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There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available. This book is subsumed by our new work "Elements of Programming Interviews" (EPI), also available from Amazon.com Compared to "Algorithms for Interviews", EPI has many more problems (300 vs 174), increases emphasis on problems that can be solved without specialized knowledge has much more code (over 250

programs) and over 100 figures, and is more bug free. You can view a sample chapter from EPI at Adnan Aziz's homepage (<http://bit.ly/adnanaziz>) This book is about coding interview questions from software and Internet companies. It covers five key factors which determine performance of candidates: (1) the basics of programming languages, data structures and algorithms, (2) approaches to writing code with high quality, (3) tips to solve difficult problems, (4) methods to optimize code, (5) soft skills required in interviews. The basics of languages, algorithms and data structures are discussed as well as questions that explore how to write robust solutions after breaking down problems into manageable pieces. It also includes examples to focus on modeling and creative problem solving. Interview questions from the most popular companies in the IT industry are taken as examples to illustrate the five factors above. Besides solutions, it contains detailed analysis, how interviewers evaluate solutions, as well as why they like or dislike them. The author makes clever use of the fact that interviewees will have limited time to program meaningful solutions which in turn, limits the options an interviewer has. So the author covers those bases. Readers will improve their interview performance after reading this book. It will be beneficial for them even after they get offers, because its topics, such as approaches to analyzing difficult problems, writing robust code and optimizing, are all essential for high-performing coders.

SALIENT FEATURES OF BOOK Provides insight into what drives the recruitment process and what an interviewer looks for while interviewing an engineering student Covers concepts, problems, and interview questions for each topic Covers latest buzzwords like Cloud Computing, Virtualization, Big Data, and many more All the concepts are discussed in a lucid, easy to understand manner A reader without any basic knowledge in computers can comfortably follow this book Coders/Programmers are in demand, but to land the job, you must demonstrate knowledge of those things expected by today's employers. This guide sets you up for success. Not only does it provide the most commonly asked interview questions and answers, but it also offers insight into the interview process in today's marketplace. This book is a comprehensive guide for experienced and first-time programmers alike. The book is specifically designed for freshers, who despite being brilliant at the technical aspects of the interview, tend to fail when it comes to soft skills and HR interviews. The book provides readers with a relevant blueprint when it comes to planning for pre-interview preparation. It provides candidates with guidelines on the preparation of their resumes and the format that should be followed.

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We've been using Python as our daily language at Facebook and Uber for quite some time now, and have grown to appreciate its power, versatility, and aesthetics. We wrote Python code for EPI Python from the ground up, and invested a great deal of effort to find the most efficient ways to solve interview problems in Python. We hope you enjoy reading this book as much as we enjoyed writing it. As always, we look forward to hearing our readers thoughts and criticisms of our work. Feel free to drop us a line, come by in person if you are in the Bay Area. (Ice Cream at the Facebook Sweet Shop is always fun.) - from the publisher

Searching & sorting algorithms form the back bone of coding acumen of developers. This book comprehensively covers In-depth tutorial & analysis of all major algorithms and techniques used to search and sort across data structures. All major variations of each algorithm (e.g. Ternary, Jump, Exponential, Interpolation are variations of Binary search). 110 real coding interview questions as solved examples and unsolved problems. Case studies of implementation of searching and sorting in language libraries. Introduction to how questions are asked and expected to answer on online competitive coding and hiring platforms like hackerrank.com, codechef.com, etc. Introduction to data structures. "The Queue ... has drawn comparisons to Western classics like George Orwell's 1984 and The Trial by Franz Kafka. It represents a new wave of dystopian and surrealist fiction from Middle Eastern writers who are grappling with the chaotic aftermath and stinging disappointments of the Arab Spring." -- The New York Times Winner of the English PEN Translation Award In a surreal, but familiar, vision of modern day Egypt, a centralized authority known as 'the Gate' has risen to power in the aftermath of the 'Disgraceful Events,' a failed popular uprising. Citizens are required to obtain permission from the Gate in order to take care of even the most basic of their daily affairs, yet the Gate never opens, and the queue in front of it grows longer. Citizens from all walks of life mix and wait in the sun: a revolutionary journalist, a sheikh, a poor woman concerned for her daughter's health, and even the brother of a security officer killed in clashes with protestors. Among them is Yehia, a man who was shot during the Events and is waiting for permission from the Gate to remove a bullet that remains lodged in his pelvis. Yehia's health steadily declines, yet at every turn, officials refuse to assist him, actively denying the very existence of the bullet. Ultimately it is Tarek, the principled doctor tending to Yehia's case, who must decide whether to follow protocol as he has always done, or to disobey the law and risk his career to operate on Yehia and save his life. Written with dark, subtle humor, The Queue describes the sinister nature of authoritarianism, and illuminates the way that absolute authority manipulates information, mobilizes others in service to it, and fails to uphold the rights of even those faithful to it. The Google Resume is the only book available on how to win a coveted spot at Google, Microsoft, Apple, or other top tech firms. Gayle Laakmann McDowell worked in Google Engineering for three years, where she served on the hiring committee and interviewed over 120 candidates. She interned for Microsoft and Apple, and interviewed with and received offers from ten tech firms. If you're a student, you'll learn what to study and how to prepare while in school, as well as what career paths to consider. If you're a job seeker, you'll get an edge on your competition by learning about hiring procedures and making yourself stand out from other candidates. Covers key concerns like what to major in, which extra-curriculars and other experiences look good, how to apply, how to design and tailor your resume, how to prepare for and excel in the interview, and much more Author was on Google's hiring committee; interned at Microsoft and Apple; has received job offers from more than 10 tech firms; and runs CareerCup.com, a site devoted to tech jobs Get the only comprehensive guide to working at some of America's most dynamic, innovative, and well-paying tech companies with The Google Resume. I wanted to compute 80th term of the Fibonacci series. I wrote the rampant recursive function, `int fib(int n){ return (1==n || 2==n) ? 1 : fib(n-1) + fib(n-2); }` and waited for the result. I wait... and wait... and wait... With an 8GB RAM and an Intel i5 CPU, why is it taking so long? I terminated the process and tried computing the 40th term. It took about a second. I put a check and was shocked to find that the above recursive function was called 204,668,309 times while computing the 40th term. More than 200 million times? Is it reporting function calls or scam of some government? The Dynamic Programming solution computes 100th Fibonacci term in less than fraction of a second, with a single function call, taking linear time and constant extra memory. A recursive solution, usually, neither pass

all test cases in a coding competition, nor does it impress the interviewer in an interview of company like Google, Microsoft, etc. The most difficult questions asked in competitions and interviews, are from dynamic programming. This book takes Dynamic Programming head-on. It first explain the concepts with simple examples and then deep dives into complex DP problems. Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures "Coding Interview Questions" is a book that presents interview questions in simple and straightforward manner with a clear-cut explanation. This book will provide an introduction to the basics. It comes handy as an interview and exam guide for computer scientists. Programming puzzles for interviews Campus Preparation Degree/Masters Course Preparation Big job hunters: Apple, Microsoft, Google, Amazon, Yahoo, Flip Kart, Adobe, IBM Labs, Citrix, Mentor Graphics, NetApp, Oracle, Webaroo, De-Shaw, Success Factors, Face book, McAfee and many more Reference Manual for working people Topics Covered: Programming BasicsIntroductionRecursion and BacktrackingLinked Lists Stacks Queues Trees Priority Queue and HeapsGraph AlgorithmsSortingSearching Selection Algorithms [Medians] Symbol TablesHashing String Algorithms Algorithms Design Techniques Greedy Algorithms Divide and Conquer Algorithms Dynamic Programming Complexity Classes Design Interview Questions Operating System Concepts Computer Networking Basics Database Concepts Brain Teasers NonTechnical Help Miscellaneous Concepts Note: If you already have "Data Structures and Algorithms Made Easy" no need to buy this. EPI is your comprehensive guide to interviewing for software development roles. The book begins with a summary of the nontechnical aspects of interviewing, such as strategies for a great interview, common mistakes, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. We also provide a summary of data structures, algorithms, and problem solving patterns. Coding problems are presented through a series of chapters on basic and advanced data structures, searching, sorting, algorithm design principles, and concurrency. Each chapter starts with a brief introduction, a case study, top tips, and a review of the most important library methods. This is followed by a broad and thought-provoking set of problems. "We are at a crossroads: either we can try to prop up the old, broken marketing model, or we can create a new model, one that is fit for the unique challenges of today." —From Good Is the New Cool Marketing has an image problem. Media-savvy millennials, and their younger Gen Z counterparts, no longer trust advertising, and they demand increased social responsibility from their brands—while still insisting on cutting-edge products with on-trend design. As always, brands need to be cool—but now they need to be good, too. It's a tall order, and with new technology empowering consumers to bypass advertisements altogether, it won't be long before the old, advertising-based marketing model goes the way of the major label. If only

there was a new model, one that allowed companies to address environmental, civic, and economic issues in a way that grew their brand and business, while giving back to society, and re-branding branding as a powerful force for good. Enter Good is The New Cool, a bold new manifesto from marketing experts Afdhel Aziz and Bobby Jones. In provocative, whip-smart, and streetwise style, they take aim at conventional marketing, posing the questions few have had the vision and courage to ask: If the system is broken, how can we fix it? Rather than sinking money into advertising, why not create a new model, in which great marketing optimizes life? With seven revolutionary new principles—from “Treat People as Citizens, Not Consumers,” to “Lead with the Cool”—and insights and interviews from a new generation of marketers, social entrepreneurs, and leaders of such brands as Zappos, Citibank, The Honest Company, as well as the culture creators working with artists like Lady Gaga, Pharrell, and Justin Bieber, this rule-breaking book is the new business model for the twenty-first century, and a call to action for anyone committed to building a better tomorrow. This visionary book won’t just change your business—it will change the world. Have you ever... - Wanted to work at an exciting futuristic company? - Struggled with an interview problem that could have been solved in 15 minutes? - Wished you could study real-world computing problems? If so, you need to read Elements of Programming Interviews (EPI). EPI is your comprehensive guide to interviewing for software development roles. The core of EPI is a collection of over 250 problems with detailed solutions. The problems are representative of interview questions asked at leading software companies. The problems are illustrated with 200 figures, 300 tested programs, and 150 additional variants. The book begins with a summary of the nontechnical aspects of interviewing, such as strategies for a great interview, common mistakes, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. We also provide a summary of data structures, algorithms, and problem solving patterns. Coding problems are presented through a series of chapters on basic and advanced data structures, searching, sorting, algorithm design principles, and concurrency. Each chapter starts with a brief introduction, a case study, top tips, and a review of the most important library methods. This is followed by a broad and thought-provoking set of problems. A practical, fun approach to computer science fundamentals, as seen through the lens of common programming interview questions. Jeff Atwood/Co-founder, Stack Overflow and Discourse Detailed contents listing here: <http://www.hardcoregaming101.net/books/the-untold-history-of-japanese-game-developers-volume-2/> Nearly 400 pages and over 30 interviews, with exclusive content on the history of Japanese games. The origins of Hudson, Masaya's epic robot sagas, Nintendo's funding of a PlayStation RTS, detailed history of Westone Entertainment, and a diverse range of unreleased games. Includes exclusive office layout maps, design documents, and archive photos. In a world first - something no other journalist has dared examine - there's candid discussion on the involvement of Japan's yakuza in the industry. Forewords by Retro Gamer founding editor Martyn Carroll and game history professor Martin Picard. The Complete Coding Interview Guide in Java is an all-inclusive solution guide with meticulously crafted questions and answers that will help you crack any Java Developer job. This book will help you build a strong foundation and the skill-set required to confidently appear in the toughest coding interviews. The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 250 tested programs, and 150 variants. The problems are representative of questions asked at the leading software companies. The book begins with a summary of the nontechnical aspects of interviewing, such as common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and advanced

data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns. Now in the 5th edition, *Cracking the Coding Interview* gives you the interview preparation you need to get the top software developer jobs. This book provides: 150 Programming Interview Questions and Solutions: From binary trees to binary search, this list of 150 questions includes the most common and most useful questions in data structures, algorithms, and knowledge based questions. 5 Algorithm Approaches: Stop being blindsided by tough algorithm questions, and learn these five approaches to tackle the trickiest problems. Behind the Scenes of the interview processes at Google, Amazon, Microsoft, Facebook, Yahoo, and Apple: Learn what really goes on during your interview day and how decisions get made. Ten Mistakes Candidates Make -- And How to Avoid Them: Don't lose your dream job by making these common mistakes. Learn what many candidates do wrong, and how to avoid these issues. Steps to Prepare for Behavioral and Technical Questions: Stop meandering through an endless set of questions, while missing some of the most important preparation techniques. Follow these steps to more thoroughly prepare in less time. Ace technical interviews with smart preparation *Programming Interviews Exposed* is the programmer's ideal first choice for technical interview preparation. Updated to reflect changing techniques and trends, this new fourth edition provides insider guidance on the unique interview process that today's programmers face. Online coding contests are being used to screen candidate pools of thousands, take-home projects have become commonplace, and employers are even evaluating a candidate's public code repositories at GitHub—and with competition becoming increasingly fierce, programmers need to shape themselves into the ideal candidate well in advance of the interview. This book doesn't just give you a collection of questions and answers, it walks you through the process of coming up with the solution so you learn the skills and techniques to shine on whatever problems you're given. This edition combines a thoroughly revised basis in classic questions involving fundamental data structures and algorithms with problems and step-by-step procedures for new topics including probability, data science, statistics, and machine learning which will help you fully prepare for whatever comes your way. Learn what the interviewer needs to hear to move you forward in the process Adopt an effective approach to phone screens with non-technical recruiters Examine common interview problems and tests with expert explanations Be ready to demonstrate your skills verbally, in contests, on GitHub, and more Technical jobs require the skillset, but you won't get hired unless you are able to effectively and efficiently demonstrate that skillset under pressure, in competition with hundreds of others with the same background. *Programming Interviews Exposed* teaches you the interview skills you need to stand out as the best applicant to help you get the job you want. Be prepared to answer the most relevant interview questions and land the job Programmers are in demand, but to land the job, you must demonstrate knowledge of those things expected by today's employers. This guide sets you up for success. Not only does it provide 160 of the most commonly asked interview questions and model answers, but it also offers insight into the context and motivation of hiring managers in today's marketplace. Written by a veteran hiring manager, this book is a comprehensive guide for experienced and first-time programmers alike. Provides insight into what drives the recruitment process and how hiring managers think Covers both practical knowledge and recommendations for handling the interview process Features 160 actual interview questions, including some related to code samples that are available for download on a companion website Includes information on landing an interview, preparing a cheat-sheet for a phone interview, how to demonstrate your programming wisdom, and more Ace the Programming Interview, like the earlier Wiley bestseller

Programming Interviews Exposed, helps you approach the job interview with the confidence that comes from being prepared. Daily Coding Problem contains a wide variety of questions inspired by real programming interviews, with in-depth solutions that clearly take you through each core concept. You'll learn about: * Linked Lists * Arrays * Heaps * Trees * Graphs * Randomized Algorithms * Backtracking * Dynamic Programming * Stacks and Queues * Bit Manipulation * System Design Covers the methodology and state-of-the-art techniques of constrained verification, which is new and popular. It relates constrained verification with the also-hot technology called assertion-based design. Discussed and clarifies language issues, critical to both the above, which will help the implementation of these languages. The core of EPI is a collection of over 300 problems with detailed solutions, including 100 figures, 250 tested programs, and 150 variants. The problems are representative of questions asked at the leading software companies. The book begins with a summary of the nontechnical aspects of interviewing, such as common mistakes, strategies for a great interview, perspectives from the other side of the table, tips on negotiating the best offer, and a guide to the best ways to use EPI. The technical core of EPI is a sequence of chapters on basic and advanced data structures, searching, sorting, broad algorithmic principles, concurrency, and system design. Each chapter consists of a brief review, followed by a broad and thought-provoking series of problems. We include a summary of data structure, algorithm, and problem solving patterns. Part I Algorithms and Data Structures 1 Fundamentals Approximating the square root of a number Generating Permutation Efficiently Unique 5-bit Sequences Select Kth Smallest Element The Non-Crooks Problem Is this (almost) sorted? Sorting an almost sorted list The Longest Upsequence Problem Fixed size generic array in C++ Seating Problem Segment Problems Exponentiation Searching two-dimensional sorted array Hamming Problem Constant Time Range Query Linear Time Sorting Writing a Value as the Sum of Squares The Celebrity Problem Transport Problem Find Length of the rope Switch Bulb Problem In, On or Out The problem of the balanced seg The problem of the most isolated villages 2 Arrays The Plateau Problem Searching in Two Dimensional Sequence The Welfare Crook Problem 2D Array Rotation A Queuing Problem in A Post Office Interpolation Search Robot Walk Linear Time Sorting Write as sum of consecutive positive numbers Print 2D Array in Spiral Order The Problem of the Circular Racecourse Sparse Array Trick Bulterman's Reshuffling Problem Finding the majority Mode of a Multiset Circular Array Find Median of two sorted arrays Finding the missing integer Finding the missing number with sorted columns Re-arranging an array Switch and Bulb Problem Compute sum of sub-array Find a number not sum of subsets of array Kth Smallest Element in Two Sorted Arrays Sort a sequence of sub-sequences Find missing integer Inplace Reversing Find the number not occurring twice in an array 3 Trees Lowest Common Ancestor(LCA) Problem Spying Campaign 4 Dynamic Programming Stage Coach Problem Matrix Multiplication TSP Problem A Simple Path Problem String Edit Distance Music recognition Max Sub-Array Problem 5 Graphs Reliable distribution Independent Set Party Problem 6 Miscellaneous Compute Next Higher Number Searching in Possibly Empty Two Dimensional Sequence Matching Nuts and Bolts Optimally Random-number generation Weighted Median Compute a^n Compute a^n revisited Compute the product $a \times b$ Compute the quotient and remainder Compute GCD Computed Constrained GCD Alternative Euclid' Algorithm Revisit Constrained GCD Compute Square using only addition and subtraction Factorization Factorization Revisited Decimal Representation Reverse Decimal Representation Solve Inequality Solve Inequality Revisited Print Decimal Representation Decimal Period Length Sequence Periodicity Problem Compute Function Emulate Division and Modulus Operations Sorting Array of Strings : Linear Time LRU data structure Exchange Prefix and Suffix 7 Parallel Algorithms Parallel Addition Find Maximum

Parallel Prefix Problem Finding Ranks in Linked Lists Finding the kth Smallest Element 8 Low Level Algorithms Manipulating Rightmost Bits Counting 1-Bits Counting the 1-bits in an Array Computing Parity of a word Counting Leading/Trailing 0's Bit Reversal Bit Shuffling Integer Square Root Newton's Method Integer Exponentiation LRU Algorithm Shortest String of 1-Bits Fibonacci words Computation of Power of 2 Round to a known power of 2 Round to Next Power of 2 Efficient Multiplication by Constants Bit-wise Rotation Gray Code Conversion Average of Integers without Overflow Least/Most Significant 1 Bit Next bit Permutation Modulus Division Part II C++ 8 General 9 Constant Expression 10 Type Specifier 11 Namespaces 12 Misc 13 Classes 14 Templates 15 Standard Library This hilarious and poignant tween debut about dealing with bullies, making friends, and the power of good books is a great next read for fans of Merci Suárez Changes Gears and John David Anderson. Ahmed Aziz is having an epic year—epically bad. After his dad gets sick, the family moves from Hawaii to Minnesota for his dad's treatment. Even though his dad grew up there, Ahmed can't imagine a worse place to live. He's one of the only brown kids in his school. And as a proud slacker, Ahmed doesn't want to deal with expectations from his new teachers. Ahmed surprises himself by actually reading the assigned books for his English class: Holes, Bridge to Terabithia, and From the Mixed-Up Files of Mrs. Basil E. Frankweiler. Shockingly, he doesn't hate them. Ahmed also starts learning about his uncle, who died before Ahmed was born. Getting bits and pieces of his family's history might be the one upside of the move, as his dad's health hangs in the balance and the school bully refuses to leave him alone. Will Ahmed ever warm to Minnesota? * A Chicago Public Library Kids Best Book of the Year * A BookPage Best Book of the Year * Finalist for the Minnesota Book Award * You are shrunk to the height of a nickel and thrown in a blender. The blades start moving in 60 seconds. What do you do? If you want to work at Google, or any of America's best companies, you need to have an answer to this and other puzzling questions. Are You Smart Enough to Work at Google? guides readers through the surprising solutions to dozens of the most challenging interview questions. The book covers the importance of creative thinking, ways to get a leg up on the competition, what your Facebook page says about you, and much more. Are You Smart Enough to Work at Google? is a must-read for anyone who wants to succeed in today's job market. The pressure is on during the interview process but with the right preparation, you can walk away with your dream job. This classic book uncovers what interviews are really like at America's top software and computer companies and provides you with the tools to succeed in any situation. The authors take you step-by-step through new problems and complex brainteasers they were asked during recent technical interviews. 50 interview scenarios are presented along with in-depth analysis of the possible solutions. The problem-solving process is clearly illustrated so you'll be able to easily apply what you've learned during crunch time. You'll also find expert tips on what questions to ask, how to approach a problem, and how to recover if you become stuck. All of this will help you ace the interview and get the job you want. What you will learn from this book Tips for effectively completing the job application Ways to prepare for the entire programming interview process How to find the kind of programming job that fits you best Strategies for choosing a solution and what your approach says about you How to improve your interviewing skills so that you can respond to any question or situation Techniques for solving knowledge-based problems, logic puzzles, and programming problems Who this book is for This book is for programmers and developers applying for jobs in the software industry or in IT departments of major corporations. Wrox Beginning guides are crafted to make learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved. "Brimming with ideas. . . . The Origins of Creativity approach[es] creativity scientifically but

sensitively, feeling its roots without pulling them out.”—Economist In a stirring exploration of human nature recalling his foundational work *Consilience*, Edward O. Wilson offers a “luminous” (Kirkus Reviews) reflection on the humanities and their integral relationship to science. Both endeavors, Wilson argues, have their roots in human creativity—the defining trait of our species. By studying fields as diverse as paleontology, evolution, and neurobiology, Wilson demonstrates that creative expression began not 10,000 years ago, as we have long assumed, but more than 100,000 years ago in the Paleolithic Age. A provocative investigation into what it means to be human, *The Origins of Creativity* reveals how the humanities have played an unexamined role in defining our species. With the eloquence, optimism, and pioneering inquiry we have come to expect from our leading biologist, Wilson proposes a transformational “Third Enlightenment” in which the blending of science and humanities will enable a deeper understanding of our human condition, and how it ultimately originated. Aimed at both working programmers who are applying for a job where puzzles are an integral part of the interview, as well as techies who just love a good puzzle, this book offers a cache of exciting puzzles. Features a new series of puzzles, never before published, called elimination puzzles that have a pedagogical aim of helping the reader solve an entire class of Sudoku-like puzzles. Provides the tools to solve the puzzles by hand and computer. The first part of each chapter presents a puzzle; the second part shows readers how to solve several classes of puzzles algorithmically; the third part asks the reader to solve a mystery involving codes, puzzles, and geography. Comes with a unique bonus: if readers actually solve the mystery, they have a chance to win a prize, which will be promoted on wrox.com! If you are a skilled Java programmer but are concerned about the Java coding interview process, this real-world guide can help you land your next position. Java is a popular and powerful language that is a virtual requirement for businesses making use of IT in their daily operations. For Java programmers, this reality offers job security and a wealth of employment opportunities. But that perfect Java coding job won't be available if you can't ace the interview. If you are a Java programmer concerned about interviewing, *Java Programming Interviews Exposed* is a great resource to prepare for your next opportunity. Author Noel Markham is both an experienced Java developer and interviewer, and has loaded his book with real examples from interviews he has conducted. Review over 150 real-world Java interview questions you are likely to encounter. Prepare for personality-based interviews as well as highly technical interviews. Explore related topics, such as middleware frameworks and server technologies. Make use of chapters individually for topic-specific help. Use the appendix for tips on Scala and Groovy, two other languages that run on JVMs. Veterans of the IT employment space know that interviewing for a Java programming position isn't as simple as sitting down and answering questions. The technical coding portion of the interview can be akin to a difficult puzzle or an interrogation. With *Java Programming Interviews Exposed*, skilled Java coders can prepare themselves for this daunting process and better arm themselves with the knowledge and interviewing skills necessary to succeed. Operators are a way of packaging, deploying, and managing Kubernetes applications. A Kubernetes application doesn't just run on Kubernetes; it's composed and managed in Kubernetes terms. Operators add application-specific operational knowledge to a Kubernetes cluster, making it easier to automate complex, stateful applications and to augment the platform. Operators can coordinate application upgrades seamlessly, react to failures automatically, and streamline repetitive maintenance like backups. Think of Operators as site reliability engineers in software. They work by extending the Kubernetes control plane and API, helping systems integrators, cluster administrators, and application developers reliably deploy and manage key services and components. Using real-world examples, authors Jason Dobies and Joshua Wood demonstrate how to use Operators today and how to create Operators for

your applications with the Operator Framework and SDK. Learn how to establish a Kubernetes cluster and deploy an Operator Examine a range of Operators from usage to implementation Explore the three pillars of the Operator Framework: the Operator SDK, the Operator Lifecycle Manager, and Operator Metering Build Operators from the ground up using the Operator SDK Build, package, and run an Operator in development, testing, and production phases Learn how to distribute your Operator for installation on Kubernetes clusters Are you preparing for a programming interview? Would you like to work at one of the Internet giants, such as Google, Facebook, Amazon, Apple, Microsoft or Netflix? Are you looking for a software engineer position? Are you studying computer science or programming? Would you like to improve your programming skills? If the answer to any of these questions is yes, this book is for you! The book contains very detailed answers and explanations for the most common dynamic programming problems asked in programming interviews. The solutions consist of cleanly written code, with plenty of comments, accompanied by verbal explanations, hundreds of drawings, diagrams and detailed examples, to help you get a good understanding of even the toughest problems. The goal is for you to learn the patterns and principles needed to solve even dynamic programming problems that you have never seen before. Here is what you will get: A 180-page book presenting dynamic programming problems that are often asked in interviews. Multiple solutions for each problem, starting from simple but naive answers that are gradually improved until reaching the optimal solution. Plenty of detailed examples and walkthroughs, so that you can see right away how the solution works. 350+ drawings and diagrams which cater towards visual learners. Clear and detailed verbal explanations of how to approach the problems and how the code works. Analysis of time and space complexity. Discussion of other variants of the same problem, with solutions. Unit tests, including the reasoning behind choosing each one (edge case identification, performance evaluation etc.). Suggestions regarding what clarification questions you should ask, for each problem. Multiple solutions to the problems, where appropriate. General Python implementation tips. Wishing you the best of luck with your interviews! 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. 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. You'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. " 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. " Master professional-level coding in Rust. For developers who've mastered the basics, this book is the next step on your way to professional-level programming in Rust. It covers everything you need to build and maintain larger code bases, write powerful and flexible applications and libraries, and confidently expand the scope and complexity of your projects. Author Jon Gjengset takes you deep into the Rust programming language, dissecting core topics like ownership, traits, concurrency, and unsafe code. You'll explore key concepts like type layout and trait coherence, delve into the inner workings of concurrent programming and asynchrony with `async/await`, and take a tour of the world of `no_std` programming. Gjengset also provides expert guidance on API design, testing strategies, and error handling, and will help develop your understanding of foreign function interfaces, object safety, procedural macros, and much more. You'll Learn:

- How to design reliable, idiomatic, and ergonomic Rust programs based on best principles
- Effective use of declarative and procedural macros, and the difference between them
- How asynchrony works in Rust – all the way from the `Pin` and `Waker` types used in manual implementations of `Futures`, to how `async/await` saves you from thinking about most of those words
- What it means for code to be unsafe, and best practices for writing and interacting with unsafe functions and traits
- How to organize and configure more complex Rust projects so that they integrate nicely with the rest of the ecosystem
- How to write Rust code that can interoperate with non-Rust libraries and systems, or run in constrained and embedded environments

Brimming with practical, pragmatic insights that you can immediately apply, *Rust for Rustaceans* helps you do more with Rust, while also teaching you its underlying mechanisms. The industry standard whiteboard interview can be daunting for developers. Let's face it: it combines the worst aspects of a typical interview, on-the-spot public speaking, a quiz show, and a dinner party full of strangers judging you—all at once. Brilliant developers can let their nerves get the best of them and completely bomb a whiteboard interview, while inexperienced developers who excel in soft skills can breeze through them. In *Surviving the Whiteboard Interview*, author William Gant uses his real-world knowledge and expertise to guide you through the psychological roadblocks of a coding test while also providing you with a sample coding challenge. With enough preparation, information, and assured confidence, you can survive a whiteboard interview at any organization. In addition to the benefits listed above, Gant helps you explore how you can create a good soft skills impression that will last beyond the whiteboard test by showing your work ethic, positive attitude, and ability to take and implement criticism effectively. These assets will unequivocally serve other parts of your life outside of an interview context, as well. While Gant does not promise that you will ever truly enjoy interviewing, he does promise to arm you with the proper preparation techniques and knowledge needed to tame the common fears and dread that come along with it. Maximize your career potential and get inspired with *Surviving the Whiteboard Interview*. The steps to your dream role just might be closer than you think. What You Will Learn Practice both hard and soft skills required to succeed at a whiteboard interview, covering coding tests as well as psychological preparation Learn how to make other aspects of your interview stronger, so you can create a great impression Master solving common whiteboard problems in different programming languages Who This Book

is For This book is primarily for aspiring software developers who are looking for a job in the field. However, it will also be helpful for more seasoned developers who find interviewing painful and want to improve their skills. The system design interview is considered to be the most complex and most difficult technical job interview by many. Those questions are intimidating, but don't worry. It's just that nobody has taken the time to prepare you systematically. We take the time. We go slow. We draw lots of diagrams and use lots of examples. You'll learn step-by-step, one question at a time. Don't miss out. What's inside? - An insider's take on what interviewers really look for and why. - A 4-step framework for solving any system design interview question. - 16 real system design interview questions with detailed solutions. - 188 diagrams to visually explain how different systems work. This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

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