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[R in Action, Third Edition](#) May 19 2020 'R in Action' presents both the R system and the use cases that make it such a compelling package for business developers. The book begins by introducing the R language, and then moves on to various examples illustrating R's features.

[Grails in Action](#) Mar 21 2023 Summary Grails in Action, Second Edition is a comprehensive introduction to Grails 2 focused on making you super-productive fast. In this totally revised new edition, you'll master Grails 2.3 core skills as you apply TDD techniques to developing a full-scale Twitter clone. Along the way you'll learn the latest single-page web app UI techniques, work with NoSQL backends, integrate with enterprise messaging, and implement a complete RESTful API for your services. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology It may be time for you to stop reconfiguring, rewriting, and recompiling your Java web apps. Grails, a Groovy-powered web framework, hides all that busy work so you can concentrate on what your applications do, not how they're built. In addition to its famously intuitive dev environment and seamless integration with Spring and Hibernate, the new Grails 2.3 adds improved REST support, better protection against attacks from the web, and better dependency resolution. About the Book Grails in Action, Second Edition is a comprehensive introduction to Grails 2. In this totally revised edition you'll master Grails as you apply TDD techniques to a full-scale example (a Twitter clone). Along the way you'll learn single-page web app techniques, work with NoSQL back ends, integrate with enterprise messaging, implement a RESTful API ... and more. No Java or Groovy knowledge is required. Some web development and OOP experience is helpful. What's Inside Covers Grails 2.3 from the ground up Agile delivery and testing using Spock How to use and manage plugins Tips and tricks from the trenches About the Authors There's no substitute for experience: Glen Smith and Peter Ledbrook have been fixtures in the Grails community, contributing code, blogging, and speaking at conferences worldwide, since Grails 0.2. Table of Contents PART 1 INTRODUCING GRAILS Grails in a hurry The Groovy essentials PART 2 CORE GRAILS Modeling the domain 63 Creating the initial UI Retrieving the data you need Controlling application flow Services and data binding Developing tasty forms, views, and layouts PART 3 EVERYDAY GRAILS Building reliable applications Using plugins: just add water Protecting your application Exposing your app to other programs Single-page web applications (and other UI stuff) Understanding Spring and transactions PART 4 ADVANCED GRAILS Understanding events, messaging, and scheduling NoSQL and Grails Beyond compile, test, run Grails in the cloud BONUS ONLINE CHAPTERS Advanced GORM kung fu Developing plugins

[Time and the Philosophy of Action](#) May 31 2021 Although scholarship in philosophy of action has grown in recent years, there has been little work explicitly dealing with the role of time in agency, a role with great significance for the study of action. As the articles in this collection demonstrate, virtually every fundamental issue in the philosophy of action involves considerations of time. The four sections of this volume address the metaphysics of action, diachronic practical rationality, the relation between deliberation and action, and the phenomenology of agency, providing an overview of the central developments in each area with an emphasis on the role of temporality. Including contributions by established, rising, and new voices in the field, Time and the Philosophy of Action brings analytic work in philosophy of action together with contributions from continental philosophy and cognitive science to elaborate the central thesis that agency not only develops in time but is shaped by it at every level.

[The Art of Action](#) Apr 22 2023 The 10th Anniversary Edition of the Leadership Classic The surprisingly common sense approach to leading a global company, based on a theoretical framework first used by the nineteenth-century Prussian Army. For over a decade the approach known as 'mission command' has been taught at the leading HULT Ashridge International Business School and has been applied in transforming businesses as diverse as pharmaceuticals and F1 racing. What do you want me to do? This question is the enduring management issue, a perennial problem that Stephen Bungay shows has an old solution that is counter-intuitive and yet highly practical. The Art of Action is a thought-provoking and fresh look at how managers can turn planning into execution, and execution into results. Drawing on his experience as a consultant, senior manager and a highly respected military historian, Stephen Bungay takes a close look at the army which built its agility on the initiative of its highly empowered junior officers, to show business leaders how they can build more effective, productive organizations.

[Psychology in Action 10th Edition with Dsm-V Update](#) Jan 19 2023

[A Civil Action](#) Dec 06 2021 #1 NATIONAL BESTSELLER • NATIONAL BOOK CRITICS CIRCLE AWARD WINNER • The true story of one man so determined to take down two of the nation's largest corporations accused of killing children from water contamination that he risks losing everything. "The legal thriller of the decade." —Cleveland Plain Dealer Described as “a page-turner filled with greed, duplicity, heartache, and bare-knuckle legal brinksmanship” by The New York Times, A Civil Action is the searing, compelling tale of a legal system gone awry—one in which greed and power fight an unending struggle against justice. Yet it is also the story of how one man can ultimately make a difference. Representing the bereaved parents, the unlikelyst of heroes emerges: a young, flamboyant Porsche-driving lawyer who hopes to win millions of dollars and ends up nearly losing everything, including his sanity. With an unstoppable narrative power reminiscent of Truman Capote’s In Cold Blood, A Civil Action is an unforgettable reading experience that will leave the reader both shocked and enlightened. A Civil Action was made into a movie starring John Travolta and Robert Duvall.

[Unity in Action](#) May 11 2022 Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

[Spring in Action](#) Aug 22 2020 Spring Framework makes life easier for Java developers. New features in Spring 5 bring its productivity-focused approach to microservices, reactive development, and other modern application designs. With Spring Boot now fully integrated, you can start even complex projects with minimal configuration code. And the upgraded WebFlux framework supports reactive apps right out of the box! "Spring in action, fifth edition" guides you through Spring's core features, explained in Craig Walls' famously clear style. You'll roll up your sleeves and build a secure database-backed web app step by step. Along the way, you'll explore reactive programming, microservices, service discovery, RESTful APIs,

deployment, and expert best practices. Whether you're just discovering Spring or leveling up to Spring 5, this Manning classic is your ticket!

**The Time Chunking Method: a 10-Step Action Plan for Increasing Your Productivity** Sep 15 2022 Discover How To Use Time Chunking To Streamline Your Workflow And Skyrocket Your Productivity! Are you struggling to manage your time efficiently? Do you have the feeling you could be much more productive if only you used the right workflow strategy during your day? Enter the Time Chunking Method. It's one of the most popular time management strategies used today. Students, corporate managers, small business owners and stay-at-home moms employ it to get more done, stay motivated and carve out more free time. It can help you do the same thing! Time Management Made Easy! The key to using the Time Chunking Method effectively is to adjust it to your personal workflow. I'll show you how to do that in this book. Here are several other topics we'll cover: the one step that will determine whether you're successful using the Time Chunking Method the basics of using the technique (how to get started) what to do when you have a laundry list of small tasks to complete how to modify the Time Chunking Method to complement your workflow a cautionary tale about failing at time management (a personal story) the most common roadblocks you'll face and how to overcome them the key differences between timeboxing and the Time Chunking Method how sleep affects your success with using time chunks how your diet plays a role in your productivity how to control your stress levels and squeeze maximum mileage from your day the fundamentals of goal-setting with the Time Chunking Method (how to set proper goals designed for success) actionable tips and hacks to prevent burnout dozens of ideas to get the most out of the breaks that separate your time chunks the top apps for optimizing your use of the Time Chunking Method As you can see, this book goes much further into the application of the Time Chunking Method than anything you've read online. My goal is to give you a complete action plan you can use to manage your time and increase your daily output. Start enjoying a higher level of productivity today! Scroll to the top of this page and hit the "Buy Now" button. You'll receive my book instantly along with details on how to grab a free bonus ebook! Download your copy of The Time Chunking Method!

**Spring in Action, Sixth Edition** Mar 09 2022 If you need to learn Spring, look no further than this widely beloved and comprehensive guide! Fully revised for Spring 5.3, and packed with interesting real-world examples to get your hands dirty with Spring. In *Spring in Action*, 6th Edition you will learn: Building reactive applications Relational and NoSQL databases Integrating via HTTP and REST-based services, and sand reactive RSocket services Reactive programming techniques Deploying applications to traditional servers and containers Securing applications with Spring Security Over the years, *Spring in Action* has helped tens of thousands of developers get a major productivity boost from Spring. This new edition of the classic bestseller covers all of the new features of Spring 5.3 and Spring Boot 2.4 along with examples of reactive programming, Spring Security for REST Services, and bringing reactivity to your databases. You'll also find the latest Spring best practices, including Spring Boot for application setup and configuration. About the technology Spring is required knowledge for Java developers! Why? This powerful framework eliminates a lot of the tedious configuration and repetitive coding tasks, making it easy to build enterprise-ready, production-quality software. The latest updates bring huge productivity boosts to microservices, reactive development, and other modern application designs. It's no wonder over half of all Java developers use Spring. About the book *Spring in Action*, Sixth Edition is a comprehensive guide to Spring's core features, all explained in Craig Walls' famously clear style. You'll put Spring into action as you build a complete database-backed web app step-by-step. This new edition covers both Spring fundamentals and new features such as reactive flows, Kubernetes integration, and RSocket. Whether you're new to Spring or leveling up to Spring 5.3, make this classic bestseller your bible! What's inside Relational and NoSQL databases Integrating via RSocket and REST-based services Reactive programming techniques Deploying applications to traditional servers and containers About the reader For beginning to intermediate Java developers. About the author Craig Walls is an engineer at VMware, a member of the Spring engineering team, a popular author, and a frequent conference speaker. Table of Contents PART 1 FOUNDATIONAL SPRING 1 Getting started with Spring 2 Developing web applications 3 Working with data 4 Working with nonrelational data 5 Securing Spring 6 Working with configuration properties PART 2 INTEGRATED SPRING 7 Creating REST services 8 Securing REST 9 Sending messages asynchronously 10 Integrating Spring PART 3 REACTIVE SPRING 11 Introducing Reactor 12 Developing reactive APIs 13 Persisting data reactively 14 Working with RSocket PART 4 DEPLOYED SPRING 15 Working with Spring Boot Actuator 16 Administering Spring 17 Monitoring Spring with JMX 18 Deploying Spring

**Criminal Justice in Action** Jun 24 2023 The first introduction to criminal justice book developed from the ground up according to professor and student needs. This core version offers all of the benefits of the larger *CRIMINAL JUSTICE IN ACTION* (copyright 2000), but is a manageable 400-page paperback book with an attractive price. Using feedback from over 100 reviewers and over 400 survey respondents, Gaines/Kaune/Miller have written a book that provides everything the introductory level student needs to know using a framework of up-to-the-minute examples of policy and applications from today's news. Offering cutting-edge research combined with accessible discussions of theory, this text creates a foundation for the student without being overwhelming. With a special focus on careers, the text helps student make informed decisions about issues within the criminal justice system as well as make informed career choices.

**Ethics and Action** Jul 21 2020 Originally published in 1972, and now with a new Preface by Michael Campbell, this collection of essays on closely related issues in moral philosophy looks at different aspects of people's understanding of their own and others' actions in ethical dimensions. The book discusses the ways in which the understanding both of man's own nature and of the nature of the world in which he lives, is a function of his social existence. It discusses questions about the character of moral deliberation and decision, the nature of the human will and its connections with action, and the extent to which an individual's moral reasonings must claim universal applicability.

**School, Family, and Community Partnerships** Oct 04 2021 Strengthen programs of family and community engagement to promote equity and increase student success! When schools, families, and communities collaborate and share responsibility for students' education, more students succeed in school. Based on 30 years of research and fieldwork, the fourth edition of the bestseller *School, Family, and Community Partnerships: Your Handbook for Action*, presents tools and guidelines to help develop more effective and more equitable programs of family and community engagement. Written by a team of well-known experts, it provides a theory and framework of six types of involvement for action; up-to-date research on school, family, and community collaboration; and new materials for professional development and on-going technical assistance. Readers also will find: Examples of best practices on the six types of involvement from preschools, and elementary, middle, and high schools Checklists, templates, and evaluations to plan goal-linked partnership programs and assess progress CD-ROM with slides and notes for two presentations: A new awareness session to orient colleagues on the major components of a research-based partnership program, and a full One-Day Team Training Workshop to prepare school teams to develop their partnership programs. As a foundational text, this handbook demonstrates a proven approach to implement and sustain inclusive, goal-linked programs of partnership. It shows how a good partnership program is an essential component of good school organization and school improvement for student success. This book will help every district and all schools strengthen and continually improve their programs of family and community engagement.

**Process Mining** Nov 24 2020 This is the second edition of Wil van der Aalst's seminal book on process mining, which now discusses the field also in the broader context of data science and big data approaches. It includes several additions and updates, e.g. on inductive mining techniques, the notion of alignments, a considerably expanded section on software tools and a completely new chapter of process mining in the large. It is self-contained, while at the same time covering the entire process-mining spectrum from process discovery to predictive analytics. After a general introduction to data science and process mining in Part I, Part II provides the basics of business process modeling and data mining necessary to understand the remainder of the book. Next, Part III focuses on process discovery as the most important process mining task, while Part IV moves beyond discovering the control flow of processes, highlighting conformance checking, and organizational and time perspectives. Part V offers a guide to successfully applying process mining in practice, including an introduction to the widely used open-source tool ProM and several commercial products. Lastly, Part VI takes a step back, reflecting on the material presented and the key open challenges. Overall, this book provides a comprehensive overview of the state of the art in process mining. It is intended for business process analysts, business consultants, process managers, graduate students, and BPM researchers.

**GANs in Action** Nov 05 2021 Deep learning systems have gotten really great at identifying patterns in text, images, and video. But applications that create realistic images, natural sentences and paragraphs, or native-quality translations have proven elusive. Generative Adversarial Networks, or GANs, offer a promising solution to these challenges by pairing two competing neural networks' one that generates content and the other that rejects samples that are of poor quality. *GANs in Action: Deep learning with Generative Adversarial Networks* teaches you how to build and train your own generative adversarial networks. First, you'll get an introduction to generative modelling and how GANs work, along with an overview of their potential uses. Then, you'll start building your own simple adversarial system, as you explore the foundation of GAN architecture: the generator and discriminator networks. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

**A Practitioner's Guide to Class Actions** Nov 17 2022 Complete with a state-by-state analysis of the ways in which the class action rules differ from the Federal Rule of Civil Procedure 23, this comprehensive guide provides practitioners with an understanding of the intricacies of a class action lawsuit. Multiple authors contributed to the book, mainly 12 top litigators at the premiere law firm of Fulbright and Jaworski, L.L.P.

**SPRING IN ACTION:COVERS SPRING 3.0, 3RD EDITION** Oct 24 2020 About The Book: *Spring in Action*, Third Edition continues the practical, hands-on style of the previous bestselling editions. Author Craig Walls has a special knack for crisp and entertaining examples that zoom in on the features and techniques you really need. This edition highlights the most important aspects of Spring 3.0 including REST, remote services, messaging, Security, MVC, Web Flow, and more.

**Docker in Action** Jun 12 2022 Even small applications have dozens of components. Large applications may have thousands, which makes them challenging to install, maintain, and remove. Docker bundles all application components into a package called a container that keeps things tidy and helps manage any dependencies on other applications or infrastructure. *Docker in Action*, Second Edition teaches you the skills and knowledge you need to create, deploy, and manage applications hosted

in Docker containers. This bestseller has been fully updated with new examples, best practices, and entirely new chapters. You'll start with a clear explanation of the Docker model and learn how to package applications in containers, including techniques for testing and distributing applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

**Unity in Action, Third Edition** Jan 07 2022 This hands-on beginners guide gets you building games fast, all with the awesome Unity engine! You'll speed past the basics and use your existing coding skills to create 2D, 3D, and AR/VR games. In Unity in Action, Third Edition, you will learn how to: Create characters that run, jump, and bump into things Build 3D first-person shooters and third-person action games Construct 2D card games and side-scrolling platformers Script enemies with AI Improve game graphics by importing models and images Design an intuitive user interface for your games Play music and spatially-aware sound effects Connect your games to the internet for online play Deploy your games to desktop, mobile, and the web Thousands of new game developers have chosen Joe Hocking's Unity in Action as their first step toward Unity mastery. Starting with the initial groundwork of a new game development project, you'll quickly start writing custom code instead of clicking together premade scripts. This fully updated third edition comes packed with fully refreshed graphics, Unity's latest features, and coverage of augmented and virtual reality toolkits. You'll master the Unity toolset from the ground up, learning the skills to go from application coder to game developer. Foreword by Jesse Schell. About the technology Writing games is rewarding and fun—and with Unity, it's easy to get started! Unity handles the heavy lifting, so you can focus on game play, graphics, and user experience. C# support and a huge ecosystem of prebuilt components help even first-time developers go from the drawing board to the screen fast. About the book Unity in Action, Third Edition teaches you to create games with the Unity game platform. It's many 2D, 3D, and AR/VR game examples give you hands-on experience with Unity's workflow tools and state-of-the-art rendering engine. This fully updated third edition presents new coverage of Unity's XR toolkit and shows you how you can start building with virtual and augmented reality. What's inside Create characters that run, jump, and bump into things Script enemies with AI Play music and spatially-aware sound effects Deploy your games to desktop, mobile, and the web About the reader For programmers who know any object-oriented programming language. Examples are in C#. About the author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 FIRST STEPS 1 Getting to know Unity 2 Building a demo that puts you in 3D space 3 Adding enemies and projectiles to the 3D game 4 Developing graphics for your game PART 2 GETTING COMFORTABLE 5 Building a Memory game using Unity's 2D functionality 6 Creating a basic 2D platformer 7 Putting a GUI onto a game 8 Creating a third-person 3D game: Player movement and animation 9 Adding interactive devices and items within the game PART 3 STRONG FINISH 10 Connecting your game to the internet 11 Playing audio: Sound effects and music 12 Putting the parts together into a complete game 13 Deploying your game to players' devices

**English in Action 1** Aug 14 2022 English in Action is a four-level, standards-based integrated language learning program that prepares adults for work and academic success. The third edition of English in Action features authentic and high-interest content from National Geographic to promote critical thinking and 21st century skills. English in Action is retaining its best-selling grammar approach and relevance of topics to learners' lives that prepare learners for education or a career pathway. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Improving Schools Through Action Research** Sep 22 2020 This text emphasizes the reflective processes used in planning and conducting action research studies, data analysis techniques (quantitative and qualitative), and displaying and explaining results. It provides specific information needed to complete each step of the action research cycle with chapter activities that help the student/reader conduct projects focused on school improvement. Each activity includes a research paper component that helps students create a research paper as they complete the activities.

**English in Action** Feb 25 2021 Fun, engaging, and action-packed! Students learn better and are more motivated when they can put English into action! The second edition of "English in Action" provides learners with competency-based support for building language, life, and work skills in real world settings. Learners are engaged as workers, family members, and citizens through a communicative, practical, and active approach. "Fun English in Action" is filled with fun and exciting content and activities which motivate students to master the skills presented. "Engaging English in Action" empowers students and promotes learner persistence through dynamic, communicative activities, helping to build confidence in and out of the classroom. "Action-packed English in Action" encourages learners to communicate and participate in a lively learning process that offers interactive technology options, providing various avenues to learning.

**Social Groups in Action and Interaction** Oct 16 2022 Social Groups in Action and Interaction reviews and analyzes the human group as it operates to create both social good and, potentially, social harm. It summarizes current knowledge and contemporary research, with real-world examples in succinct yet engaging chapters, to help students understand and predict group behavior. Unlike other texts, the book considers a wide range of topics—such as conformity, leadership, task performance, social identity, prejudice, and discrimination—from both an intragroup and an intergroup perspective. By looking at behavior both within and between groups, it bridges the gap between these interconnected approaches. The second edition is thoroughly updated to include new discussion of the biology and neuroscience of group formation, recent developments in social identity theory, and recent advances in the study of social networks. It also includes questions for review and discussion in the classroom. It provides the most comprehensive and essential resource for courses on group dynamics and behavior.

**Psychology in Action Wiley AP Edition 10th Edition with Wiley E-Text Reg Card Set** Sep 03 2021

**Criminal Justice in Action** Jul 25 2023 As riveting and current as today's headlines, CRIMINAL JUSTICE IN ACTION, 10th Edition, is designed with today's busy students and instructors in mind. Concepts come alive thanks to vivid straight-from-the-headlines vignettes at the beginning of every chapter and real-world examples throughout the book. Choosing what's important to remember is a snap with each chapter's numbered objectives, which are reinforced throughout the chapter and in the book's supplements. Thinking critically and writing become less intimidating with the guidance of practical writing activities. Reviewers praise the crisp, clear topic coverage as well as the magazine-style design and captivating writing. And with the insightful coverage of ethics, policy, and discretion, students gain a panoramic view of key criminal justice issues that goes beyond learning facts. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**R in Action** Jan 27 2021 Summary R in Action, Second Edition presents both the R language and the examples that make it so useful for business developers. Focusing on practical solutions, the book offers a crash course in statistics and covers elegant methods for dealing with messy and incomplete data that are difficult to analyze using traditional methods. You'll also master R's extensive graphical capabilities for exploring and presenting data visually. And this expanded second edition includes new chapters on time series analysis, cluster analysis, and classification methodologies, including decision trees, random forests, and support vector machines. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Business pros and researchers thrive on data, and R speaks the language of data analysis. R is a powerful programming language for statistical computing. Unlike general-purpose tools, R provides thousands of modules for solving just about any data-crunching or presentation challenge you're likely to face. R runs on all important platforms and is used by thousands of major corporations and institutions worldwide. About the Book R in Action, Second Edition teaches you how to use the R language by presenting examples relevant to scientific, technical, and business developers. Focusing on practical solutions, the book offers a crash course in statistics, including elegant methods for dealing with messy and incomplete data. You'll also master R's extensive graphical capabilities for exploring and presenting data visually. And this expanded second edition includes new chapters on forecasting, data mining, and dynamic report writing. What's Inside Complete R language tutorial Using R to manage, analyze, and visualize data Techniques for debugging programs and creating packages OOP in R Over 160 graphs About the Author Dr. Rob Kabacoff is a seasoned researcher and teacher who specializes in data analysis. He also maintains the popular Quick-R website at statmethods.net. Table of Contents PART 1 GETTING STARTED Introduction to R Creating a dataset Getting started with graphs Basic data management Advanced data management PART 2 BASIC METHODS Basic graphs Basic statistics PART 3 INTERMEDIATE METHODS Regression Analysis of variance Power analysis Intermediate graphs Resampling statistics and bootstrapping PART 4 ADVANCED METHODS Generalized linear models Principal components and factor analysis Time series Cluster analysis Classification Advanced methods for missing data PART 5 EXPANDING YOUR SKILLS Advanced graphics with ggplot2 Advanced programming Creating a package Creating dynamic reports Advanced graphics with the lattice package available online only from manning.com/kabacoff2

**Amazon Web Services in Action, Third Edition** Dec 26 2020 This bestselling guide reveals best practices for security, high availability, and scalability on AWS, the world's most popular cloud. It's packed with techniques for automating your deployment, management, and even your infrastructure using Infrastructure as Code. Amazon Web Services in Action: An in-depth guide to AWS has helped thousands of developers succeed with the AWS cloud. This hands-on guide gives a complete introduction to computing, storage, and networking, along with best practices for all core AWS services. Amazon Web Services in Action, Third Edition: An in-depth guide to AWS is a comprehensive introduction to everything AWS. This revised edition covers all the core services in clear, plain language, including services such as AWS Lambda and CloudFormation. Throughout, you'll automate your deployment, your scaling, and even your infrastructure management using powerful Infrastructure as Code tools. You'll learn how to secure network traffic with a private cloud, achieve high availability with autoscaling, share data with EFS, and deliver in-memory storage with ElastiCache. Real world examples like hosting a WordPress site and deploying a note-taking app on containers ensure you're always learning hands-on. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

**Atomic Habits** Apr 29 2021 The #1 New York Times bestseller. Over 10 million copies sold! Tiny Changes, Remarkable Results No matter your goals, Atomic Habits offers a proven framework for improving—every day. James Clear, one of the world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the

level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to: make time for new habits (even when life gets crazy); overcome a lack of motivation and willpower; design your environment to make success easier; get back on track when you fall off course; ...and much more. Atomic Habits will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your habits--whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.

**Business in Action, Global Edition** Feb 20 2023 Business in Action remains the premier text for important introductory business principles and concepts. Featuring a highly organized, objective-driven structure, it incorporates relevant, contemporary examples and trends from the business world. From the life-changing impact of the pandemic to the prospect of conducting business in the metaverse to a spark of hope in the union movement, the past several years have been momentous for business. The 10th Edition has been thoroughly revised to reflect all these changes and help prepare you for the complexities and expectations of today's workplace.

The West in Action Apr 10 2022 Collectors Edition of artist Andy Thomas' action western and historical art. Complete within a slip-case you can enjoy this 128 page collection of his oil paintings, many with stories written by Thomas. Other stories are images of gunfights, Indian fights of long ago based on historical facts and written logs.

**Groovy in Action** Jun 19 2020 Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GPar Domain-specific languages The Groovy ecosystem

*Reclaiming Two-Spirits* Feb 08 2022 A sweeping history of Indigenous traditions of gender, sexuality, and resistance that reveals how, despite centuries of colonialism, Two-Spirit people are reclaiming their place in Native nations. Reclaiming Two-Spirits decolonizes the history of gender and sexuality in Native North America. It honors the generations of Indigenous people who had the foresight to take essential aspects of their cultural life and spiritual beliefs underground in order to save them. Before 1492, hundreds of Indigenous communities across North America included people who identified as neither male nor female, but both. They went by aakí'skassi, miati, okitcitakwe or one of hundreds of other tribally specific identities. After European colonizers invaded Indian Country, centuries of violence and systematic persecution followed, imperiling the existence of people who today call themselves Two-Spirits, an umbrella term denoting feminine and masculine qualities in one person. Drawing on written sources, archaeological evidence, art, and oral storytelling, Reclaiming Two-Spirits spans the centuries from Spanish invasion to the present, tracing massacres and inquisitions and revealing how the authors of colonialism's written archives used language to both denigrate and erase Two-Spirit people from history. But as Gregory Smithers shows, the colonizers failed—and Indigenous resistance is core to this story. Reclaiming Two-Spirits amplifies their voices, reconnecting their history to Native nations in the 21st century.

**Psychology in Action** May 23 2023 In the 10th edition of Psychology in Action, Author Karen Huffman redefines and refocuses her message of "active learning". This is reflected as "Student Engagement through Active Participation." All in-text pedagogy (including the new MythBuster box) are subsumed under this big category making it easier for reps to concretely demonstrate this theme.

Psychology in Action 10th Edition Binder Ready Version with Study Guide Set Dec 18 2022

*C++ Concurrency in Action* Apr 17 2020 "This book should be on every C++ programmer's desk. It's clear, concise, and valuable." - Rob Green, Bowling Green State University This bestseller has been updated and revised to cover all the latest changes to C++ 14 and 17! C++ Concurrency in Action, Second Edition teaches you everything you need to write robust and elegant multithreaded applications in C++17. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You choose C++ when your applications need to run fast. Well-designed concurrency makes them go even faster. C++ 17 delivers strong support for the multithreaded, multiprocessor programming required for fast graphic processing, machine learning, and other performance-sensitive tasks. This exceptional book unpacks the features, patterns, and best practices of production-grade C++ concurrency. About the Book C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. What's inside Full coverage of new C++ 17 features Starting and managing threads Synchronizing concurrent operations Designing concurrent code Debugging multithreaded applications About the Reader Written for intermediate C and C++ developers. No prior experience with concurrency required. About the Author Anthony Williams has been an active member of the BSI C++ Panel since 2001 and is the developer of the just::thread Pro extensions to the C++ 11 thread library. Table of Contents Hello, world of concurrency in C++! Managing threads Sharing data between threads Synchronizing concurrent operations The C++ memory model and operations on atomic types Designing lock-based concurrent data structures Designing lock-free concurrent data structures Designing concurrent code Advanced thread management Parallel algorithms Testing and debugging multithreaded applications

**Psychology in Action 10E with WileyPlus Blackboard Card** Aug 02 2021

*Technology in Action, Complete* Jul 13 2022 Active helpdesks: learn key computer concepts by fielding questions from callers in a simulated helpdesk environment -- Sound bytes: see key concepts demonstrated through multimedia lessons that include video, sound or animation. Also includes Sound Byte Labs featuring multiple-choice quizzes.

Free Action Jul 01 2021 That a science of human conduct is possible, that what any man may do even in moments of the most sober and careful reflection can be understood and explained, has seemed to many a philosopher to cast doubt upon our common view that any human action can ever be said to be truly free. This book, first published in 1961, looks into crucially important issues that are often ignored in the familiar arguments for and against the possibility of free action. These issues are brought to light and examined in some detail.

Print Component for Psychology in Action, 10th Edition Aug 26 2023

Philosophy of Action Mar 29 2021 This book offers an accessible and inclusive overview of the major debates in the philosophy of action. It covers the distinct approaches taken by Donald Davidson, G.E.M. Anscombe, and numerous others to answering questions like "what are intentional actions?" and "how do reasons explain actions?" Further topics include intention, practical knowledge, weakness and strength of will, self-governance, and collective agency. With introductions, conclusions, and annotated suggested reading lists for each of the ten chapters, it is an ideal introduction for advanced undergraduates as well as any philosopher seeking a primer on these issues.

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