
Doing Math With Python Ebook By Amit Saha Rakuten Kobo

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4th Edition
Foundations of Applied Mathematics, Volume I
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Doing Data Science
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Real-World Python
Algebra and Geometry with Python
Murach's Python Programming (2nd Edition)
Doing Math with Python
Applying Math with Python
Mathematics for Machine Learning
Python for Data Analysis
A Primer on Scientific Programming with Python
Python Crash Course, 2nd Edition
Python for Kids, 2nd Edition

*Doing Math
With Python*
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**BROOKLYNN
KENZIE**

**Cracking Codes with
Python** Univalent
Foundations
Hemos elaborado 120

programas de Python y
mas de 110
ilustraciones en una
obra que sera util tanto
a estudiantes de
ciencias de los
primeros cursos
universitarios, como a
estudiantes y
profesores de
bachillerato. Puedes

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Python orientada a las ciencias.

[Math for Programmers](#)

Packt Publishing Ltd

Doing Math with

Python shows you how

to use Python to delve into high school-level

math topics like

statistics, geometry,

probability, and

calculus. You'll start

with simple projects,

like a factoring

program and a

quadratic-equation

solver, and then create

more complex projects

once you've gotten the

hang of things. Along

the way, you'll discover

new ways to explore

math and gain valuable

programming skills

that you'll use

throughout your study

of math and computer

science. Learn how to:

-Describe your data

with statistics, and

visualize it with line

graphs, bar charts, and

scatter plots -Explore set theory and probability with programs for coin flips, dicing, and other games of chance

-Solve algebra problems using Python's symbolic math functions

-Draw geometric shapes and explore fractals like the Barnsley fern, the Sierpinski triangle, and the Mandelbrot set

-Write programs to find derivatives and integrate functions

Creative coding challenges and applied examples help you see how you can put your new math and coding skills into practice. You'll write an inequality solver, plot gravity's effect on how far a bullet will travel, shuffle a deck of cards, estimate the area of a circle by throwing 100,000 "darts" at a

board, explore the relationship between the Fibonacci sequence and the golden ratio, and more. Whether you're interested in math but have yet to dip into programming or you're a teacher looking to bring programming into the classroom, you'll find that Python makes programming easy and practical. Let Python handle the grunt work while you focus on the math. Uses Python 3

Practical Discrete Mathematics
Cambridge University Press

If you want to learn how to program but don't know where to start, this is the right book and the right language for you. From the first page, our self-paced approach will help you build competence and

confidence in your programming skills. And Python is the best language ever for learning how to program because of its simplicity and breadthtwo features that are hard to find in a single language. But this isnt just a book for beginners! Our self-paced approach also works for experienced programmers, helping you learn Python faster and better than youve ever learned a language before. By the time youre through, you will have mastered the key Python skills that are needed on the job, including those for object-oriented, database, and GUI programming. To make all of this possible, section 1 presents an 8-chapter course that will get anyone off to a

great start with Python. Section 2 builds on that base by presenting the other essential skills that every Python programmer should have. Section 3 shows you how to develop object-oriented programs, a critical skillset in todays world. And section 4 shows you how to apply all of the skills that youve already learned as you build database and GUI programs for the real world.

Impractical Python Projects

Addison-Wesley Professional The financial industry has recently adopted Python at a tremendous rate, with some of the largest investment banks and hedge funds using it to build core trading and risk management systems. Updated for Python 3, the second

edition of this hands-on book helps you get started with the language, guiding developers and quantitative analysts through Python libraries and tools for building financial applications and interactive financial analytics. Using practical examples throughout the book, author Yves Hilpisch also shows you how to develop a full-fledged framework for Monte Carlo simulation-based derivatives and risk analytics, based on a large, realistic case study. Much of the book uses interactive IPython Notebooks.

The Statistics and Calculus with Python Workshop No Starch Press

For many researchers, Python is a first-class tool mainly because of

its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing

in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

[The Big Book of Small Python Projects](#) Packt Publishing Ltd

The most crucial ability

for machine learning and data science is mathematical logic for grasping their essence rather than knowledge and experience. This textbook approaches the essence of machine learning and data science by considering math problems and building Python programs. As the preliminary part, Chapter 1 provides a concise introduction to linear algebra, which will help novices read further to the following main chapters. Those succeeding chapters present essential topics in statistical learning: linear regression, classification, resampling, information criteria, regularization, nonlinear regression, decision trees, support vector machines, and

unsupervised learning. Each chapter mathematically formulates and solves machine learning problems and builds the programs. The body of a chapter is accompanied by proofs and programs in an appendix, with exercises at the end of the chapter. Because the book is carefully organized to provide the solutions to the exercises in each chapter, readers can solve the total of 100 exercises by simply following the contents of each chapter. This textbook is suitable for an undergraduate or graduate course consisting of about 12 lectures. Written in an easy-to-follow and self-contained style, this book will also be perfect material for independent learning.

Sparse Estimation with Math and R Simon and Schuster

The second edition of the best-selling Python for Kids—which brings you (and your parents) into the world of programming—has been completely updated to use the latest version of Python, along with tons of new projects! Python is a powerful programming language that’s easy to learn and fun to use! But books about programming in Python can be dull and that’s no fun for anyone. Python for Kids brings kids (and their parents) into the wonderful world of programming. Jason R. Briggs guides you through the basics, experimenting with unique (and hilarious) example programs featuring ravenous

monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored and explained; puzzles stretch the brain and strengthen understanding; and full-color illustrations keep you engaged throughout. By the end of the book, you'll have programmed two games: a clone of the famous Pong, and "Mr. Stick Man Races for the Exit"—a platform game with jumps and animation. This second edition is revised and updated to reflect Python 3 programming practices. There are new puzzles to inspire you and two new appendices to guide you through Python's built-in modules and troubleshooting your code. As you strike out on your programming

adventure, you'll learn how to: Use fundamental data structures like lists, tuples, and dictionaries Organize and reuse your code with functions and modules Use control structures like loops and conditional statements Draw shapes and patterns with Python's turtle module Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. Covers Python 3.x which runs on Windows, macOS, Linux, even Raspberry Pi
Introduction to Applied Linear Algebra
DigitalOcean
Get complete instructions for

manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and

Jupyter notebook for exploratory computing
 Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library
 Use flexible tools to load, clean, transform, merge, and reshape data
 Create informative visualizations with matplotlib
 Apply the pandas groupby facility to slice, dice, and summarize datasets
 Analyze and manipulate regular and irregular time series data
 Learn how to solve real-world data analysis problems with thorough, detailed examples
Invent Your Own Computer Games with Python, 4th Edition
 No Starch Press
 This educational book introduces emerging

developers to computer programming through the Python software development language, and serves as a reference book for experienced developers looking to learn a new language or re-familiarize themselves with computational logic and syntax.

Foundations of Applied Mathematics,

Volume I No Starch Press

Best-selling author Al Sweigart shows you how to easily build over 80 fun programs with minimal code and maximum creativity. If you've mastered basic Python syntax and you're ready to start writing programs, you'll find The Big Book of Small Python Projects both

enlightening and fun. This collection of 81 Python projects will have you making digital art, games, animations, counting programs, and more right away. Once you see how the code works, you'll practice re-creating the programs and experiment by adding your own custom touches. These simple, text-based programs are 256 lines of code or less. And whether it's a vintage screensaver, a snail-racing game, a clickbait headline generator, or animated strands of DNA, each project is designed to be self-contained so you can easily share it online. You'll create:

- Hangman, Blackjack, and other games to play against your friends or the computer
- Simulations of a

forest fire, a million dice rolls, and a Japanese abacus • Animations like a virtual fish tank, a rotating cube, and a bouncing DVD logo screensaver • A first-person 3D maze game • Encryption programs that use ciphers like ROT13 and Vigenère to conceal text If you're tired of standard step-by-step tutorials, you'll love the learn-by-doing approach of *The Big Book of Small Python Projects*. It's proof that good things come in small programs!

Python for Scientists

No Starch Press
With examples and activities that help you achieve real results, applying calculus and statistical methods relevant to advanced data science has never been so easy Key FeaturesDiscover how

most programmers use the main Python libraries when performing statistics with PythonUse descriptive statistics and visualizations to answer business and scientific questionsSolve complicated calculus problems, such as arc length and solids of revolution using derivatives and integralsBook Description Are you looking to start developing artificial intelligence applications? Do you need a refresher on key mathematical concepts? Full of engaging practical exercises, *The Statistics and Calculus with Python Workshop* will show you how to apply your understanding of advanced mathematics

in the context of Python. The book begins by giving you a high-level overview of the libraries you'll use while performing statistics with Python. As you progress, you'll perform various mathematical tasks using the Python programming language, such as solving algebraic functions with Python starting with basic functions, and then working through transformations and solving equations. Later chapters in the book will cover statistics and calculus concepts and how to use them to solve problems and gain useful insights. Finally, you'll study differential equations with an emphasis on numerical methods and learn about algorithms that

directly calculate values of functions. By the end of this book, you'll have learned how to apply essential statistics and calculus concepts to develop robust Python applications that solve business challenges. What you will learn Get to grips with the fundamental mathematical functions in Python Perform calculations on tabular datasets using pandas Understand the differences between polynomials, rational functions, exponential functions, and trigonometric functions Use algebra techniques for solving systems of equations Solve real-world problems with probability Solve optimization problems with derivatives and integrals Who this book

is for If you are a Python programmer who wants to develop intelligent solutions that solve challenging business problems, then this book is for you. To better grasp the concepts explained in this book, you must have a thorough understanding of advanced mathematical concepts, such as Markov chains, Euler's formula, and Runge-Kutta methods as the book only explains how these techniques and concepts can be implemented in Python.

The Discrete Math Workbook Cambridge University Press

This practically-focused study guide introduces the fundamentals of discrete mathematics through an extensive set of classroom-tested

problems. Each chapter presents a concise introduction to the relevant theory, followed by a detailed account of common challenges and methods for overcoming these. The reader is then encouraged to practice solving such problems for themselves, by tackling a varied selection of questions and assignments of different levels of complexity. This updated second edition now covers the design and analysis of algorithms using Python, and features more than 50 new problems, complete with solutions. Topics and features: provides a substantial collection of problems and examples of varying levels of difficulty, suitable for both

laboratory practical training and self-study; offers detailed solutions to each problem, applying commonly-used methods and computational schemes; introduces the fundamentals of mathematical logic, the theory of algorithms, Boolean algebra, graph theory, sets, relations, functions, and combinatorics; presents more advanced material on the design and analysis of algorithms, including Turing machines, asymptotic analysis, and parallel algorithms; includes reference lists of trigonometric and finite summation formulae in an appendix, together with basic rules for differential and integral calculus. This hands-on workbook is an

invaluable resource for undergraduate students of computer science, informatics, and electronic engineering. Suitable for use in a one- or two-semester course on discrete mathematics, the text emphasizes the skills required to develop and implement an algorithm in a specific programming language.

Sage for Undergraduates

Springer Nature
Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations

and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with Python introduces the field of deep

learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences

Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on

Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-learning best practices Generative deep

learning Conclusions
 appendix A - Installing
 Keras and its
 dependencies on
 Ubuntu appendix B -
 Running Jupyter
 notebooks on an EC2
 GPU instance
**Learn Python 3 the
 Hard Way**
 Createspace
 Independent Publishing
 Platform
 Learn how to program
 in Python while making
 and breaking
 ciphers—algorithms
 used to create and
 send secret messages!
 After a crash course in
 Python programming
 basics, you'll learn to
 make, test, and hack
 programs that encrypt
 text with classical
 ciphers like the
 transposition cipher
 and Vigenère cipher.
 You'll begin with
 simple programs for
 the reverse and Caesar
 ciphers and then work

your way up to public
 key cryptography, the
 type of encryption
 used to secure today's
 online transactions,
 including digital
 signatures, email, and
 Bitcoin. Each program
 includes the full code
 and a line-by-line
 explanation of how
 things work. By the
 end of the book, you'll
 have learned how to
 code in Python and
 you'll have the clever
 programs to prove it!
 You'll also learn how
 to: - Combine loops,
 variables, and flow
 control statements into
 real working programs
 - Use dictionary files to
 instantly detect
 whether decrypted
 messages are valid
 English or gibberish -
 Create test programs
 to make sure that your
 code encrypts and
 decrypts correctly -
 Code (and hack!) a

working example of the affine cipher, which uses modular arithmetic to encrypt a message - Break ciphers with techniques such as brute-force and frequency analysis There's no better way to learn to code than to play with real programs. Cracking Codes with Python makes the learning fun!

Homotopy Type Theory: Univalent Foundations of Mathematics American Mathematical Soc. Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and

introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using linguistical sieves - Plan your parents' secure retirement with Monte Carlo simulation

- Save the sorceress Zatanna from a stabby death using palindromes
 - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument
 - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink
 Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find endless educational,

geeky fun with Impractical Python Projects.
[Python Crash Course](#)
 No Starch Press
 Now that people are aware that data can make the difference in an election or a business model, data science as an occupation is gaining ground. But how can you get started working in a wide-ranging, interdisciplinary field that's so clouded in hype? This insightful book, based on Columbia University's Introduction to Data Science class, tells you what you need to know. In many of these chapter-long lectures, data scientists from companies such as Google, Microsoft, and eBay share new algorithms, methods, and models by

presenting case studies and the code they use. If you're familiar with linear algebra, probability, and statistics, and have programming experience, this book is an ideal introduction to data science. Topics include: Statistical inference, exploratory data analysis, and the data science process Algorithms Spam filters, Naive Bayes, and data wrangling Logistic regression Financial modeling Recommendation engines and causality Data visualization Social networks and data journalism Data engineering, MapReduce, Pregel, and Hadoop Doing Data Science is collaboration between course instructor Rachel Schutt, Senior VP of Data Science at

News Corp, and data science consultant Cathy O'Neil, a senior data scientist at Johnson Research Labs, who attended and blogged about the course.

Learning Python SIAM
Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn

key programming and math concepts that will help you take your game programming to the next level. Learn how to:

- Combine loops, variables, and flow control statements into real working programs
- Choose the right data structures for the job, such as lists, dictionaries, and tuples
- Add graphics and animation to your games with the pygame module
- Handle keyboard and mouse input
- Program simple artificial intelligence so you can play against the computer
- Use cryptography to convert text messages into secret code
- Debug your programs and find common errors

As you work through each game, you'll build a solid foundation in Python

and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

Math Adventures with Python

Createspace
Independent Publishing Platform

This book teaches algebra and geometry. The authors dedicate chapters to the key issues of matrices, linear equations, matrix algorithms, vector spaces, lines, planes, second-order curves, and elliptic curves. The text is supported throughout with problems, and the authors have included source code in Python in the book. The book is suitable for advanced

undergraduate and graduate students in computer science. No Starch Press You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In *Learn Python 3 the Hard Way*, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look

like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But

soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

Hacking Math Class with Python Doing Math with Python

The book serves as a first introduction to computer programming of scientific applications,

using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the

aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ... Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned

scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that

covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific

programming in Python...” Joan Horvath, Computing Reviews, March 2015

Best Sellers - Books :

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- [Icebreaker: A Novel \(the Maple Hills Series\)](#)
- [Icebreaker: A Novel \(the Maple Hills Series\) By Hannah Grace](#)
- [How To Win Friends & Influence People \(dale Carnegie Books\) By Dale Carnegie](#)
- [To Kill A Mockingbird By Harper Lee](#)
- [Verity By Colleen Hoover](#)
- [Beyond The Story: 10-year Record Of Bts By Bts](#)
- [Adult Children Of Emotionally Immature Parents: How To Heal From Distant, Rejecting, Or Self-involved Parents By Lindsay C. Gibson Psyd](#)