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Teachers are learners too, and for the past ten years, Gail Boushey and Allison Behne work with hundreds of teachers and students nationwide, gaining insight into best practices for reading instruction. Using those insights, they developed *The CAFE Book, Expanded Second Edition: Engaging All Students in Daily Literacy Assessment and Instruction* to help teachers apply what their research has shown--that reading instruction is not about the setting, the basal, or the book level. Rather, effective reading instruction is based on what that student needs in that moment. With the release of *The CAFE Book* in 2009, the CAFE system has been implemented in classrooms all over the world. It has changed the way teachers assess, teach, and track student information, and positively impacted the way students learn, practice, and talk about reading. *The CAFE Book, Expanded Second Edition* builds on the same research-based, student-centered foundations, but now includes A new process of planning data-driven instruction using the Seven Steps from Assessment to Instruction; The Instruction Protocol - a framework to guide your instruction and planning; Significant resources to help with lesson planning, assessment, goal setting, and parent involvement; A revised CAFE menu and a checklist of skills for emerging readers; New and improved forms for both the online conferring notebook and a pencil/paper notebook to support more effective conferring with students; The addition of CAFE's Essential Elements, a resource to guide your understanding of student-focused instruction; And new and revised Ready Reference Guides that include when to teach the strategy, options differentiating instruction, and partner strategies. *The CAFE Book, Expanded Second Edition* gives you a variety of tools to structure your literacy block and create an environment where your students are engaged readers and writers with resources that set them up for success. This CAFE system is all you need to support, guide, and coach your students toward the strategies that will move them forward. When the invasion begins, we all scatter like insects when the lights turn on. *Nailbiters* is not a post-apocalyptic tale, it is apocalyptic, it follows Dora as the world begins to end and society crumbles. *Nailbiters* is a story of survival. The first in a hard science fiction series, this story will keep you up at night. On the morning of the invasion, Dora takes off running. She lasts three weeks before she is captured. Follow her story from the open plains of Texas to the desert of California. Readers have called this technothriller "chilling" and "visceral." Find out why they haven't been able to put it down. Can Dora survive the invasion with her humanity intact? Read *Nailbiters* today to find out. How much should we trust the polls on the latest electoral campaign? When a physician tells us that a diagnosis of cancer is 90% certain or a nutritionist tells us what is healthy to eat, what should we believe? Questions such as these are greatly important, yet many of us have only a vague sense of how to answer them. In *Is That a Fact?*, Mark Battersby aims not only to explain how to identify misleading statistics and research, but also to give readers the understanding necessary to evaluate and use statistical information in their own decision making. This second edition is revised and updated throughout and includes a new chapter on weighing risk in personal and public decision making. All new Phd's hope that their dissertations can become books. But a dissertation is written for a committee and a book for the larger world. William Germano's *From Dissertation to Book* is the essential guide for academic writers who want to revise a doctoral thesis for publication. The author of *Getting It Published*, Germano draws upon his extensive experience in academic publishing to provide writers with a state-of-the-art view of how to turn a dissertation into a manuscript that publishers will notice. Acknowledging first that not all theses can become books, Germano shows how some dissertations might have a better life as one or more journal articles or as chapters in a newly conceived book. But even dissertations strong enough to be published as books first need to become book manuscripts, and at the heart of *From Dissertation to Book* is the idea that revising the dissertation is a fundamental process of adapting from one genre of writing to another. Germano offers clear guidance on how to do just this. Writers will find advice on such topics as rethinking the table of contents, taming runaway footnotes, shaping chapter length, and confronting the limitations of jargon, alongside helpful timetables for light or heavy revision. With crisp directives, engaging examples, and a sympathetic eye for the foibles of academic writing, *From Dissertation to Book* reveals to recent PhD's the process of careful and thoughtful revision—a truly invaluable skill as they grow into their new roles as professional writers. *Six Sigma for Managers* is a practical overview on how to implement Six Sigma practices in everyday business. Emphasizing straightforward explanations instead of complex charts and statistics, it shows managers how to map processes, measure smart, and follow other Six Sigma principles. Suitable for advanced undergraduates and graduate students, this text introduces theoretical and practical aspects of adaptive control. It offers an excellent perspective on techniques as well as an active knowledge of key approaches. Readers will acquire a well-developed sense of when to use adaptive techniques and when other methods are more appropriate. Starting with a broad overview, the text explores real-time estimation, self-tuning regulators and model-reference adaptive systems, stochastic adaptive control, and automatic tuning of regulators. Additional topics include gain scheduling, robust high-gain control and self-oscillating controllers, and suggestions for implementing adaptive controllers. Concluding chapters feature a summary of applications and a brief review of additional areas closely related to adaptive control. Both authors are Professors at the Lund Institute of Technology in Sweden, and this text has evolved from their many years of research and teaching. Their insights into properties, design procedures, and implementation of adaptive controllers are complemented by the numerous examples, simulations, and problems that appear throughout the book. *An Essential Reference for Intermediate and Advanced R Programmers* *Advanced R* presents useful tools and techniques for attacking many types of R programming problems, helping you avoid mistakes and dead ends. With more than ten years of experience programming in R, the author illustrates the elegance, beauty, and flexibility at the heart of R. The book

develops the necessary skills to produce quality code that can be used in a variety of circumstances. You will learn: The fundamentals of R, including standard data types and functions Functional programming as a useful framework for solving wide classes of problems The positives and negatives of metaprogramming How to write fast, memory-efficient code This book not only helps current R users become R programmers but also shows existing programmers what's special about R. Intermediate R programmers can dive deeper into R and learn new strategies for solving diverse problems while programmers from other languages can learn the details of R and understand why R works the way it does. This unique handbook presents and integrates virtually all that is currently known about eating disorders and obesity in one authoritative, accessible, and eminently practical volume. From leading international authorities, 112 concise chapters encapsulate the latest information on all pertinent topics, from biological, psychological, and social processes associated with risk, to clinical methods for assessment and intervention. The contents are organized to highlight areas of overlap between lines of research that often remain disparate. Suggestions for further reading at the end of each chapter replace extended references and enhance the practical value and readability of the volume. An essay on the importance of touch to children's growth and development and to the physical and mental well-being of people of all ages. The first sensory input in life comes from the sense of touch while a baby is still in the womb, and touch continues to be the primary means of learning about the world throughout infancy, well into childhood. Touch is critical for children's growth, development, and health, as well as for adults' physical and mental well-being. Yet American society, claims Tiffany Field, is dangerously touch-deprived. Field, a leading authority on touch and touch therapy, begins this accessible book with an overview of the sociology and anthropology of touching and the basic psychophysical properties of touch. She then reports recent research results on the value of touch therapies, such as massage therapy, for various conditions, including asthma, cancer, autism, and eating disorders. She emphasizes the need for a change in societal attitudes toward touching, particularly among those who work with children. For more than forty years, *English Words from Latin and Greek Elements*, by Donald M. Ayers, has shown thousands of students the way to a broader vocabulary by teaching them to recognize the classical roots found in many English words. When the second edition of that text appeared in 1986, it was joined by a workbook that has proven exceptionally popular in reinforcing those vocabulary skills. Each lesson in the *Workbook* complements the text with a variety of exercises: short-answer, matching, multiple choice, word analysis, fill-in-the-blank, and true-false. The *Workbook* has now been revised to make it more relevant and useful. It features a new dictionary exercise and word analysis exercises, the replacement of true-false exercises that have caused the most difficulty for students, and the elimination of archaic words and other items that have become dated. The authors have also improved the clarity of the instructions for individual exercises, in some cases adding notes or providing sample answers. As part of the revised front matter, there is a new introduction written just for students to help them get the most out of the workbook. *English Words and the Workbook* have met with unqualified success in English and Classics courses at both the advanced secondary and college levels. This revision of the *Workbook* helps to ensure the continuing relevance of the roots approach to vocabulary building for tomorrow's students. Traditional books on machine learning can be divided into two groups- those aimed at advanced undergraduates or early postgraduates with reasonable mathematical knowledge and those that are primers on how to code algorithms. The field is ready for a text that not only demonstrates how to use the algorithms that make up machine learning methods, but Accessible but rigorous, this outstanding text encompasses all of the topics covered by a typical course in elementary abstract algebra. Its easy-to-read treatment offers an intuitive approach, featuring informal discussions followed by thematically arranged exercises. This second edition features additional exercises to improve student familiarity with applications. 1990 edition. Lieutenant Eve Dallas puzzles over a bizarre suicide bombing in a Wall St. office building in *Leverage in Death*, the latest in the #1 New York Times bestselling series from J.D. Robb... For the airline executives finalizing a merger that would make news in the business world, the nine a.m. meeting would be a major milestone. But after marketing VP Paul Rogan walked into the plush conference room, strapped with explosives, the headlines told of death and destruction instead. The NYPSD's Eve Dallas confirms that Rogan was cruelly coerced by two masked men holding his family hostage. His motive was saving his wife and daughter—but what was the motive of the masked men? Despite the chaos and bad publicity, blowing up one meeting isn't going to put the brakes on the merger. All it's accomplished is shattering a lot of innocent lives. Now, with the help of her billionaire husband Roarke, Eve must untangle the reason for an inexplicable act of terror, look at suspects inside and outside both corporations, and determine whether the root of this crime lies in simple sabotage, or something far more complex and twisted. Anyone can master the fundamentals of game design - no technological expertise is necessary. *The Art of Game Design: A Book of Lenses* shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it. Guide for professional management consultants showing how to develop skills and attributes for client-centric consulting. *History of Health Insurance in the United States -- The Affordable Care Act -- A Summary of Insurance Coverage -- The Demand for Insurance -- Adverse Selection -- Underwriting and Rate Making -- Risk Adjustment -- Moral Hazard and Prices -- Utilization Management -- Managed Care, Selective Contracting, and the Insurance Industry -- Provider Consolidation, Monopsony Power, and the Managed Care Backlash -- Insurance Market Structure, Conduct, and Performance -- Premium Sensitivity and Health Insurance -- Compensating Differentials -- Taxes and Employer-Sponsored Health Insurance -- Employers as Agents -- Health Savings Accounts and Consumer-Directed Health Plans -- The Small-Group Market -- The Individual Insurance Market -- Health Insurance Regulation -- High-Risk Pools -- An Overview of Medicare -- Retiree Coverage -- Medicaid, Crowd-Out, and Long-Term Care Insurance.* This engaging text takes an evenhanded approach to major theoretical paradigms in evaluation and builds a bridge from them to evaluation practice. Featuring helpful checklists, procedural steps, provocative questions that invite readers to explore their own theoretical assumptions, and practical exercises, the book provides concrete guidance for conducting large- and small-scale evaluations. Numerous sample studies—many with reflective commentary from the evaluators—reveal the process through which an evaluator incorporates a paradigm into an actual research project. The book shows how theory informs methodological choices (the specifics of planning, implementing, and using evaluations). It offers balanced coverage of quantitative, qualitative, and mixed methods approaches. Useful pedagogical features include: *Examples of large- and small-scale evaluations from multiple disciplines. *Beginning-of-chapter reflection questions that set the stage for the material covered. *"Extending your thinking" questions and practical activities that help readers apply particular theoretical paradigms in their own evaluation projects. *Relevant Web links, including pathways to more details about sampling, data collection, and analysis. *Boxes offering a closer look at key evaluation concepts and additional studies. *Checklists for readers to determine if they have followed recommended practice. *A companion website with resources for further learning. Every day researchers face an onslaught of irrelevant, inaccurate, and sometimes insidious information. While new technologies provide powerful tools for accessing knowledge, not all information is created equal. Valuable information may be tucked away on a shelf, buried on the hundredth page of search results, or hidden behind digital barriers. With so many obstacles to effective research, it is vital that higher education students master the art

of inquiry. Information Now is an innovative approach to information literacy that will reinvent the way college students think about research. Instead of the typical textbook format, it uses illustrations, humor, and reflective exercises to teach students how to become savvy researchers. Students will learn how to evaluate information, to incorporate it into their existing knowledge base, to wield it effectively, and to understand the ethical issues surrounding its use. Written by two library professionals, it incorporates concepts and skills drawn from the Association of College and Research Libraries' Information Literacy Competency Standards for Higher Education and their Framework for Information Literacy for Higher Education. Thoroughly researched and highly engaging, Information Now offers the tools that students need to become powerful consumers and creators of information. Whether used by a high school student tackling a big paper, an undergrad facing the newness of a university library, or a writer wanting to go beyond Google, Information Now is a powerful tool for any researcher's arsenal. 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. "Gets right to the point: put [transit] where the people are...The author combines detailed knowledge and a refreshing frankness...Keep this book within easy reach." -Planning In some US and Canadian cities, transit has quietly been expanding and improving over the last few years, despite funding and ridership challenges. How do we assess the advances and failures of our current systems to move forward strategically and wisely? The first edition of Trains, Buses, People was dubbed "a transit wonk's bible" and guided "a smarter conversation about urban transit" in the US. This second edition is fully updated and expanded to include eight Canadian cities and two new US cities (Indianapolis and San Juan, Puerto Rico). In Trains, Buses, People, Second Edition: An Opinionated Atlas of US and Canadian Transit, transit expert and "transportation hero" Christof Spieler provides a new section on inclusivity to help agencies understand how to welcome riders regardless of race, gender, income, or disability. Select cities include new maps overlaying transit and poverty data, and systems that have started construction since the first edition in 2018 have been added. Other new sections address network typologies, guideway types, station types, and fares. Spieler has spent over a decade advocating for transit as a writer, community leader, urban planner, transit board member, and enthusiast. He strongly believes that just about anyone—regardless of training or experience—can identify what makes good transit with the right information. In the fun, accessible, and visually appealing Trains, Buses, People, Second Edition: An Opinionated Atlas of US and Canadian Transit, Spieler shows how cities can build successful transit. He profiles the 49 metropolitan areas in the US and eight metropolitan areas in Canada that have rail transit or BRT, using data, photos, and maps for easy comparison. Spieler ranks the best and worst systems and he offers analysis of how geography, politics, and history complicate transit planning. He shows how the unique circumstances of every city have resulted in very different transit systems. Trains, Buses, People, Second Edition is intended for non-experts—it will help any citizen, professional, or policymaker with a vested interest evaluate a transit proposal and understand what makes transit effective. It shows that it is possible, with the right tools, to build good transit. The Regulatory State, Third Edition is distinguished by a practical focus on how federal administrative agencies make decisions, how political institutions influence decisions, and how courts review those decisions. With coverage tailored to 1L or upper-level courses on the regulatory state or legislation and regulation, Bressman, Rubin, and Stack use primary source materials drawn from agency rules, adjudicatory orders, and guidance documents to show how lawyers engage agencies. Additionally, this book uses an accessible central example (auto safety) throughout to make the materials cohesive and accessible, and presents legislation with attention to modern developments in the legislative process. The Regulatory State, Third Edition also presents statutory interpretation in useful terms, highlighting the "tools" that courts employ as well as the theories that judges and scholars have offered. New to the Third Edition: Expanded discussion of agency methods of statutory implementation and regulatory interpretation Additional primary source materials Up-to-date examination of political and judicial control of agency action New chapter with a case study of the regulatory process using the main example from the book Professors and students will benefit from: Tools-based approach that highlights the methods of analysis that agencies, courts, and lawyers utilize Use of an accessible central example as a familiar entry point into a complex legal area Primary source materials—agency documents, including notice-and-comment rules, adjudicatory orders, agency guidance, and more Empirical data, normative or theoretical questions, and practical examples It's been nearly fifteen years since Apple fans raved over the first edition of the critically-acclaimed The Cult of Mac. This long-awaited second edition brings the reader into the world of Apple today while also filling in the missing history since the 2004 edition, including the creation of Apple brand loyalty, the introduction of the iPhone, and the death of Steve Jobs. Apple is a global luxury brand whose products range from mobile phones and tablets to streaming TVs and smart home speakers. Yet despite this dominance, a distinct subculture persists, which celebrates the ways in which Apple products seem to encourage self-expression, identity, and innovation. The beautifully designed second edition of The Cult of Mac takes you inside today's Apple fandom to explore how devotions--new and old--keep the fire burning. Join journalists Leander Kahney and David Pierini as they explore how enthusiastic fans line up for the latest product releases, and how artists pay tribute to Steve Jobs' legacy in sculpture and opera. Learn why some photographers and filmmakers have eschewed traditional gear in favor of iPhone cameras. Discover a community of collectors around the world who spend tens of thousands of dollars to buy, restore, and enshrine Apple artifacts, like the Newton MessagePad and Apple II. Whether you're an Apple fan or just a casual observer, this second edition of The Cult of Mac is sure to reveal more than a few surprises, offering an intimate look at some of the most dedicated members in the Apple community. Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, The Art of Game Design presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games The Art of Game Design, Second Edition gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again. Advanced R helps you understand how R works at a fundamental level. It is designed for R programmers who want to deepen their understanding of the language, and programmers

experienced in other languages who want to understand what makes R different and special. This book will teach you the foundations of R; three fundamental programming paradigms (functional, object-oriented, and metaprogramming); and powerful techniques for debugging and optimising your code. By reading this book, you will learn: The difference between an object and its name, and why the distinction is important The important vector data structures, how they fit together, and how you can pull them apart using subsetting The fine details of functions and environments The condition system, which powers messages, warnings, and errors The powerful functional programming paradigm, which can replace many for loops The three most important OO systems: S3, S4, and R6 The tidy eval toolkit for metaprogramming, which allows you to manipulate code and control evaluation Effective debugging techniques that you can deploy, regardless of how your code is run How to find and remove performance bottlenecks The second edition is a comprehensive update: New foundational chapters: "Names and values," "Control flow," and "Conditions" comprehensive coverage of object oriented programming with chapters on S3, S4, R6, and how to choose between them Much deeper coverage of metaprogramming, including the new tidy evaluation framework use of new package like rlang (<http://rlang.r-lib.org>), which provides a clean interface to low-level operations, and purrr (<http://purrr.tidyverse.org/>) for functional programming Use of color in code chunks and figures Hadley Wickham is Chief Scientist at RStudio, an Adjunct Professor at Stanford University and the University of Auckland, and a member of the R Foundation. He is the lead developer of the tidyverse, a collection of R packages, including ggplot2 and dplyr, designed to support data science. He is also the author of R for Data Science (with Garrett Grolemund), R Packages, and ggplot2: Elegant Graphics for Data Analysis. Since 1994, Nancy Mulvany's Indexing Books has been the gold standard for thousands of professional indexers, editors, and authors. This long-awaited second edition, expanded and completely updated, will be equally revered. Like its predecessor, this edition of Indexing Books offers comprehensive, reliable treatment of indexing principles and practices relevant to authors and indexers alike. In addition to practical advice, the book presents a big-picture perspective on the nature and purpose of indexes and their role in published works. New to this edition are discussions of "information overload" and the role of the index, open-system versus closed-system indexing, electronic submission and display of indexes, and trends in software development, among other topics. Mulvany is equally comfortable focusing on the nuts and bolts of indexing—how to determine what is indexable, how to decide the depth of an index, and how to work with publisher instructions—and broadly surveying important sources of indexing guidelines such as The Chicago Manual of Style, Sun Microsystems, Oxford University Press, NISO TR03, and ISO 999. Authors will appreciate Mulvany's in-depth consideration of the costs and benefits of preparing one's own index versus hiring a professional, while professional indexers will value Mulvany's insights into computer-aided indexing. Helpful appendixes include resources for indexers, a worksheet for general index specifications, and a bibliography of sources to consult for further information on a range of topics. Indexing Books is both a practical guide and a manifesto about the vital role of the human-crafted index in the Information Age. As the standard indexing reference, it belongs on the shelves of everyone involved in writing and publishing nonfiction books. The secret of being a successful management consultant is to focus on the genuine needs of the client and provide the best service to achieve and sustain results. The Management Consultant is your essential guide for both newcomers and practicing consultants to develop the skills that will help you understand your client's needs, identify gaps in knowledge and deliver real value to all parts of your business. Updated to meet the most recent changes in business and technology with the same comprehensive and clear approach, expert practitioner Richard Newton shows you exactly what you need to know, do and deliver to be a great management consultant. Whether you are a consultant, working with consultants or buying a consultancy, this is the only book you will need. Start doing good research faster than you can plan your next pitch. Refactoring is gaining momentum amongst the object oriented programming community. It can transform the internal dynamics of applications and has the capacity to transform bad code into good code. This book offers an introduction to refactoring. On April 1, 1946, shortly after sunrise, the town of Hilo on the island of Hawai'i was devastated by a series of giant waves. Traveling 2,300 miles from the Aleutian Islands in less than five hours, the waves struck without warning and claimed 159 lives. Fourteen years later, on May 22, 1960, a massive earthquake occurred off of the coast of Chile. The earthquake generated giant waves that sped across the Pacific at 442 miles per hour, reaching Hilo in just fifteen hours. The first wave to hit the town was a modest four feet higher than normal, the second nine feet. Before the third wave could arrive, a tidal phenomenon known as a bore smashed into the Hilo bayfront, with thirty-five foot waves that wrenched buildings off their foundations. That day several city blocks were swept clean of all structures and 61 people died. The first edition of Tsunami!, published in 1988, provided readers with a complete examination of the tsunami phenomenon in Hawai'i. This second edition adds many eyewitness accounts of the tsunamis of 1946 and 1960 and expands its coverage to include major tsunamis in the Mediterranean and off the coasts of Japan, Chile, Indonesia, Fiji, Alaska, California, Newfoundland, and the Caribbean, as well as the 1998 devastation in Papua New Guinea. Dramatic photographs and accounts of experiencing a tsunami firsthand are placed within the framework of the how and why of tsunamis, our scientific understanding of these phenomena, and the current status of the Tsunami Warning System, which is widely used to forecast and measure tsunamis and prepare coastal areas for potentially deadly tsunami strikes. Wildlife is an important and cherished element of our natural heritage in the United States. But state and federal laws governing the ways we interact with wildlife can be complex to interpret and apply. Ten years ago, Wildlife Law: A Primer was the first book to lucidly explain wildlife law for readers with little or no legal training who needed to understand its intricacies. Today, navigating this legal terrain is trickier than ever as habitat for wildlife shrinks, technology gives us new ways to seek out wildlife, and unwanted human-wildlife interactions occur more frequently, sometimes with alarming and tragic outcomes. This revised and expanded second edition retains key sections from the first edition, describing basic legal concepts while offering important updates that address recent legal topics. New chapters cover timely issues such as private wildlife reserves and game ranches, and the increased prominence of nuisance species as well as an expanded discussion of the Endangered Species Act, now more than 40 years old. Chapter sidebars showcase pertinent legal cases illustrating real-world application of the legal concepts covered in the main text. Accessibly written, this is an essential, groundbreaking reference for professors and students in natural resource and wildlife programs, land owners, and wildlife professionals. Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project The how-to guide for exceptional management from the bottom up The Effective Manager is a hands-on practical guide to great management at every level. Written by the man behind Manager Tools, the world's number-one business podcast, this book distills the author's 25 years of management training expertise into clear, actionable steps to start

taking today. First, you'll identify what "effective management" actually looks like: can you get the job done at a high level? Do you attract and retain top talent without burning them out? Then you'll dig into the four critical behaviors that make a manager great, and learn how to adjust your own behavior to be the leader your team needs. You'll learn the four major tools that should be a part of every manager's repertoire, how to use them, and even how to introduce them to the team in a productive, non-disruptive way. Most management books are written for CEOs and geared toward improving corporate management, but this book is expressly aimed at managers of any level—with a behavioral framework designed to be tailored to your team's specific needs. Understand your team's strengths, weaknesses, and goals in a meaningful way. Stop limiting feedback to when something goes wrong. Motivate your people to continuous improvement. Spread the work around and let people stretch their skills. Effective managers are good at the job and "good at people." The key is combining those skills to foster your team's development, get better and better results, and maintain a culture of positive productivity. The Effective Manager shows you how to turn good into great with clear, actionable, expert guidance. The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New "synthesis" chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. "Extension" chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews with SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter Nassim Nicholas Taleb's landmark Incerto series is an investigation of luck, uncertainty, probability, opacity, human error, risk, disorder, and decision-making in a world we don't understand, in nonoverlapping and standalone books. All four volumes—Antifragile, The Black Swan, Fooled by Randomness, and the expanded edition of The Bed of Procrustes, updated with more than 50 percent new material—are now together in one ebook bundle. ANTIFRAGILE "Startling . . . richly crammed with insights, stories, fine phrases and intriguing asides."—The Wall Street Journal Just as human bones get stronger when subjected to stress and tension, many things in life benefit from disorder, volatility, and turmoil. What Taleb has identified and calls "antifragile" is that category of things that not only gain from chaos but need it in order to survive and flourish. The resilient resists shocks and stays the same; the antifragile gets better and better. What is crucial is that the antifragile loves errors, as it incurs small harm and large benefits from them. Spanning politics, urban planning, war, personal finance, economic systems, and medicine in an interdisciplinary and erudite style, Antifragile is a blueprint for living in a Black Swan world. THE BLACK SWAN "[A book] that altered modern thinking."—The Times (London) A black swan is a highly improbable event with three principal characteristics: It is unpredictable; it carries a massive impact; and, after the fact, we concoct an explanation that makes it appear less random and more predictable. The astonishing success of Google was a black swan; so was 9/11. In this groundbreaking and prophetic book, Taleb shows that black swan events underlie almost everything about our world, from the rise of religions to events in our own personal lives, and yet we—especially the experts—are blind to them. FOOLED BY RANDOMNESS "[Fooled by Randomness] is to conventional Wall Street wisdom approximately what Martin Luther's ninety-five theses were to the Catholic Church."—Malcolm Gladwell, The New Yorker Are we capable of distinguishing the fortunate charlatan from the genuine visionary? Must we always try to uncover nonexistent messages in random events? Fooled by Randomness is about luck: more precisely, about how we perceive luck in our personal and professional experiences. Set against the backdrop of the most conspicuous forum in which luck is mistaken for skill—the markets—Fooled by Randomness is an irreverent, eye-opening, and endlessly entertaining exploration of one of the least understood forces in our lives. THE BED OF PROCURUSTES "Taleb's crystalline nuggets of thought stand alone like esoteric poems."—Financial Times This collection of aphorisms and meditations expresses Taleb's major ideas in ways you least expect. The Bed of Procrustes takes its title from Greek mythology: the story of a man who made his visitors fit his bed to perfection by either stretching them or cutting their limbs. With a rare combination of pointed wit and potent wisdom, Taleb plows through human illusions, contrasting the classical views of courage, elegance, and erudition against the modern diseases of nerdiness, philistinism, and phoniness. Four-skills American English course with a communicative methodology, engaging texts, and a strong pronunciation syllabus - designed to get students speaking. With texts and topics that make learners want to speak, American English File is the course that gets students talking. It gives you full skills coverage with a clear focus on pronunciation, plus wide-ranging support and resources too. Resources include Test Generator CD-ROMs, DVDs, Multi-ROMs, and websites. The highly popular teacher's site has extra lesson ideas and resources for you to download. This bestseller is newly revised with updated statistics, new activities and completely new material on food security, energy and health. By shrinking the planet down to a village of just 100 people, children will discover how to grow up global and establish their own place in the world village. Alcoholics Anonymous was founded in 1935 by Bill Wilson and Dr. Bob Smith, who developed the organization's twelve-step program. In 1939, they published this volume, which sets forth the cornerstone concepts of recovery and relates stories of those who have overcome alcoholism. Informally known as "The Big Book," it has gone through numerous editions, and as a lifeline to millions worldwide, it is the most widely used resource for recovering alcoholics. Alcoholics Anonymous (also known as the Big Book in recovery circles) sets forth cornerstone concepts of recovery from alcoholism and tells the stories of men and women who have overcome the disease. Anscombe guides us through the Tractatus and, thereby, Wittgenstein's early philosophy as a whole. She shows in particular how his arguments developed out of the discussions of Russell and Frege. This reprint is of the fourth, corrected edition. ON TIME, ON BUDGET . . . MANAGE EVERY PROJECT LIKE A PRO In today's environment of tight turnarounds and even tighter budgets, the effective project manager is often considered the most valuable member of a workplace team. Project Management, Second Edition, provides a step-by-step introduction to the tools and techniques necessary to successfully spearhead your next project. This new edition has everything that made the original so popular, plus it has been updated to reflect new principles and strategies in team building, planning, estimating costs, managing project interfaces, and more--providing you with the kind of business savvy today's project manager is expected to possess. Learn how to: Stay on top of all aspects of your project: process, interpersonal, and organizational Forge a spirit of cooperation--and achievement--among diverse team members Manage all the contingencies--foreseen and unforeseen--that come up in every project

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