code without compromising performance or safety Benefit from utilities for generic programming in the C++ Standard Library Preview the upcoming concepts feature The companion website, tmplbook.com, contains sample code and additional updates.

Greek, an Intensive Course - Hardy Hansen 1992

"Although this text was written for use in the intensive summer Greek Institute of the City University of New York, the experience of the last decade has shown it can be used successfully in a wide variety of regularly paced courses." --taken from *On the Use of This Text*, page ix.

C++20 Recipes - J. Burton Browning 2020-04-24

Discover the newest major features of C++20, including modules, concepts, spaceship operators, and smart pointers. This book is a handy code cookbook reference guide that covers the C++ core language standard as well as some of the code templates available in standard template library (STL). In *C++20 Recipes: A Problem-Solution Approach*, you'll find numbers, strings, dates, times, classes, exceptions, streams, flows, pointers, and more. Also, you'll see various code samples, templates for C++ algorithms, parallel processing, multithreading, and numerical processes. It also includes 3D graphics programming code. A wealth of STL templates on function objects, adapters, allocators, and extensions are also available. This is a must-have, contemporary reference for your technical library to help with just about any project that involves the C++ programming language. What You Will Learn See what's new in C++20 Write modules Work with text, numbers, and classes Use the containers and algorithms available in the standard library Work with templates, memory, concurrency, networking, scripting, and more Code for 3D graphics Who This Book Is For Programmers with at least some prior experience with C++.