9781118808573 Data Structures And Algorithms In Java

For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios.

The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, net.datastructures. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

For one- or two-semester junior or senior level courses in Advanced Calculus, Analysis I, or Real Analysis. This text prepares students for future courses that use analytic ideas, such as real and complex analysis, partial and ordinary differential equations, numerical analysis, fluid mechanics, and differential geometry. This book is designed to challenge advanced students while encouraging and helping weaker students. Offering readability, practicality and flexibility, Wade presents fundamental theorems and ideas from a practical viewpoint, showing students the motivation behind the mathematics and enabling them to construct their own proofs.

This book is not merely a new edition, but a complete and significantly expanded rewrite. It comprises over 900 pages of expert and in-depth exposition of this complex subject that has become so important in the modern global economy. Already established over four previous editions as the pre-eminent work on the subject it is a 'must-own book' for all students and practitioners of tax, whether from a legal, business or accounting perspective. Professor Lynette Olivier and Michael Honiball are without peer in their understanding and clarity in this highly specialised field. Five new chapters have been added on: Taxation of individuals; Taxation of Companies and Dividends; Taxation of Partnerships; Cross-border VAT; and Interpretation of Statutes.

Based on the authors' market leading data structures books in Java and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++.

The ninth edition continues to provide engineers with an accessible resource for learning calculus. The book includes carefully worked examples and special problem types that help improve comprehension. New applied exercises demonstrate the usefulness of the mathematics. Additional summary tables with step-by-step details are also incorporated into the chapters to make the concepts easier to understand. The Quick Check and Focus on Concepts exercises have been updated as well. Engineers become engaged in the material

because of the easy-to-read style and real-world examples.

The field of applied probability has changed profoundly in the past twenty years. The development of computational methods has greatly contributed to a better understanding of the theory. A First Course in Stochastic Models provides a self-contained introduction to the theory and applications of stochastic models. Emphasis is placed on establishing the theoretical foundations of the subject, thereby providing a framework in which the applications can be understood. Without this solid basis in theory no applications can be solved. Provides an introduction to the use of stochastic models through an integrated presentation of theory, algorithms and applications. Incorporates recent developments in computational probability. Includes a wide range of examples that illustrate the models and make the methods of solution clear. Features an abundance of motivating exercises that help the student learn how to apply the theory. Accessible to anyone with a basic knowledge of probability. A First Course in Stochastic Models is suitable for senior undergraduate and graduate students from computer science, engineering, statistics, operations resear ch, and any other discipline where stochastic modelling takes place. It stands out amongst other textbooks on the subject because of its integrated presentation of theory, algorithms and applications.

The C# Quick Syntax Reference is a condensed code and syntax reference to the C# programming language. It presents the essential C# syntax in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons or witty stories in this book. What you will find is a language reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any C# programmer. In the C# Quick Syntax Reference, you will find: · A concise reference to the C# language syntax. · Short, simple and focused code examples. · A well laid out table of contents and a comprehensive index allowing easy review. What you'll learn How to write your first C#-based HelloWorld as well as compile and run What are variables, operators, strings, arrays, conditionals, loops, methods What are and how to use the rich set of Classes in C# How to do inheritance, member redefinitions, access levels, statics, properties and more How to work with indexers, interfaces, abstracts, namespaces, and more How to use enums, exception handling, operator overloading, custom conversions, constants What are and how to use preprocessor, delegates, events, generics and struct Who this book is for This book is a handy, pocket quick syntax reference for experienced C# as well as perhaps other programmers even new to C#. Table of Contents1. HelloWorld 2. Compile and Run 3. Variables 4. Operators 5. String 6. Arrays 7. Conditionals 8. Loops 9. Methods 10. Class 11. Inheritance 12. Redefining Members 13. Access Levels 14. Static 15. Properties 16. Indexers 17. Interface 18. Abstract 19. Namespaces 20. Enum 21. Exception Handling 22. Operator Overloading 23. Custom Conversions 24. Constants 25. Preprocessor 26. Delegates 27. Events 28. Generics 29. Struct 30. Asynchronous Methods

Introducing a NEW addition to our growing library of computer science titles, Algorithm Design and Applications, by Michael T. Goodrich & Roberto Tamassia! Algorithms is a course required for all computer science majors, with a strong focus on theoretical topics. Students enter the course after gaining hands-on experience with computers, and are expected to learn how algorithms can be applied to a variety of contexts. This new book integrates application with theory. Goodrich & Tamassia believe that the best way to teach algorithmic topics is to present them in a context that is motivated from applications to uses in society, computer games, computing industry, science, engineering, and the internet. The text teaches students about designing and using algorithms, illustrating connections between topics being taught and their potential applications, increasing engagement.

If you're a student studying computer science or a software developer preparing for

technical interviews, this practical book will help you learn and review some of the most important ideas in software engineering—data structures and algorithms—in a way that's clearer, more concise, and more engaging than other materials. By emphasizing practical knowledge and skills over theory, author Allen Downey shows you how to use data structures to implement efficient algorithms, and then analyze and measure their performance. You'll explore the important classes in the Java collections framework (JCF), how they're implemented, and how they're expected to perform. Each chapter presents hands-on exercises supported by test code online. Use data structures such as lists and maps, and understand how they work Build an application that reads Wikipedia pages, parses the contents, and navigates the resulting data tree Analyze code to predict how fast it will run and how much memory it will require Write classes that implement the Map interface, using a hash table and binary search tree Build a simple web search engine with a crawler, an indexer that stores web page contents, and a retriever that returns user query results Other books by Allen Downey include Think Java, Think Python, Think Stats, and Think Bayes.

With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

Well-respected text for computer science students provides an accessible introduction to functional programming. Cogent examples illuminate the central ideas, and numerous exercises offer reinforcement. Includes solutions. 1989 edition.

Data Structures in Java: A visual introduction uses a visually-based approach designed to help students appreciate concepts using their prior experiences and expectations. This vibrant visual approach is as rigorous and content-filled as the typical text-based approach but is a better match for today?s students who already have experience with how computers are used in their lives. The text provides applications and labs for subjects of interest such as Biology, Business, Sports, and Entertainment that are presented in visually-appealing presentations students can explore with little technical support from instructors. An accompanying website provides handouts, animations, and links to additional interactive resources.

For weeks, months—nay!—from the very moment you were born, you've felt it calling to you. At long last you'll be united with the programming language you've been longing for: Clojure! As a Lisp-style functional programming language, Clojure lets you write robust and elegant code, and because it runs on the Java Virtual Machine, you can take advantage of the vast Java ecosystem. Clojure for the Brave and True offers a "dessert-first" approach: you'll start playing with real programs immediately, as you

steadily acclimate to the abstract but powerful features of Lisp and functional programming. Inside you'll find an offbeat, practical guide to Clojure, filled with quirky sample programs that catch cheese thieves and track glittery vampires. Learn how to: –Wield Clojure's core functions –Use Emacs for Clojure development –Write macros to modify Clojure itself –Use Clojure's tools to simplify concurrency and parallel programming Clojure for the Brave and True assumes no prior experience with Clojure, the Java Virtual Machine, or functional programming. Are you ready, brave reader, to meet your true destiny? Grab your best pair of parentheses—you're about to embark on an epic journey into the world of Clojure!

For courses in web development and design. A Comprehensive, Well-Rounded Intro to Web Development and Design Updated and expanded in this Eighth Edition, Web Development and Design Foundations with HTML5 presents a comprehensive introduction to the development of effective web sites. Intended for beginning web development courses, the text relates both the necessary hard skills (such as HTML5, CSS, and JavaScript) and soft skills (design, e-commerce, and promotion strategies) considered fundamental to contemporary web development. An emphasis on hands-on practice guides students, as the text introduces topics ranging from configuration and layout to accessibility techniques and ethical considerations. The Eighth Edition contains updated coverage of HTML5 and CSS, expanded coverage of designing for mobile devices, and more.

With a new author team contributing decades of practical experience, this fully updated and thoroughly classroom-tested second edition textbook prepares students and practitioners to create effective forecasting models and master the techniques of time series analysis. Taking a practical and example-driven approach, this textbook summarises the most critical decisions, techniques and steps involved in creating forecasting models for business and economics. Students are led through the process with an entirely new set of carefully developed theoretical and practical exercises. Chapters examine the key features of economic time series, univariate time series analysis, trends, seasonality, aberrant observations, conditional heteroskedasticity and ARCH models, non-linearity and multivariate time series, making this a complete practical guide. Downloadable datasets are available online.

A comprehensive Java guide, with samples, exercises, casestudies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approachis a straightforward resource for getting started with one of theworld's most enduringly popular programming languages. Based onclasses taught by the authors, the book starts with the basics andgradually builds into more advanced concepts. The approach utilizesan integrated development environment that allows readers toimmediately apply what they learn, and includes step-by-stepinstruction with plenty of sample programs. Each chapter containsexercises based on real-world business and educational scenarios,and the final chapter uses case studies to combine several conceptsand put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approachprovides both the information and the tools beginners need todevelop Java skills, from the general concepts of object-orientedprogramming. Learn to: Understand the Java language and object-oriented conceptimplementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use

Java in an appliedenvironment while learning at the same time. Useful as either acourse text or a stand-alone self-study program, Beginning JavaProgramming is a thorough, comprehensive guide.

Though your application serves its purpose, it might not be a high performer. Learn techniques to accurately predict code efficiency, easily dismiss inefficient solutions, and improve the performance of your application. Key Features Explains in detail different algorithms and data structures with sample problems and Java implementations where appropriate Includes interesting tips and tricks that enable you to efficiently use algorithms and data structures Covers over 20 topics using 15 practical activities and exercises Book Description Learning about data structures and algorithms gives you a better insight on how to solve common programming problems. Most of the problems faced everyday by programmers have been solved, tried, and tested. By knowing how these solutions work, you can ensure that you choose the right tool when you face these problems. This book teaches you tools that you can use to build efficient applications. It starts with an introduction to algorithms and big O notation, later explains bubble, merge, quicksort, and other popular programming patterns. You'll also learn about data structures such as binary trees, hash tables, and graphs. The book progresses to advanced concepts, such as algorithm design paradigms and graph theory. By the end of the book, you will know how to correctly implement common algorithms and data structures within your applications. What you will learn Understand some of the fundamental concepts behind key algorithms Express space and time complexities using Big O notation. Correctly implement classic sorting algorithms such as merge and quicksort Correctly implement basic and complex data structures Learn about different algorithm design paradigms, such as greedy, divide and conquer, and dynamic programming Apply powerful string matching techniques and optimize your application logic Master graph representations and learn about different graph algorithms Who this book is for If you want to better understand common data structures and algorithms by following code examples in Java and improve your application efficiency, then this is the book for you. It helps to have basic knowledge of Java, mathematics and object-oriented programming techniques.

Part of the new Digital Filmmaker Series! Digital Filmmaking: An Introductionis the first book in the newDigital Filmmaker Series. Designed for an introductory level course in digital filmmaking, it is intended for anyone who has an interest in telling stories with pictures and sound and won't assume any familiarity with equipment or concepts on the part of the student. In addition to the basics of shooting and editing, different story forms are introduced from documentary and live events through fictional narratives. Each of the topics is covered in enough depth to allow anyone with a camera and a computer to begin creating visual projects of quality.

The next enterprise computing era will rely on the synergy between both technologies: semantic web and model-driven software development (MDSD). The semantic web organizes system knowledge in conceptual domains according to its meaning. It addresses various enterprise computing needs by identifying, abstracting and rationalizing commonalities, and checking for inconsistencies across system specifications. On the other side, model-driven software development is closing the gap among business requirements, designs and executables by using domain-specific languages with custom-built syntax and semantics. It focuses on using modeling

languages as programming languages. Among many areas of application, we highlight the area of configuration management. Consider the example of a telecommunication company, where managing the multiple configurations of network devices (routers, hubs, modems, etc.) is crucial. Enterprise systems identify and document the functional and physical characteristics of network devices, and control changes to those characteristics. Applying the integration of semantic web and model-driven software development allows for (1) explicitly specifying configurations of network devices with tailor-made languages, (2) for checking the consistency of these specifications (3) for defining a vocabulary to share device specifications across enterprise systems. By managing configurations with consistent and explicit concepts, we reduce cost and risk, and enhance agility in response to new requirements in the telecommunication area. This book examines the synergy between semantic web and model-driven software development. It brings together advances from disciplines like ontologies, description logics, domain-specific modeling, model transformation and ontology engineering to take enterprise computing to the next level.

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

David Poole's innovative LINEAR ALGEBRA: A MODERN INTRODUCTION, 4e emphasizes a vectors approach and better prepares students to make the transition from computational to theoretical mathematics. Balancing theory and applications, the book is written in a conversational style and combines a traditional presentation with a focus on student-centered learning. Theoretical, computational, and applied topics are presented in a flexible yet integrated way. Stressing geometric understanding before computational techniques, vectors and vector geometry are introduced early to help students visualize concepts and develop mathematical maturity for abstract thinking. Additionally, the book includes ample applications drawn from a variety of disciplines, which reinforce the fact that linear algebra is a valuable tool for modeling real-life problems. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for todayâ€™s web and mobile apps. Take a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily production code, with examples in JavaScript, Python, and Ruby. This new and revised second edition features new chapters on recursion, dynamic programming, and using Big O in your daily work. Use Big O notation to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary trees and graphs to help scale specialized applications such as social networks and mapping

software. Youâ€™ll even encounter a single keyword that can give your code a turbo boost. Practice your new skills with exercises in every chapter, along with detailed solutions. Use these techniques today to make your code faster and more scalable.
Brain development MILESTONES and learning is a practical guide for parents, caregivers, teachers and therapists to enable children to develop into the happy, clever and fulfilled people they were born to be.
Data Structures and Algorithms in JavaJohn Wiley & Sons
Organic Chemistry, 3rd Edition offers success in organic chemistry requires mastery in two core aspects: fundamental concepts and the skills needed to apply those concepts and solve problems. Students must learn to become proficient at approaching new situations methodically, based on a repertoire of skills. These skills are vital for successful problem solving in organic chemistry. Existing textbooks provide extensive coverage of the principles but there is far less emphasis on the skills needed to actually solve problems.
BPP Learning Media provides comprehensive materials that highlight the areas to focus on for your exams and complement the syllabus to increase your understanding.
Each edition of Introduction to Data Compression has widely been considered the best introduction and reference text on the art and science of data compression, and the third edition continues in this tradition. Data compression techniques and technology are ever-evolving with new applications in image, speech, text, audio, and video. The third edition includes all the cutting edge updates the reader will need during the work day and in class. Khalid Sayood provides an extensive introduction to the theory underlying today's compression techniques with detailed instruction for their applications using several examples to explain the concepts. Encompassing the entire field of data compression Introduction to Data Compression, includes lossless and lossy compression, Huffman coding, arithmetic coding, dictionary techniques, context based compression, scalar and vector quantization. Khalid Sayood provides a working knowledge of data compression, giving the reader the tools to develop a complete and concise compression package upon completion of his book. *New content added on the topic of audio compression including a description of the mp3 algorithm *New video coding standard and new facsimile standard explained *Completely explains established and emerging standards in depth including JPEG 2000, JPEG-LS, MPEG-2, Group 3 and 4 faxes, JBIG 2, ADPCM, LPC, CELP, and MELP *Source code provided via companion web site that gives readers the opportunity to build their own algorithms, choose and implement techniques in their own applications
Starting Out with Programming Logic and Design, Third Edition, is a language-independent introductory programming book that orients students to programming concepts and logic without assuming any previous programming experience. In the successful, accessible style of Tony Gaddis' best-selling texts, useful examples and detail-oriented explanations allow students to become comfortable with fundamental concepts and logical thought processes used in programming without the complication of language syntax. Students gain confidence in their program design skills to transition into more comprehensive programming courses. The book is ideal for a programming logic course taught as a precursor to a language-specific introductory programming course, or for the first part of an introductory programming course.
Peeling Data Structures and Algorithms for interviews [re-printed with corrections and

new problems]: "Data Structures And Algorithms Made Easy: Data Structure And Algorithmic Puzzles" is a book that offers solutions to complex data structures and algorithms. There are multiple solutions for each problem and the book is coded in C/C++, it comes handy as an interview and exam guide for computer scientists. A handy guide of sorts for any computer science professional, "Data Structures And Algorithms Made Easy: Data Structure And Algorithmic Puzzles" is a solution bank for various complex problems related to data structures and algorithms. It can be used as a reference manual by those readers in the computer science industry. The book has around 21 chapters and covers Recursion and Backtracking, Linked Lists, Stacks, Queues, Trees, Priority Queue and Heaps, Disjoint Sets ADT, Graph Algorithms, Sorting, Searching, Selection Algorithms [Medians], Symbol Tables, Hashing, String Algorithms, Algorithms Design Techniques, Greedy Algorithms, Divide and Conquer Algorithms, Dynamic Programming, Complexity Classes, and other Miscellaneous Concepts. Data Structures And Algorithms Made Easy: Data Structure And Algorithmic Puzzles by Narasimha Karumanchi was published in March, and it is coded in C/C++ language. This book serves as guide to prepare for interviews, exams, and campus work. It is also available in Java. In short, this book offers solutions to various complex data structures and algorithmic problems. What is unique? Our main objective isn't to propose theorems and proofs about DS and Algorithms. We took the direct route and solved problems of varying complexities. That is, each problem corresponds to multiple solutions with different complexities. In other words, we enumerated possible solutions. With this approach, even when a new question arises, we offer a choice of different solution strategies based on your priorities. Topics Covered: IntroductionRecursion and BacktrackingLinked ListsStacksQueuesTreesPriority Queue and HeapsDisjoint Sets ADTGraph AlgorithmsSorting Searching Selection Algorithms [Medians] Symbol Tables Hashing String Algorithms Algorithms Design Techniques Greedy Algorithms Divide and Conquer Algorithms Dynamic Programming Complexity Classes Miscellaneous Concepts Target Audience? These books prepare readers for interviews, exams, and campus work. Language? All code was written in C/C++. If you are using Java, please search for "Data Structures and Algorithms Made Easy in Java." Also, check out sample chapters and the blog at: CareerMonk.com

If you’re a developer with core Java SE skills, this hands-on book takes you through the language changes in Java 8 triggered by the addition of lambda expressions. You’ll learn through code examples, exercises, and fluid explanations how these anonymous functions will help you write simple, clean, library-level code that solves business problems. Lambda expressions are a fairly simple change to Java, and the first part of the book shows you how to use them properly. Later chapters show you how lambda functions help you improve performance with parallelism, write simpler concurrent code, and model your domain more accurately, including building better DSLs. Use exercises in each chapter to help you master lambda expressions in Java 8 quickly Explore streams, advanced collections, and other Java 8 library improvements Leverage multicore CPUs and improve performance with data parallelism Use techniques to “lambdify” your existing codebase or library code Learn practical solutions for lambda expression unit testing and debugging Implement SOLID principles of object-oriented programming with lambdas Write concurrent applications that efficiently perform message passing and non-blocking I/O

Database System Concepts by Silberschatz, Korth and Sudarshan is now in its 6th edition and is one of the cornerstone texts of database education. It presents the fundamental concepts of database management in an intuitive manner geared toward allowing students to begin working with databases as quickly as possible. The text is designed for a first course in databases at the junior/senior undergraduate level or the first year graduate level. It also contains additional material that can be used as supplements or as introductory material for an advanced course. Because the authors present concepts as intuitive descriptions, a familiarity with basic data structures, computer organization, and a high-level programming language are the only prerequisites. Important theoretical results are covered, but formal proofs are omitted. In place of proofs, figures and examples are used to suggest why a result is true.

" Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for today’s web and mobile apps. This book takes a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily production code. Graphics and examples make these computer science concepts understandable and relevant. You can use these techniques with any language; examples in the book are in JavaScript, Python, and Ruby. Use Big O notation, the primary tool for evaluating algorithms, to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary trees and graphs to help scale specialized applications such as social networks and mapping software. You’ll even encounter a single keyword that can give your code a turbo boost. Jay Wengrow brings to this book the key teaching practices he developed as a web development bootcamp founder and educator. Use these techniques today to make your code faster and more scalable. "

WHATS IN IT FOR ME? Information technology lives all around us-in how we communicate, how we do business, how we shop, and how we learn. Smart phones, iPods, PDAs, and wireless devices dominate our lives, and yet it's all too easy for students to take information technology for granted. Rainer and Turban's Introduction to Information Systems, 2nd edition helps make Information Technology come alive in the classroom. This text takes students where IT lives-in today's businesses and in our daily lives while helping students understand how valuable information technology is to their future careers. The new edition provides concise and accessible coverage of core IT topics while connecting these topics to Accounting, Finance, Marketing, Management, Human resources, and Operations, so students can discover how critical IT is to each functional area and every business. Also available with this edition is WileyPLUS - a powerful online tool that provides instructors and students with an integrated suite of teaching and learning resources in one easy-to-use website. The WileyPLUS course for Introduction to Information Systems, 2nd edition includes

animated tutorials in Microsoft Office 2007, with iPod content and podcasts of chapter summaries provided by author Kelly Rainer.

This book presents a balanced and flexible approach to the incorporation of object-oriented principles in introductory courses using Python. Familiarizes readers with the terminology of object-oriented programming, the concept of an object's underlying state information, and its menu of available behaviors. Includes an exclusive, easy-to-use custom graphics library that helps readers grasp both basic and more advanced concepts. Lays the groundwork for transition to other languages such as Java and C++. For those interested in learning more about object-oriented programming using Python.

Nowadays applied work in business and economics requires a solid understanding of econometric methods to support decision-making. Combining a solid exposition of econometric methods with an application-oriented approach, this rigorous textbook provides students with a working understanding and hands-on experience of current econometrics. Taking a 'learning by doing' approach, it covers basic econometric methods (statistics, simple and multiple regression, nonlinear regression, maximum likelihood, and generalized method of moments), and addresses the creative process of model building with due attention to diagnostic testing and model improvement. Its last part is devoted to two major application areas: the econometrics of choice data (logit and probit, multinomial and ordered choice, truncated and censored data, and duration data) and the econometrics of time series data (univariate time series, trends, volatility, vector autoregressions, and a brief discussion of SUR models, panel data, and simultaneous equations). · Real-world text examples and practical exercise questions stimulate active learning and show how econometrics can solve practical questions in modern business and economic management. · Focuses on the core of econometrics, regression, and covers two major advanced topics, choice data with applications in marketing and micro-economics, and time series data with applications in finance and macro-economics. · Learning-support features include concise, manageable sections of text, frequent cross-references to related and background material, summaries, computational schemes, keyword lists, suggested further reading, exercise sets, and online data sets and solutions. · Derivations and theory exercises are clearly marked for students in advanced courses. This textbook is perfect for advanced undergraduate students, new graduate students, and applied researchers in econometrics, business, and economics, and for researchers in other fields that draw on modern applied econometrics.

Data Mining: A Tutorial-Based Primer, Second Edition provides a comprehensive introduction to data mining with a focus on model building and testing, as well as on interpreting and validating results. The text guides students to understand how data mining can be employed to solve real problems and recognize whether a data mining solution is a feasible alternative for a specific problem. Fundamental data mining strategies, techniques, and evaluation methods are presented and

implemented with the help of two well-known software tools. Several new topics have been added to the second edition including an introduction to Big Data and data analytics, ROC curves, Pareto lift charts, methods for handling large-sized, streaming and imbalanced data, support vector machines, and extended coverage of textual data mining. The second edition contains tutorials for attribute selection, dealing with imbalanced data, outlier analysis, time series analysis, mining textual data, and more. The text provides in-depth coverage of RapidMiner Studio and Weka's Explorer interface. Both software tools are used for stepping students through the tutorials depicting the knowledge discovery process. This allows the reader maximum flexibility for their hands-on data mining experience.