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Starting Out with C++ **Starting Out with C++ Starting Out with C++** *Starting Out with Java* **Starting Out with C++: Early Objects, Global Edition Starting Out with Java Starting Out with Java: Early Objects PDF eBook, Global Edition** *Big Java Starting Out with C++ Horstmann, Java Concepts Early Objects, Eighth Edition* Starting Out with C++: Early Objects Plus Myprogramminglab with Pearson Etext -- Access Card Package **Java Concepts** *Java Programming* **Java Java How to Program** Java How to Program, Early Objects, Global Edition Commercial Cosmopolitanism? *Image Objects* Brief Java *Transforming the Workforce for Children Birth Through Age 8* MyProgrammingLab with Pearson EText -- Access Code Card -- for Starting Out with Visual Basic *MyProgrammingLab with Pearson EText -- Access Card -- Starting Out with Java* **Getting Things Done From Classical to Contemporary Psychoanalysis** Java, Java, Java **Object Relations Theories and Psychopathology Starting Out With Java** *Starting Out with C++ Object Relations in Psychoanalytic Theory* **Feeling Things Java Programming for Android Developers For Dummies** *Big Java* **Emerging Patterns of Literacy Java How to Program Early Rome: Synthesis of archaeological evidence. 2 pts The Freud-Klein Controversies, 1941-45** *Literature and the Relational Self Essential Papers on Character Neurosis & Treatment McSweeney's Enchanted Chamber of Astonishing Stories From Fragments to Objects*

Starting Out with C++ Nov 03 2022 Introduce students to the basics of C++ programming Written in clear, friendly, easy-to-understand language. The material is written specifically for beginner students, and thoroughly explains important concepts. Teaches C++ in a step-by-step fashion. Each chapter covers a major set of topics and builds knowledge as the student progresses through the book. Although the chapters can be easily taught in their existing sequence, flexibility is also provided. New and Updated - New features of the C++11 standard have been added or expanded throughout the text. New or Revised - Many topics have had material revised or added, for example, alternate forms of variable initialization, Boolean expressions and variables, and character conversion and testing. New and Updated - The material on the Standard Template Library (STL) has been moved to its own dedicated chapter and rewritten with expanded information. Revised - The bubble sort algorithm (Chapter 9) has been completely rewritten for better student comprehension. New - Information on increasing this algorithm''s efficiency has been added. New - Thirteen new figures illustrate both the bubble sort and selection sort functions. New and Updated - Figures throughout the book have been added and improved to help students visualize important concepts. Features for student success Hundreds of Example Programs are used, each designed to highlight specific programming topics. In most cases, these are practical, real-world examples. Source code for these programs is provided so that students can run the programs themselves. Concept Statements, Checkpoints, Notes, Tips and Warnings all call out important pieces of information for the student Case studies appear in many chapters throughout the text and additional case studies are provided on the book''s companion site (www.pearson.com/gaddis). A thorough and diverse set of Review Questions, such as fill-in-the-blank and short answer, check students'' mastery of the basic material presented in each chapter. These are followed by exercises requiring problem solving and analysis, such as the Algorithm Workbench, Predict the Output, and Find the Errors sections. Programming Challenges presented in each chapter are designed to

solidify students'' knowledge of the topics, typically through real-world problems to be solved. New and Updated - Programs, checkpoint questions, end-of-chapter questions and exercises, and programming challenge problems have been added and updated throughout the book. Also available with MyLab Programming By combining trusted author content with digital tools and a flexible platform, MyLab [or Mastering] personalizes the learning experience and improves results for each student.With MyLab Programming, students work through hundreds of short, auto-graded coding exercises and receive immediate and helpful feedback based on their work. Note: You are purchasing a standalone product; MyLab Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information.

Starting Out with Java May 29 2022 NOTE: You are purchasing a standalone product; MyProgrammingLab® does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for 0134059875 / 9780134059877 Starting Out with Java: From Control Structures through Objects plus MyProgrammingLab with Pearson eText -- Access Card Package, 6/e Package consists of: 0133957055 / 9780133957051 Starting Out with Java: From Control Structures through Objects, 6/e 0133885569 / 9780133885569 0133957608 / 9780133957600 MyProgrammingLab with Pearson eText -- Access Card -- for Starting Out with Java: From Control Structures through Objects, 6/e MyProgrammingLab should only be purchased when required by an instructor. For courses in computer programming in Java Starting Out with Java: From Control Structures through Objects provides a brief yet detailed introduction to programming in the Java language. Starting out with the fundamentals of data types and other basic elements, readers quickly progress to more advanced programming topics and skills. By moving from control structures to objects, readers gain a comprehensive understanding of the Java language and its applications. As with all Gaddis texts, the Sixth Edition is clear, easy to read, and friendly in tone. The text teaches by example throughout, giving readers a chance to apply their learnings by beginning to code with Java. Also available with MyProgrammingLab MyProgrammingLab is an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. MyProgrammingLab allows you to engage your students in the course material before, during, and after class with a variety of activities and assessments.

Big Java Mar 27 2022 Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or

participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Transforming the Workforce for Children Birth Through Age 8 Mar 15 2021 Children are already learning at birth, and they develop and learn at a rapid pace in their early years. This provides a critical foundation for lifelong progress, and the adults who provide for the care and the education of young children bear a great responsibility for their health, development, and learning. Despite the fact that they share the same objective - to nurture young children and secure their future success - the various practitioners who contribute to the care and the education of children from birth through age 8 are not acknowledged as a workforce unified by the common knowledge and competencies needed to do their jobs well. Transforming the Workforce for Children Birth Through Age 8 explores the science of child development, particularly looking at implications for the professionals who work with children. This report examines the current capacities and practices of the workforce, the settings in which they work, the policies and infrastructure that set qualifications and provide professional learning, and the government agencies and other funders who support and oversee these systems. This book then makes recommendations to improve the quality of professional practice and the practice environment for care and education professionals. These detailed recommendations create a blueprint for action that builds on a unifying foundation of child development and early learning, shared knowledge and competencies for care and education professionals, and principles for effective professional learning. Young children thrive and learn best when they have secure, positive relationships with adults who are knowledgeable about how to support their development and learning and are responsive to their individual progress. Transforming the Workforce for Children Birth Through Age 8 offers guidance on system changes to improve the quality of professional practice, specific actions to improve professional learning systems and workforce development, and research to continue to build the knowledge base in ways that will directly advance and inform future actions. The recommendations of this book provide an opportunity to improve the quality of the care and the education that children receive, and ultimately improve outcomes for children.

Java How to Program, Early Objects, Global Edition Jul 19 2021 For courses in Java programming The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of programming fundamentals, object-oriented programming concepts and intermediate-level topics for further study. Java How to Program, Early Objects, 11th Edition, presents leading-edge computing technologies using the Deitel signature live-code approach, which demonstrates concepts in hundreds of complete working programs. The 11th Edition presents updated coverage of Java SE 8 and new Java SE 9 capabilities, including JShell, the Java Module System, and other key Java 9 topics.

Image Objects May 17 2021 How computer graphics transformed the computer from a calculating machine into an interactive medium, as seen through the histories of five technical objects. Most of us think of computer graphics as a relatively recent invention, enabling the spectacular visual effects and lifelike simulations we see in current films, television shows, and digital games. In fact, computer graphics have been around as long as the modern computer itself, and played a fundamental role in the development of our contemporary culture of computing. In Image Objects, Jacob Gaboury offers a prehistory of computer graphics through an examination of five technical objects--an algorithm, an interface, an object standard, a programming paradigm, and a hardware platform--arguing that computer graphics transformed the computer from a calculating machine into an interactive medium. Gaboury explores early efforts to produce an algorithmic solution for the calculation of object visibility; considers the history of the computer screen and the random-access memory that first made interactive images possible; examines the standardization of graphical objects through the Utah teapot, the most famous graphical model in the history of the field; reviews the graphical origins of the object-oriented programming paradigm; and, finally, considers the development of the graphics processing unit as the catalyst that enabled an explosion in graphical

computing at the end of the twentieth century. The development of computer graphics, Gaboury argues, signals a change not only in the way we make images but also in the way we mediate our world through the computer--and how we have come to reimagine that world as computational.

Essential Papers on Character Neurosis & Treatment Aug 27 2019 Character refers to the unique aspects of behavior which make up each individual's patterns of thought, attitude, and effect. In this collection, Ruth Lax has put together the seminal papers which both define the contstuence of character and its disorders and elucidate some of the persistent controversy regarding the treatment of character neurosis.

Java, Java, Java Oct 10 2020 Functional and flexible, this guide takes an objects-first approach to Java programming and problem using games and puzzles. Updated to cover Java version 1.5 features, such as generic types, enumerated types, and the Scanner class. Offers independent introductions to both a command-line interface and a graphical user interface (GUI). Features coverage of Unified Modeling Language (UML), the industry-standard, object-oriented design tool. Illustrates key aspects of Java with a collection of game and puzzle examples. Instructor and Student resources available online. For introductory computer programming students or professionals interested in learning Java.

Literature and the Relational Self Sep 28 2019 "Literature and the Relational Self is a tribute to the rich complexity of human nature—as poets, novelists, and relational models of contemporary psychoanalysis mutually attest." —Psychoanalytic Psychologist While psychoanalytic relational perspectives have had a major impact on the clinical world, their value for the field of literary study has yet to be fully recognized. This important book offers a broad overview of relational concepts and theories, and it examines their implications for understanding literary and aesthetic experience as it reviews feminist applications of relational-model theories, and considers D. W. Winnicott's influential ideas about creativity and symbolic play. The eight incisive essays in this volume apply these concepts to a close reading of various nineteenth and twentieth-century literary texts: an essay on Wordsworth, for instance, explores the poet's writing on the imagination in light of Winnicott's ideas about transitional phenomena, while an essay on Woolf and Lawrence compares identity issues in their work from the perspective of feminist object relations theories. The cultural influences that have led to the development of the relational paradigm in the sciences at this particular historical moment have also affected contemporary art and literature. Essays on John Updike, Toni Morrison, Ann Beattie, and Alice Hoffman examine self-other relational dynamics in their texts that reflect larger cultural patterns characteristic of our time. The author reviews feminist applications of relational-model theories and applies these models to works by William Wordsworth, Virginia Woolf, John Updike, Toni Morrison, and others.

Java How to Program Aug 20 2021 The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine.

From Classical to Contemporary Psychoanalysis Nov 10 2020 The landscape of psychoanalysis has changed, at times dramatically, in the hundred or so years since Freud first began to think and write about it. Freudian theory and concepts have risen, fallen, evolved, mutated, and otherwise reworked themselves in the hands and minds of analysts the world over, leaving us with a theoretically pluralistic (yet threateningly multifarious) diffusion of psychoanalytic viewpoints. To help make sense of it all, Morris Eagle sets out to critically reevaluate fundamental psychoanalytic concepts of theory and practice in a topical manner. Beginning at the beginning, he reintroduces Freud's ideas in chapters on the mind, object relations, psychopathology, and treatment; he then approaches the same topics in terms of more contemporary psychoanalytic schools. In each chapter, however, there is an underlying emphasis on identification and integration of converging themes, which is reemphasized in the final chapter. Relevant empirical research findings are used throughout, thus basic concepts - such as repression -

are reexamined in the light of more contemporary developments.

Java How to Program Jan 01 2020 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine. The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published. The Late Objects Version delays coverage of class development until Chapter 8, presenting the control structures, methods and arrays material in a non-object-oriented, procedural programming context.

Brief Java Apr 15 2021 Brief Java: Early Objects, 9th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Emerging Patterns of Literacy Jan 31 2020 In a unique study of parent-infant interactions at home, Rhian Jones analyses early reading with picture books and stories. Drawing upon psychology, linguistics and anthropology she provides a wide ranging and highly original account of the conversational 'rules' of reading dialogues, semantic knowledge and picture book reading, the ontogenesis of narrative and the construction and expression of the infant unconscious. This provides an absorbing and valuable account to all academics and practitioners concerned with language acquisition, literacy and early childhood development.

Starting Out with C++ Feb 23 2022 ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. --In Starting Out with C++ : From Control Structures through Objects, Brief Edition, 7e, Gaddis takes a problem-solving approach, inspiring students to understand the logic behind developing quality programs while introducing the C++ programming language. This style of teaching builds programming confidence and enhances each student's

development of programming skills. This edition in the Starting Out Series covers the core programming concepts that are introduced in the first semester introductory programming course. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. This book includes the first 15 chapters from the best-selling Starting Out with C++: From Control Structures through Objects, and covers the core programming concepts that are introduced in the first semester introductory programming course. MyProgrammingLab for Starting Out with C++ is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams-resulting in better performance in the course-and provides educators a dynamic set of tools for gauging individual and class progress. And, MyProgrammingLab comes from Pearson, your partner in providing the best digital learning experiences. ¿ Note: If you are purchasing the standalone text or electronic version, MyProgrammingLab does not come automatically packaged with the text. To purchase MyProgrammingLab, please visit: myprogramminglab.com or you can purchase a package of the physical text + MyProgrammingLab by searching for ISBN 10: 0132926865 / ISBN 13: 9780132926867.¿ MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor.

Object Relations in Psychoanalytic Theory Jun 05 2020 Object Relations in Psychoanalytic Theory offers a conceptual map of the most difficult terrain in psychoanalysis as well as a history of its most complex disputes. In exploring the counterpoint between different psychoanalytic traditions, it provides a synthetic perspective that is a major contribution to psychoanalytic thought. The focal point of clinical psychoanalysis has always been the patient’s relationships with others. How do these relationships come about? How do they operate? How are they transformed? How are relationships with others to be understood within the framework of psychoanalytic theory? Jay Greenberg and Stephen Mitchell argue that there have been two basic solutions to the problem of locating relationships within psychoanalytic theory: the drive model, in which relations with others are generated and shaped by the need for drive gratification; and various relational models, in which relationships themselves are taken as primary and irreducible. The authors provide a masterful overview of the history of psychoanalytic ideas, in which they trace the divergences and the interplay between the two models and the intricate strategies adopted by the major theorists in their efforts to position themselves with respect to these models. They demonstrate further that many of the controversies and fashions in diagnosis and psychoanalytic technique can be fully understood only in the context of the dialectic between the drive model and the relational models.

Java Sep 20 2021 The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.

Starting Out with C++ Oct 02 2022

Starting Out with C++ Jul 07 2020 NOTE Before purchasing, check with your instructor to confirm the correct ISBN. Several versions of the MyLab(TM) and Mastering(TM) platforms exist for each title, and registrations are not transferable. To register for and use MyLab or Mastering, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for the MyLab platform [[or the Mastering platform]] may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. For courses in C++ Programming. This package includes MyLab Programming. C++ fundamentals for programmers of all skill levels Starting Out with C++: Early Objects introduces the fundamentals of C++ programming in clear,

easy-to-understand language, making it accessible to novice programming students. The text is designed for use in two- and three-term C++ programming sequences, as well as in accelerated one-term programs. Its wealth of real-world examples encourages students to think about when and how to apply the features and constructs of C++. Organized in progressive, step-by-step fashion, C++: Early Objects gives instructors flexibility. The 10th Edition has been updated to include C++11 standard features, an expanded Standard Template Library (STL), and new or revised material on a number of additional topics. Further, many new and updated programs, checkpoint questions, end-of-chapter questions and exercises, and programming challenge problems have been added throughout the book.. Personalize learning with MyLab Programming By combining trusted author content with digital tools and a flexible platform, MyLab personalizes the learning experience and improves results for each student. With MyLab Programming, students work through hundreds of short, auto-graded coding exercises and receive immediate and helpful feedback based on their work. 0135862396 / 9780135862391 Starting Out with C++: Early Objects Plus MyLab Programming with Pearson eText -- Access Card Package, 10/e Package consists of: 0135237947 / 9780135237946 MyLab Programming with Pearson eText -- Access Card -- for Starting Out with C++: Early Objects, 10/e 0135235006 / 9780135235003 Starting Out with C++: Early Objects, 10/e

Horstmann, Java Concepts Early Objects, Eighth Edition Jan 25 2022

Getting Things Done Dec 12 2020 The book Lifehack calls "The Bible of business and personal productivity." "A completely revised and updated edition of the blockbuster bestseller from 'the personal productivity guru'"—Fast Company Since it was first published almost fifteen years ago, David Allen’s Getting Things Done has become one of the most influential business books of its era, and the ultimate book on personal organization. “GTD” is now shorthand for an entire way of approaching professional and personal tasks, and has spawned an entire culture of websites, organizational tools, seminars, and offshoots. Allen has rewritten the book from start to finish, tweaking his classic text with important perspectives on the new workplace, and adding material that will make the book fresh and relevant for years to come. This new edition of Getting Things Done will be welcomed not only by its hundreds of thousands of existing fans but also by a whole new generation eager to adopt its proven principles.

Starting Out with Java Jul 31 2022 For courses in Java programming A clear and student-friendly way to teach the fundamentals of Java Starting Out with Java: Early Objects, 6th Edition features Tony Gaddis's accessible, step-by-step presentation which helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the Java programming language by presenting all the details needed to understand the "how" and the "why"-but never losing sight of the fact that most beginners struggle with this material. His approach is gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In Starting Out with Java: Early Objects, Gaddis looks at objects-the fundamentals of classes and methods-before covering procedural programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real world examples, and an abundance of exercises appear in every chapter. Updates to the 6th Edition include revised, improved problems throughout and three new chapters on JavaFX. Also Available with MyLabProgramming. MyLab(tm)Programming is an online learning system designed to engage students and improve results. MyLabProgramming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab(tm)Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab(tm)Programming, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for

more information. If you would like to purchase both the physical text and MyLab(tm)Programming, search for: 0134543653 / 9780134543659 Starting Out with Java: Early Objects Plus MyProgrammingLab with Pearson eText -- Access Card Package, 6/e Package consists of: 0134447174 / 9780134447179 MyProgrammingLab with Pearson eText -- Access Card -- for Starting Out with Java: Early Objects 0134462017 / 9780134462011 Starting Out with Java: Early Objects Students can use the URL and phone number below to help answer their questions: http://247pearsoned.custhelp.com/app/home 800-677-6337

From Fragments to Objects Jun 25 2019 "This book addresses the problem of how the human visual system organizes inputs that are fragmented in space and time into coherent, stable perceptual units - objects. In doing so it addresses the following questions: what kinds of segmentation and grouping abilities exist in human perceivers? What information and computational processes achieve segmentation and grouping? What are the psychological consequences of perceiving whole objects?" "From Fragments to Objects: Segmentation and Grouping in Vision takes a comprehensive cognitive science approach to object perception, brings together separate lines of research in object perception in one volume, gives an integrated and up-to-date review of theory and empirical research and offers directions for future study."--Jacket.

The Freud-Klein Controversies, 1941-45 Oct 29 2019 The Freud-Klein Controversies 1941-45 offers the first complete record of the extraordinary debates centering around the radical theories of Melanie Klein after Freud's death in 1939.

Commercial Cosmopolitanism? Jun 17 2021 This book showcases the wide variety of commercial cosmopolitan practices that arose from the global economic entanglements of the early modern period. Cosmopolitanism is not only a philosophical ideal: for many centuries it has also been an everyday practice across the globe. The early modern era saw hitherto unprecedented levels of economic interconnectedness. States, societies, and individuals reacted with a mixture of commercial idealism and commercial anxiety, seeking at once to exploit new opportunities for growth whilst limiting its disruptive effects. In highlighting the range of commercial cosmopolitan practices that grew out of early modern globalisation, the book demonstrates that it provided robust alternatives to the universalising western imperial model of the later period. Deploying a number of interdisciplinary methodologies, the kind of 'methodological cosmopolitanism' that Ulrich Beck has called for, chapters provide agency-centred evaluations of the risks and opportunities inherent in the ambiguous role of the cosmopolitan, who, often playing on and mobilising a number of identities, operated in between and outside of different established legal, social, and cultural systems. The book will be important reading for students and scholars working at the intersection of economic, global, and cultural history.

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Feeling Things May 05 2020 This interdisciplinary essay collection investigates the various interactions of people, feelings, and things throughout premodern Europe. It focuses on the period before mass production, when limited literacy often prioritised material methods of communication. The subject of materiality has been of increasing significance in recent historical inquiry, alongside growing emphasis on the relationships between objects, emotions, and affect in archaeological and sociological research. The historical intersections between materiality and emotions, however, have remained under-theorised, particularly with respect to artefacts that have continuing resonance over extended periods of time or across cultural and geographical space. Feeling Things addresses the need to develop an appropriate cross-disciplinary theoretical framework for the analysis of objects and emotions in European history, with special attention to the need to track the shifting emotional valencies of objects from the past to the present, and from one place and cultural context to another. The collection draws together an international group of historians, art historians, curators, and literary scholars working on a variety of cultural, literary, visual, and material sources. Objects considered include books, letters, prosthetics, religious relics, shoes, stone, and textiles. Many of these have been

preserved in international galleries, museums, and archives, while others have remained in their original locations, even as their contexts have changed over time. The chapters consider the ways in which emotions such as despair, fear, grief, hope, love, and wonder become inscribed in and ascribed to these items, producing 'emotional objects' of significance and agency. Such objects can be harnessed to create, affirm, or express individual relationships, as, for example, in religious devotion and practice, or in the construction of cultural, communal, and national identities.

MyProgrammingLab with Pearson EText -- Access Code Card -- for Starting Out with Visual Basic Feb 11 2021 ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. -- In Starting Out with Visual Basic 2012 , Tony Gaddis and Kip Irvine take a step-by-step approach, helping readers understand the logic behind developing quality programs while introducing the Visual Basic language. Fully-updated throughout, the 2012 edition also includes an extensive set of VideoNotes, including walk-throughs of many of the in-chapter tutorials. Break through to improved results with MyProgrammingLab® MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams-resulting in better performance in the course-and provides educators a dynamic set of tools for gauging individual and class progress. And, MyProgrammingLab comes from Pearson, your partner in providing the best digital learning experiences. MyProgrammingLab for Starting Out with Visual Basic 2012 is a total learning package. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Instructors using MyProgrammingLab can manage all assessment needs in one program, and easily assign auto-graded homework. Students have the flexibility to practice and self-assess while receiving feedback and tutorial aids. Note: MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor.

Starting Out with C++: Early Objects Plus Myprogramminglab with Pearson Etext -- Access Card Package Dec 24 2021

McSweeney's Enchanted Chamber of Astonishing Stories Jul 27 2019 Michael Chabon is back with a brand-new collection that reinvigorates the stay-up-all-night, edge-of-the seat, fingernail-biting, page-turning tradition of literary short stories, featuring Margaret Atwood, Stephen King, Peter Straub, David Mitchell, Jonathan Lethem, Heidi Julavits, Roddy Doyle, and more! Margaret Atwood- Lusus Naturae David Mitchell- What You Do Not Know You Want Jonathan Lethem- Vivian Relf Ayelet Waldman - Minnow Steve Erickson- Zeroville Stephen King- Lisey and the Madman Jason Roberts - 7C Heidi Julavits- The Miniaturist Roddy Doyle - The Child Daniel Handler - Delmonico Charles D’Ambrosio - The Scheme of Things Poppy Z. Brite - The Devil of Delery Street China Mieville- Reports of Certain Events in London Joyce Carol Oates - The Fabled Light-house at Vi–a del Mar Peter Straub - Mr. Aickman’s Air Rifle

Object Relations Theories and Psychopathology Sep 08 2020 In Object Relations Theories and Psychopathology: A Comprehensive Text, Frank Summers provides thorough, lucid, and critically informed accounts of the work of major object relations theorists: Fairbairn, Guntrip, Klein, Winnicott, Kernberg, and Kohut. His expositions achieve

distinction on two counts. First, the work of each object relations theorist is presented as a comprehensive whole, with separate sections expounding the theorist's ideas and assumptions about metapsychology, development, psychopathology, and treatment, with a critical evaluation of the strengths and limitations of the theory in question. Second, the emphasis in each chapter is on issues of clinical understanding and technique. Making extensive use of case material provided by each of the theorists, he shows how each object relations theory yields specific clinical approaches to a variety of syndromes, and how these approaches entail specific modifications in clinical technique. Beyond his detailed attention to the theoretical and technical differences among object relations theories, Summers' penultimate chapter discusses the similarities and differences of object relations and interpersonal theories. And his concluding chapter outlines a pragmatic object relations approach to development, psychopathology, and technique that combines elements of all object relations theories without opting for any single theory. Object Relations Theories and Psychopathology is that rare event in psychoanalytic publishing: a substantial, readable text that surveys a broad expanse of theoretical and clinical landscape with erudition, sympathy, and critical perspective. It will be essential reading for all analysts, psychologists, psychiatrists, and social workers who wish to familiarize themselves with object relations theories in general, sharpen their understanding of the work of specific object relations theorists, or enhance their ability to employ these theories in their clinical work.

Starting Out with C++: Early Objects, Global Edition Jun 29 2022 For courses in C++ Programming Fundamentals of C++ for Novices and Experienced Programmers Alike Intended for use in a two-term, three-term, or accelerated one-term C++ programming sequence, this 9th Edition of Starting Out with C++: Early Objects introduces the fundamentals of C++ to novices and experienced students alike. In clear, easy-to-understand terms, the text introduces all of the necessary topics for beginning C++ programmers. Real-world examples allow students to apply their knowledge in understanding how, why, and when to implement the features of C++. The text is organised in a progressive, step-by-step fashion that allows for flexibility. Building on the popularity of previous editions, the 9th Edition has been updated and enhanced with new material, including C++11 topics and recent changes in technology. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed.

Starting Out with C++ Sep 01 2022 In Starting Out with C++: Early Objects, Gaddis covers objects and classes early after functions and before arrays and pointers. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. Introduction to Computers and Programming; Introduction to C++; Expressions and Interactivity; Making Decisions; Looping; Functions; Introduction to Classes and Objects; Arrays; Searching and Sorting Arrays; Pointers; More About Classes and Object-Oriented Programming; More About Characters, Strings, and the string Class; Advanced File and I/O Operations; Recursion; Polymorphism, Virtual Functions, and Multiple Inheritance; Exceptions, Templates, and the Standard Template Library (STL); Linked Lists; Stacks and Queues; Binary Trees. This text is intended for either a one-semester accelerated introductory course or a traditional two-semester sequence covering C++ programming.

Early Rome: Synthesis of archaeological evidence. 2 pts Nov 30 2019

Starting Out with Java: Early Objects PDF eBook, Global Edition Apr 27 2022 This text is intended for use in the Java programming course Tony Gaddis’s accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both

programming skills and the Java programming language by presenting all the details needed to understand the “how” and the “why”—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In Starting Out with Java: Early Objects, Gaddis looks at objects—the fundamentals of classes and methods—before covering procedural programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Enhance Learning with the Gaddis Approach: Gaddis’s accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Keep Your Course Current: Content is refreshed to provide the most up-to-date information on new technologies for your course. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

Java Concepts Nov 22 2021 In Java Concepts, Cay Horstmann provides a comprehensive introduction to fundamental programming techniques and design skills helping the student master basic concepts. Realistic programming examples, homework assignments, and lab exercises build student problem-solving abilities.

Java Programming Oct 22 2021 Java Programming: Program Design Including Data Structures is intended for a two-semester CS1/CS2 sequence in Java, beginning with core computer science concepts and moving into data structures later in the text. Each chapter employs D.S. Malik's proven pedagogy, including complete programming examples, extensive exercise sets, full-color code, and clear visual diagrams.

Java Programming for Android Developers For Dummies Apr 03 2020 Develop the next killer Android App using Java programming! Android is everywhere! It runs more than half the smartphones in the U.S.—and Java makes it go. If you want to cash in on its popularity by learning to build Android apps with Java, all the easy-to-follow guidance you need to get started is at your fingertips. Inside, you'll learn the basics of Java and grasp how it works with Android; then, you'll go on to create your first real, working application. How cool is that? The demand for Android apps isn't showing any signs of slowing, but if you're a mobile developer who wants to get in on the action, it's vital that you get the necessary Java background to be a success. With the help of Java Programming for Android Developers For Dummies, you'll quickly and painlessly discover the ins and outs of using Java to create groundbreaking Android apps—no prior knowledge or experience required! Get the know-how to create an Android program from the ground up Make sense of basic Java development concepts and techniques Develop the skills to handle programming challenges Find out how to debug your app Don't sit back and watch other developers release apps that bring in the bucks! Everything you need to create that next killer Android app is just a page away!

Starting Out With Java Aug 08 2020 For courses in computer science and programming Starting Out with Java: From Control Structures through Data Structures provides a smooth introduction to programming with Java that moves fluidly from beginner to more advanced topics. The first half of the book is taught for a CS1 course and teaches fundamental programming and problem solving concepts, while the second half, meant for a CS2 course, teaches advanced topics, algorithms, and data structures. The Third Edition is extremely flexible in its organization, which teaches programmers to implement data structures with or without generics. As with all text in Gaddis' Starting Out series, the tone is friendly, the material detailed, and major concepts easy to understand. With rich examples throughout, programmers learn to use Java through real programming practice.

Big Java Mar 03 2020 Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design

starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.