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It's written in layman's terms that make it easy to grasp without getting lost in jargon (at least until you're ready for it!). If you're looking for coding tutorials, those can easily be found online, but this is a great resource for learning programming as A clear, easy-to-understand introduction to programming concepts!

Learning To Program by Steven Foote - Goodreads

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The Murder of Steven Hoskin - Cornwall Council

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Creative learning approaches are those that recognise and harness the power of language. Creativity and Critical Thinking. Having spent over thirty years as a secondary English teacher and over ten years working with trainee teachers my interests continue to widen.

Creative Openings

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Kolb's model gave rise to the Learning Style Inventory, an assessment method used to determine an individual's learning style.

Learning styles - Wikipedia

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Helps readers develop a solid foundation in programming, teaching concepts that can be used with any modern programming language, covering such topics as text editors, build tools, programming standards, regular expressions, and debugging.

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 tackle 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. To the Reader

The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge, available at <http://online-judge.uva.es>. 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.

Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No

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matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project

This no-nonsense book delves into the core aspects of VBA programming, enabling users to increase their productivity and power over Microsoft Word. It takes the reader step-by-step through writing VBA macros and programs, illustrating how to generate tables of a particular format, manage shortcut keys, create FAX cover sheets, and reformat documents.

"This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience"--

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

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

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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

Learning to program isn't just learning the details of a programming language: to become a good programmer you have to become expert at debugging, testing, writing clear code and generally unsticking yourself when you get stuck, while to do well in a programming course you have to learn to score highly in coursework and exams. Featuring tips, stories and explanations of key terms, this book teaches these skills explicitly. Examples in Python, Java and Haskell are included, helping you to gain transferable programming skills whichever language you are learning. Intended for students in Higher or Further Education studying early programming courses, it will help you succeed in, and get the most out of, your course, and support you in developing the software engineering habits that lead to good programs.

This book is a unique offering in the growing field of Special Education Law and is designed to be used both in schools of education and in law schools. Coverage includes: * Core Concepts of Special Education Law; * Eligibility and Evaluation; * Residency; * Free, Appropriate Public Education; * Individualized Education Program; * Education in the Least Restrictive Environment; * Related Services; * Due Process Hearings; * Student Discipline; * Court Proceedings; * Attorneys' Fees in Special Education Litigation; * Children in Nonpublic Schools; * Early Childhood Programs; and * Post-Secondary Education. It features a highly useful glossary of special education and legal terms. Special Education Law contains relevant statutory excerpts and carefully edited reports of the leading special education cases, together with extensive explanatory materials and provocative questions for class discussion. The book also features practical exercises for home assignments or in-class projects. Two of the co-authors teach in law schools and have deep experience in special education law as well as allied subjects such as constitutional law, administrative law, civil procedure, federal courts, and general school law. Their background enables them to discuss the special education topics thoroughly and to draw connections to other parts of the law school curriculum. The third co-author, who is also a lawyer, teaches educational administration as well as special education law; that background enables him to add lessons on the real-world impact of the law on the daily work of the schools.

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