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He is the founder of Atomic Squirrel, a company that helps startups get off the ground, and the author of

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Hello, Startup: A Programmer's Guide to Building Products, Technologies, and Teams. Previously, he worked as a software engineer at LinkedIn, TripAdvisor, Cisco Systems, and Thomson Financial and got his BS and Masters at Cornell University.

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This book is the "Hello, World" tutorial for building products, technologies, and teams in a startup environment. It's based on the experiences of the author, Yevgeniy (Jim) Brikman, as well as interviews with programmers from some of the most successful startups of the last decade, including Google, Facebook, LinkedIn, Twitter, GitHub, Stripe, Instagram, AdMob, Pinterest, and many others. Hello, Startup is a practical, how-to guide that consists of three parts: Products, Technologies, and Teams. Although at its core, this is a book for programmers, by programmers, only Part II (Technologies) is significantly technical, while the rest should be accessible to technical and non-technical audiences alike. If you 're at all interested in startups—whether you 're a programmer at the beginning of your career, a seasoned developer bored with large company politics, or a manager looking to

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motivate your engineers—this book is for you.

Start Small, Stay Small is a step-by-step guide to launching a self-funded startup. If you're a desktop, mobile or web developer, this book is your blueprint to getting your startup off the ground with no outside investment. This book intentionally avoids topics restricted to venture-backed startups such as: honing your investment pitch, securing funding, and figuring out how to use the piles of cash investors keep placing in your lap. This book assumes: \* You don't have \$6M of investor funds sitting in your bank account \* You're not going to relocate to the handful of startup hubs in the world \* You're not going to work 70 hour weeks for low pay with the hope of someday making millions from stock options There's nothing wrong with pursuing venture funding and attempting to grow fast like Amazon, Google, Twitter, and Facebook. It just so happened that most people are not in a place to do this. Start Small, Stay Small also focuses on the single most important element of a startup that most developers avoid: marketing. There are many great resources for learning how to write code, organize source control, or connect to a database. This book does not cover the technical aspects developers already know or can learn elsewhere. It focuses on finding your idea, testing it before you build, and getting it into the hands of your customers.

Terraform has become a key player in the DevOps world for defining, launching, and managing infrastructure as code (IaC) across a variety of cloud and virtualization platforms, including AWS, Google Cloud, Azure, and more. This hands-on second edition,

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expanded and thoroughly updated for Terraform version 0.12 and beyond, shows you the fastest way to get up and running. Gruntwork cofounder Yevgeniy (Jim) Brikman walks you through code examples that demonstrate Terraform's simple, declarative programming language for deploying and managing infrastructure with a few commands. Veteran sysadmins, DevOps engineers, and novice developers will quickly go from Terraform basics to running a full stack that can support a massive amount of traffic and a large team of developers. Explore changes from Terraform 0.9 through 0.12, including backends, workspaces, and first-class expressions Learn how to write production-grade Terraform modules Dive into manual and automated testing for Terraform code Compare Terraform to Chef, Puppet, Ansible, CloudFormation, and Salt Stack Deploy server clusters, load balancers, and databases Use Terraform to manage the state of your infrastructure Create reusable infrastructure with Terraform modules Use advanced Terraform syntax to achieve zero-downtime deployment

Provides information on eXtreme programming, or XP, a software development methodology.

Test-Driven Development (TDD) is now an established technique for delivering better software faster. TDD is based on a simple idea: Write tests for your code before you write the code itself. However, this "simple" idea takes skill and judgment to do well. Now there's a practical guide to TDD that takes you beyond the basic concepts. Drawing on a decade of experience building real-world systems, two TDD pioneers show how to let

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tests guide your development and “grow” software that is coherent, reliable, and maintainable. Steve Freeman and Nat Pryce describe the processes they use, the design principles they strive to achieve, and some of the tools that help them get the job done. Through an extended worked example, you’ll learn how TDD works at multiple levels, using tests to drive the features and the object-oriented structure of the code, and using Mock Objects to discover and then describe relationships between objects. Along the way, the book systematically addresses challenges that development teams encounter with TDD—from integrating TDD into your processes to testing your most difficult features. Coverage includes Implementing TDD effectively: getting started, and maintaining your momentum throughout the project Creating cleaner, more expressive, more sustainable code Using tests to stay relentlessly focused on sustaining quality Understanding how TDD, Mock Objects, and Object-Oriented Design come together in the context of a real software development project Using Mock Objects to guide object-oriented designs Succeeding where TDD is difficult: managing complex test data, and testing persistence and concurrency

Master the Android mobile development platform Build compelling Java-based mobile applications using the Android SDK and the Eclipse open-source software development platform. Android: A Programmer's Guide shows you, step-by-step, how to download and set up all of the necessary tools, build and tune dynamic Android programs, and debug your results. Discover how to provide web and chat functions, interact with the phone dialer and GPS devices, and access the latest

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You can change your company's culture. Organizational culture often feels like something that has a life of its own. But leaders are the stewards of a company's culture and have the power to shape and even change it. If you read nothing else on building a better organizational culture, read these 10 articles. We've combed through hundreds of Harvard Business Review articles and selected the most important ones to help you identify where your culture can be improved, communicate change, and anticipate and address implementation challenges. This book will inspire you to: See what your company culture is currently like--and what it could be Explore your company's emotional culture Gather input on what needs to be fixed or initiated Improve collaboration Foster a culture of trust Articulate the new culture's mission, values, and expectations Deal with resistance and roadblocks This collection of articles includes "The Leader's Guide to Corporate Culture," by Boris Groysberg, Jeremiah Lee, Jesse Price, and J. Yo-Jud Cheng; "Manage Your Emotional Culture," by Sigal Barsade and Olivia A.

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O'Neill; "The Neuroscience of Trust," by Paul J. Zak; "Creating a Purpose-Driven Organization," by Robert E. Quinn and Anjan V. Thakor; "Creating the Best Workplace on Earth," by Rob Goffee and Gareth Jones; "Cultural Change That Sticks," by Jon R. Katzenbach, Ilona Steffen, and Caroline Kronley; "How to Build a Culture of Originality," by Adam Grant; "When Culture Doesn't Translate," by Erin Meyer; "Culture Is Not the Culprit," by Jay W. Lorsch and Emily Gandhi; "Conquering a Culture of Indecision," by Ram Charan; and "Radical Change, the Quiet Way," by Debra E. Meyerson.

Presents a guide for beginners on the fundamentals of computer programming using the Python language.

Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a practical, hands-on video course available exclusively at Manning.com

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PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at [adit.io](http://adit.io). Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-

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Learn how to code web apps and get on the path to building your next side project, your lifestyle business, or your startup. Hello Web App is written for non-programmers by a designer, and will walk you through every step you need before launching your web app live to real customers. No jargon, using simple and friendly language. This book doesn't walk you through a specific tutorial, but instead uses a generic example (a "collection of things") to allow you to create something that interests you. A blog is a collection of posts, a store is a collection of products, a directory is a collection of people. The possibilities are endless! Learn by doing--creating a project unique to you while teaching yourself how to build a web app.

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