

READ FREE GO

Teach Yourself Go

Consisting of black and white pebbles and a grid-work playing board, the ancient Asian game of go appears much simpler than chess, but it continues to stump the most sophisticated supercomputers. Teach Yourself Go explains the rules of the game and, using step-by-step illustrations, helps you acquire a solid understanding of how go is played. You also learn about the origins of the game, its long history, and the body of legend, rituals, art, and literature that it has inspired.

Learning Go

Go is rapidly becoming the preferred language for building web services. While there are plenty of tutorials available that teach Go's syntax to developers with experience in other programming languages, tutorials aren't enough. They don't teach Go's idioms, so developers end up recreating patterns that don't make sense in a Go context. This practical guide provides the essential background you need to write clear and idiomatic Go. No matter your level of experience, you'll learn how to think like a Go developer. Author Jon Bodner introduces the design patterns experienced Go developers have adopted and explores the rationale for using them. You'll also get a preview of Go's upcoming generics support and how it fits into the language. Learn how to write idiomatic code in Go and design a Go project Understand the reasons for the design decisions in Go Set up a Go development environment for a solo developer or team Learn how and when to use reflection, unsafe, and cgo Discover how Go's features allow the language to run efficiently Know which Go features you should use sparingly or not at all

For the Love of Go

'For the Love of Go' is a book introducing the Go programming language, suitable for complete beginners, as well as those with experience programming in other languages. This completely revised and updated edition includes the four mini-books previously released as 'Fundamentals', 'Data', 'Behaviour', and 'Control', plus for the first time complete solutions (with tests) to all the coding challenges in the book. Throughout the book we'll be working together to develop a fun and useful project in Go: an online bookstore called Happy Fun Books! Each chapter introduces a new feature or concept, and sets you some goals to achieve, with complete, step-by-step explanations of how to solve them, and full code listings with accompanying tests. There are 24 chapters, and 215 pages (depending on the screen size of your ebook reader).

The Go Programming Language

The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on

methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the `go get` command.

Concurrency in Go

Concurrency can be notoriously difficult to get right, but fortunately, the Go open source programming language makes working with concurrency tractable and even easy. If you're a developer familiar with Go, this practical book demonstrates best practices and patterns to help you incorporate concurrency into your systems. Author Katherine Cox-Buday takes you step-by-step through the process. You'll understand how Go chooses to model concurrency, what issues arise from this model, and how you can compose primitives within this model to solve problems. Learn the skills and tooling you need to confidently write and implement concurrent systems of any size. Understand how Go addresses fundamental problems that make concurrency difficult to do correctly Learn the key differences between concurrency and parallelism Dig into the syntax of Go's memory synchronization primitives Form patterns with these primitives to write maintainable concurrent code Compose patterns into a series of practices that enable you to write large, distributed systems that scale Learn the sophistication behind goroutines and how Go's runtime stitches everything together

Go for Bronze

Perfect for beginners familiar with programming basics, this hands-on guide provides an easy introduction to Go, the general-purpose programming language from Google. Author Caleb Doxsey covers the language's core features with step-by-step instructions and exercises in each chapter to help you practice what you learn. Go is a general-purpose programming language with a clean syntax and advanced features, including concurrency. This book provides the one-on-one support you need to get started with the language, with short, easily digestible chapters that build on one another. By the time you finish this book, not only will you be able to write real Go programs, you'll be ready to tackle advanced techniques. Jump into Go basics, including data types, variables, and control structures Learn complex types, such as slices, functions, structs, and interfaces Explore Go's core library and learn how to create your own package Write tests for your code by using the language's `go test` program Learn how to run programs concurrently with goroutines and channels Get suggestions to help you master the craft of programming

Introducing Go

Summary Go Web Programming teaches you how to build scalable, high-performance web applications in Go using modern design principles. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Go language handles the demands of scalable, high-performance web applications by providing clean and fast compiled code, garbage collection, a simple concurrency model, and a fantastic standard library. It's perfect for writing microservices or building scalable, maintainable systems. About the Book Go Web Programming teaches you how to build web

applications in Go using modern design principles. You'll learn how to implement the dependency injection design pattern for writing test doubles, use concurrency in web applications, and create and consume JSON and XML in web services. Along the way, you'll discover how to minimize your dependence on external frameworks, and you'll pick up valuable productivity techniques for testing and deploying your applications. What's Inside Basics Testing and benchmarking Using concurrency Deploying to standalone servers, PaaS, and Docker Dozens of tips, tricks, and techniques About the Reader This book assumes you're familiar with Go language basics and the general concepts of web development. About the Author Sau Sheong Chang is Managing Director of Digital Technology at Singapore Power and an active contributor to the Ruby and Go communities. Table of Contents PART 1 GO AND WEB APPLICATIONS Go and web applications Go ChitChat PART 2 BASIC WEB APPLICATIONS Handling requests Processing requests Displaying content Storing data PART 3 BEING REAL Go web services Testing your application Leveraging Go concurrency Deploying Go

Go Web Programming

What will you learn from this book? Go makes it easy to build software that's simple, reliable, and efficient. And this book makes it easy for programmers like you to get started. Google designed Go for high-performance networking and multiprocessing, but—like Python and JavaScript—the language is easy to read and use. With this practical hands-on guide, you'll learn how to write Go code using clear examples that demonstrate the language in action. Best of all, you'll understand the conventions and techniques that employers want entry-level Go developers to know. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Go* uses a visually rich format to engage your mind rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multisensory learning experience is designed for the way your brain really works.

Ultimate Go Notebook

The *Second Book of Go* takes the reader who has learned the rules and rudiments of strategy and introduces him or her to the fundamental ideas required to get to the 12 kyu level.

Head First Go

Adults don't talk about the business of doing our business. We work on one assumption: the world of public bathrooms is problem- and politics-free. *No Place To Go: Answering the Call of Nature in the Urban Jungle* reveals the opposite is true. *No Place To Go* is a toilet tour from London to San Francisco to Toronto and beyond. From pay potties to deserted alleyways, *No Place To Go* is a marriage of urbanism, social narrative, and pop culture that shows the ways — momentous and mockable — public bathrooms just don't work. Like, for the homeless, who, faced with no place to go sometimes literally take to the streets. (Ever heard of a municipal poop map?) For people with invisible disabilities, such as Crohn's disease, who stay home rather than risk soiling themselves on public transit routes. For girls who quit sports teams because they don't want to run to the edge of the pitch to pee. Celebrities like Lady Gaga and Bruce Springsteen have protested bathroom bills that will stomp on the rights of transpeople. And where was Hillary Clinton after she arrived back to the stage late after the first commercial break of the live-televised Democratic leadership debate in December 2015? Stuck in a queue for the women's bathroom. Peel back the layers on public bathrooms and it's clear many more people want for good access than have it. Public bathroom access is about cities, society, design, movement, and equity. The real question is: Why are public toilets so crappy?

The Second Book of Go

Summary *Deep Learning and the Game of Go* teaches you how to apply the power of deep learning to complex reasoning tasks by building a Go-playing AI. After exposing you to the foundations of machine and deep learning, you'll use Python to build a bot and then teach it the rules of the game. Foreword by Thore

Graepel, DeepMind Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The ancient strategy game of Go is an incredible case study for AI. In 2016, a deep learning-based system shocked the Go world by defeating a world champion. Shortly after that, the upgraded AlphaGo Zero crushed the original bot by using deep reinforcement learning to master the game. Now, you can learn those same deep learning techniques by building your own Go bot! About the Book Deep Learning and the Game of Go introduces deep learning by teaching you to build a Go-winning bot. As you progress, you'll apply increasingly complex training techniques and strategies using the Python deep learning library Keras. You'll enjoy watching your bot master the game of Go, and along the way, you'll discover how to apply your new deep learning skills to a wide range of other scenarios! What's inside Build and teach a self-improving game AI Enhance classical game AI systems with deep learning Implement neural networks for deep learning About the Reader All you need are basic Python skills and high school-level math. No deep learning experience required. About the Author Max Pumperla and Kevin Ferguson are experienced deep learning specialists skilled in distributed systems and data science. Together, Max and Kevin built the open source bot BetaGo. Table of Contents PART 1 - FOUNDATIONS Toward deep learning: a machine-learning introduction Go as a machine-learning problem Implementing your first Go bot PART 2 - MACHINE LEARNING AND GAME AI Playing games with tree search Getting started with neural networks Designing a neural network for Go data Learning from data: a deep-learning bot Deploying bots in the wild Learning by practice: reinforcement learning Reinforcement learning with policy gradients Reinforcement learning with value methods Reinforcement learning with actor-critic methods PART 3 - GREATER THAN THE SUM OF ITS PARTS AlphaGo: Bringing it all together AlphaGo Zero: Integrating tree search with reinforcement learning

No Place To Go

Your Hands-On Guide to Go, the Revolutionary New Language Designed for Concurrency, Multicore Hardware, and Programmer Convenience Today's most exciting new programming language, Go, is designed from the ground up to help you easily leverage all the power of today's multicore hardware. With this guide, pioneering Go programmer Mark Summerfield shows how to write code that takes full advantage of Go's breakthrough features and idioms. Both a tutorial and a language reference, Programming in Go brings together all the knowledge you need to evaluate Go, think in Go, and write high-performance software with Go. Summerfield presents multiple idiom comparisons showing exactly how Go improves upon older languages, calling special attention to Go's key innovations. Along the way, he explains everything from the absolute basics through Go's lock-free channel-based concurrency and its flexible and unusual duck-typing type-safe approach to object-orientation. Throughout, Summerfield's approach is thoroughly practical. Each chapter offers multiple live code examples designed to encourage experimentation and help you quickly develop mastery. Wherever possible, complete programs and packages are presented to provide realistic use cases, as well as exercises. Coverage includes Quickly getting and installing Go, and building and running Go programs Exploring Go's syntax, features, and extensive standard library Programming Boolean values, expressions, and numeric types Creating, comparing, indexing, slicing, and formatting strings Understanding Go's highly efficient built-in collection types: slices and maps Using Go as a procedural programming language Discovering Go's unusual and flexible approach to object orientation Mastering Go's unique, simple, and natural approach to fine-grained concurrency Reading and writing binary, text, JSON, and XML files Importing and using standard library packages, custom packages, and third-party packages Creating, documenting, unit testing, and benchmarking custom packages

Deep Learning and the Game of Go

Life and Death Go Problems for 18-20 kyu In this book you will find 180 Go problems (tsumego) with instructions and answers. You will also find some short descriptions for answers to selected problems (e.g. which order of moves is better to be played to capture the ko as first). The series of Life and Death Go Problems' books The series \"You won't get dumber while thinking\" will help you develop your logical thinking skills using the ancient board game Go (baduk, weiqi). Each book is designed for players, whose

level is written in the title. However, please, check the sample problems before buying a book to make sure the problems fit you well - the kyu/dan levels can vary a lot between countries and between online Go servers. The series "You won't get dumber while thinking" consists of 8 books with Life & Death Go Problems (tsumego): Life & Death Go Problems for 18-20 kyu Life & Death Go Problems for 15-17 kyu Life & Death Go Problems for 12-14 kyu Life & Death Go Problems for 10-11 kyu Life & Death Go Problems for 8-9 kyu Life & Death Go Problems for 6-7 kyu Life & Death Go Problems for 4-5 kyu Life & Death Go Problems for 3 kyu There are totally 1900 Go problems with instructions and answers. Author: Mateusz Surma (a professional Go player from Poland) Did you know? In 2018 at the European Go Congress in Pisa, Italy, the author of the series "You won't get dumber while thinking" offered 100 euros for any person who would find any mistake in any answer from the 1900 Go problems, which are in the series. Many strong Go players were looking for mistakes in these Go problems. Altogether, only 7 mistakes have been found. Each of these mistakes has been corrected since then and the corrected problems and answers are available for you in Google Books now. Btw. If you don't know what Go is or if you have just learned the rules, I recommend you to have a look at the book "Shapes of mind. Go course for beginners." first.

Programming in Go

Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking

Life & Death Go Problems for 18-20 kyu. You Won't Get Dumber While Thinking.

Go-To Telescopes Under Suburban Skies is the first book specifically written for amateur astronomers who own, or who are about to purchase, a computer-controlled 'go-to' telescope. The advantage of the 'go-to' capability is enormous – the telescope can be aimed at any object in the sky with great speed and accuracy – which is why these instruments are so popular. Making the realistic assumption that the observer is using a relatively small telescope and is observing from a backyard in a suburban area, this book provides literally hundreds more targets beyond those offered by the built-in 'nightly tours' that feature on the telescope's computer tours. And instead of wasting many pages on maps and coordinates, it leads the computer to locate the targets, and so has room to suggest many more fascinating deep-sky objects and provide detailed observing lists and information about what's being viewed.

Go in Action

Learning to ride a bike is an important part of growing up. Those first pedals down the sidewalk open up a new world on the wheels of a young reader's bike. This book puts beginning readers behind the handlebars of these machines and all the places they can go. From a trip to the park to a ride to school, bikes are the perfect way to travel the neighborhood. Young readers experience these joys through accessible text paired with vibrant full-color photographs that show off all the places the wheels of a bike can take those willing to do a bit of pedaling.

Go-To Telescopes Under Suburban Skies

The reality of working class contemporary life as it is truly lived and in its raw form, written in the voice of Jean – a woman, wife, daughter, mother, grandmother. There is laughter and sadness, life and death, good neighbours and bad neighbours, hopes and fears. Heartfelt and always kind, Jean triumphs. “If we can’t go out into our garden, then I’ll bring the garden inside.”

Bikes Go!

“God’s got a plan for your life” is an aphorism frequently heard by Christians. But how do you discover that plan? *The Spirit Said Go* is designed to help believers find God’s will. Using Paul’s journeys in Acts as examples, Wilson discusses twenty lessons on guidance drawn from these journeys. Using his firsthand experience traveling along these routes in the Eastern Mediterranean, he reads between the lines offering additional insights into Luke’s account. He also provides important geographical and archaeological information to illustrate Paul’s world among the Jews, Greeks, and Romans. Wilson then illustrates each lesson with autobiographical vignettes drawn from his own spiritual pilgrimage of over forty years as a follower of Jesus. Friends and colleagues also share stories of similar experiences of guidance. Each chapter ends with reflection questions that help the reader integrate the lesson into Christian living. The volume offers an inductive Bible study combined with practical, spiritual insights regarding how God guides his people then and now.

Time To Go Back

“Come join me as I take you back to Charleston, South Carolina, to my father's forge in the early 1800's. Sit with me on the woodpile as he tells a tale of faith, hope, or love.” In this extraordinary collection, Charlotte Jefferies and her father Price, a former slave, introduce us to twelve best loved Bible tales, from Genesis to Daniel, and reveal their significance in the lives of African Americans--and indeed of all oppressed peoples. When Charlotte wants to understand the cruel injustices of her time, she turns to her father. Does the powerful slaveholder, Mr. Sam Riley, who seems to own all that surrounds them, also own the sun and moon? she wonders. Price's answer is to tell the story of Creation. How can God allow an evil like slavery to exist? she asks. Price responds by telling the story of the Hebrews' Exodus -- and shows Charlotte that someday their people, too, will be free. With exquisite clarity, Patricia and Fredrick McKissack and James Ransome -- a Newbery Honor winner and all Coretta Scott King Award winners -- brilliantly illuminate the parallels between the stories of the Jews and African-American history. *Let My People Go* is a triumphant celebration of both the human spirit and the enduring power of story as a source of strength. Our hope is that this book will be like a lighthouse that can guide young readers through good times and bad....The ideas that these ancient stories hold are not for one people, at one time, in one place. They are for all of us, for all times, everywhere. --from the Authors' Note to *Let My People Go*

The Spirit Said Go

From book cover: “The characters are so real, you feel they are family and you will laugh and cry along with them. Follow the lives of three teens, prior to and through the Civil War, Reconstruction of the South and

then into the twentieth century in Oregon and California.\

Let My People Go

Power Food On the Go offers power foodies 49 quick, easy and portable recipes from cooking superstar Rens Kroes for healthy (and busy) lifestyles.

Want to Go West Lady?

Rapist. Murderer. Pedophile. Church deacon. These are some of the words that characterize my father. From the age of seven to the age of eighteen, Lucinda Mills lived in fear of her father. The very man who was supposed to love and protect her was the one who robbed her of her innocence, making her the target of his sick perversions as he raped her repeatedly for over a decade. Years later Lucinda was still dealing with the aftermath of incest and abuse, her hatred toward her father and the baggage she carried affecting every aspect of her life—even her relationship with God, her Heavenly Father. In *Let Yesterday Go: Finding Grace in the Midst of the Storm*, she shares her heartrending story of survival, struggle, and ultimately triumph through love and forgiveness. Raw with emotion and honesty, this story is one that victims of all types of abuse can find hope in, discovering that it is possible to Let Yesterday Go.

Power Food On the Go

“Do you remember Savannah?” How could she forget? Two decades ago, Trinity Calhoun's best friend—18-year-old Savannah Stuart—went missing. Just weeks later, Savannah's body was found brutally slain outside the mountain town. With no suspects or leads, the local authorities dismissed the murder as a tragic one-off, likely perpetrated by a tourist. But Trinity wasn't convinced. Determined to do better for other victims, she left town and settled in Vancouver, rising through the ranks to become a detective. She's never looked back. But now, an unexpected phone call from her former lover has her barreling down the highway to face the past. Another young woman has disappeared under eerily similar circumstances. Allegedly. But the local police are disinterested. Trinity's ex has a tenuous—at best—hold on his mental and physical health. And Savannah's secretive and handsome brother is in town, asking an awful lot of questions. Trinity's focus is clouded. Maybe her judgment, too. As she wades through her past, she needs to answer a potentially life-threatening question: is there a dangerous, repeat criminal on the loose, or is she just desperate for closure?

Let Yesterday Go

On an Alaskan island beset by climate change, a Native seeks to preserve history: “An enthralling, engaging, mind-bending, time-bending story collection.” —Garth Stein, *New York Times*–bestselling author of *The Art of Racing in the Rain* Tova Agard's world is literally falling apart: she's just been disowned by her father in a violent confrontation over her sexuality, and climate change is about to wreak havoc on the world around her. In the midst of catastrophe, Tova meets Smithsonian Institute ethnologist John Swanton on an Alaskan-ferry time machine, trapping Swanton on Tova's small hometown of Wrangell Island. Tova convinces Swanton that the island's contemporary stories are worth collecting despite their strangeness: in Tova's oral traditions, a woman becomes a bear, a man marries trees, a UFO hunts deer, and the dead go to Seattle. These forty-three linked tales in the story-cycle are not stories that the Smithsonian intended to collect, but by the time all the tales are told, their reconstruction of history will make a greater impact on the world around them than either Tova or Swanton could have ever imagined. “Cleverly framed, these stories capture a rich island community that is steeped in oral traditions . . . a collection that rewards rereading and rumination.”

?Foreword Reviews

Can't Go Home

Count the number of times you've said "no" to an idea. Whether you inadvertently put out a spark of brilliance or nixed a nonstarter, your response took away someone else's opportunity to feel heard. And that's an innovation killer. No one knows this truth better than improv expert Karen Hough. *Go With It: Embrace the Unexpected to Drive Change* brings you Hough's discoveries from the front lines of innovation. She has seen how business innovators deal with dichotomy by preparing, playing, and thinking upside down. Improv troupes succeed on stage because they apply the "Yes, and" principle. Whatever the first person says, the next person affirms and adds to it. But this practice isn't limited to onstage brilliance—corporate teams caught up in old patterns of thought and action can learn to improvise and innovate, too. Pharmaceutical scientists who know how to improvise can accelerate their fuzzy front-end work on new drugs. Technologists who are masters of going with it know how to successfully bring their breakthroughs to market. Executives who use improv techniques get their teams working and innovating together. Their stories fill this book. And they emphasize that it's the process of listening, agreeing, and discussing an idea that's monumentally important. Hough shows you that anyone can learn to be more creative and innovative. It just takes flexibility, humor, and focus—that's improv.

The Dead Go to Seattle

This book is a compilation of stories and lifetime experiences over a seventy-one year period in the author's life. From World War II through the Space Age: from childhood innocence through the adventures of adulthood. All of this, motivated by her desire for her children, grandchildren, and subsequent generations to see what she has seen, and know her as a person. "I've always wished I had asked my grandmothers more questions about their lives. I don't think I'm unique in that respect," she says. It's filled with humor, history, and simply the joy of living while striving to become the person you think you were meant to be.

Go With It

Please read this with an open mind. *Where Did I Go Wrong* is designed for you to read over and over again. Floyd Rossum's life, his heart, his soul, and his God are all expressed in this emotional saga of a man who struggled with life and drugs. Reading this book will not only help you realize where you went wrong, but how to recover from what life can and will ultimately give you. Get ready for a book that will open your eyes to an unforgiving world. BIO Author Floyd Rossum graduated from Kilgore High School in 1982. He played professional baseball for the Philadelphia Phillies for 2 years. After playing baseball he went to the International Aviation and Travel Academy to be a mechanic. He was very active in church growing up, and has spoken to various organizations such as the NAACP, the Juvenile Probation Department, and various schools around the Denver area. He has six children, three in college, two in high school, and a four year old. He currently spends his time going around the Denver area talking and speaking to people to help them figure out where they went wrong. *Autobiography-Drugs and Alcohol General-Life Turnaround*.

You Can Go Home Again

Where Do I Go from Here? is like a GPS for newly saved Christians. Many new believers spend years discovering some of the principles already outlined here. In this simple-to-understand and informative handbook, you can learn some of what it takes to live a victorious Christian life!

Where Did I Go Wrong?

Reprint of the original, first published in 1874.

Where Do I Go from Here?

Once again in 2006 the cost to attend college was double the inflation rate, according to the report "Trends

in College Pricing 2006". The average rate of tuition at four-year private colleges was about \$21,235; four-year public universities average \$5,491. Tuition costs, of course, are just the beginning now add room and board, the cost of attending a private college is \$29,026 per year on average, and \$12,127 at four-year public universities. Take a look at IVY league universities such as Princeton and the total fees will climb to nearly \$37,000. An 8% college inflation rate means that the cost of college doubles every nine years. For a baby born today, this means that college costs will be more than three times current rates when the child is ready for college. The average debt for graduating college seniors who borrow to finance their undergraduate degree is just under \$20,000. But there is good news. There is more financial aid available than ever before over \$134 billion. And, despite all of these college cost increases, a college education remains an affordable choice for most families. Armed with the information detailed in this comprehensive book you will be privy to over 2,200 programs that offer scholarships, internships, or loans to more than 1.7 million students each year. These are scholarships, grants, and loan programs that you have never heard of for example: The Millennium Scholarship Offers \$10,000 to students who have lived in Nevada for at least two years before they graduate from high school. State-funded by Nevada's portion of the lawsuit settlement against national tobacco companies. Or Patrick Kerr Skateboard Scholarship One \$5,000 and three \$1,000 scholarships to students who promote skateboarding. Created by a Philadelphia mother after her 15-year-old son was killed while skateboarding. Are you tall ? Then apply for the Tall Clubs International Scholarship, Males 6'2" or taller and females 5'10" or higher qualify for a \$1000.00 scholarship. In addition to scholarships and grants you will learn hundreds of innovative ways to slash your college cost including: calculating your college budget, Ways to Reduce your college budget, buy your text books & supplies cheap, Earn college credit on an accelerated basis, CLEP, Earn college credit outside the traditional classroom, Make use of payment alternatives, Tax credits, Combine higher education and course-related employment, National and community service, Tuition prepayment plans, Federal Funds, State Aid, credit card use, Private Sector Aid, College Funds. How to apply for loans, grants and scholarships, Preparing the financial Aid Packages, Saving for college, retirement funds, what to do when you are parents are divorced, getting awards, Private Scholarships, The Military, National Service, working while going to school, inexpensive dating ideas, medical & dental coverage, your car, your cell phone, your computer, your dorm room, spring break, entertainment, transportation. Maybe saving money to you does not matter, perhaps you won the lottery, but if you want to learn hundreds of innovative ways to save thousands on your college costs than this book is for you.

Holding Fast and Letting Go

"Featuring fun and inspiring photo activities for everyone. A playful book with step-by-step illustrated instructions for each activity. Provides the tools, tips, and motivation to kick-start creativity. "Go Photo!" features 23 hands-on, creative photography activities, indoors or outdoors, from a half-hour to a whole day, and whether alone or with friends, family, or an unsuspecting pet, these are photo activities for all occasions. Some don't even require a camera! Each project includes a series of pictures and handy tips to help guide you step-by-step, building visual language and encouraging creativity as you go. Accessible, fun, and practical, the activities in this book have been brought together to engage kids in the fun and wonderful world of photography."--Page 4 of cover.

How to Go to College on a Shoe String

****OVER 1 MILLION COPIES SOLD** SHORTLISTED FOR THE BOOKER PRIZE** 'Brilliantly executed.' MARGARET ATWOOD 'A page-turner and a heartbreaker.' TIME 'Masterly.' SUNDAY TIMES One of the most acclaimed novels of the 21st Century, from the Nobel Prize-winning author Kazuo Ishiguro imagines the lives of a group of students growing up in a darkly skewed version of contemporary England. Narrated by Kathy, now thirty-one, *Never Let Me Go* dramatises her attempts to come to terms with her childhood at the seemingly idyllic Hailsham School and with the fate that has always awaited her and her closest friends in the wider world. A story of love, friendship and memory, *Never Let Me Go* is charged throughout with a sense of the fragility of life. 'Exquisite.' GUARDIAN 'A feat of imaginative sympathy.'

NEW YORK TIMES What readers are saying: 'A book I will return to again and again, and one that keeps me thinking even after finishing it.' 'I loved it, every single word of it.' 'It took me wholly by surprise.' 'Utterly beautiful.' 'Essentially perfect.'

Go Photo!

Readers with a need for speed are sure to enjoy this exciting guide to making their own vehicles. Independent learning, creativity, and reading comprehension are just some of the essential skills that are fostered in this high-interest approach to the world of DIY. Young readers are able to build a variety of speed machines by following step-by-step instructions presented in clear, accessible language. In addition, colorful photographs help visual learners and provide examples for readers to follow. Each fast and fun project features clear lists of materials to help readers prepare, and eye-catching tips reinforce the importance of safety.

Never Let Me Go

Go is an ancient, subtly beautiful game of territory. But with its nearly endless possibilities and challenges, it is more than just another game; it is a way of life for tens of millions of players throughout the world. Embodying four thousand years of Oriental thought and culture, go is the oldest game in the world still played in its original form. Go is the kind of game that one can learn in a day—and spend a lifetime perfecting. It is more art than science: in order to surround and capture the opponent's territory, one needs intuition, flexibility, and acute perception combined with a sharp analytical mind. Each player is a partner in an exercise of coexistence; each player needs the other for self-enlightenment and for enjoyment. But then, too, go is a game whose strategy has been compared to the tactics of guerilla warfare. Go can be all things to all people; it is simple, elegant, and unexpectedly beautiful. This book contains an introduction; a brief example game; a clear, leisurely explanation of the rules; and illustrations of the simplest techniques of good play and of some easy and some more difficult problems the player will encounter. The appendixes include a concise list of rules, a glossary of technical terms, and a list of international and American go organizations. Among go players, Go for Beginners is known as the best beginner's book available.

A Book of Speed Fiend Projects for Kids Who Love to Go Fast

This is the book for Gophers who want to learn how to build distributed systems. You know the basics of Go and are eager to put your knowledge to work. Build distributed services that are highly available, resilient, and scalable. This book is just what you need to apply Go to real-world situations. Level up your engineering skills today. Take your Go skills to the next level by learning how to design, develop, and deploy a distributed service. Start from the bare essentials of storage handling, then work your way through networking a client and server, and finally to distributing server instances, deployment, and testing. All this will make coding in your day job or side projects easier, faster, and more fun. Create your own distributed services and contribute to open source projects. Build networked, secure clients and servers with gRPC. Gain insights into your systems and debug issues with observable services instrumented with metrics, logs, and traces. Operate your own Certificate Authority to authenticate internal web services with TLS. Automatically handle when nodes are added or removed to your cluster with service discovery. Coordinate distributed systems with replicated state machines powered by the Raft consensus algorithm. Lay out your applications and libraries to be modular and easy to maintain. Write CLIs to configure and run your applications. Run your distributed system locally and deploy to the cloud with Kubernetes. Test and benchmark your applications to ensure they're correct and fast. Dive into writing Go and join the hundreds of thousands who are using it to build software for the real world. What You Need: Go 1.13+ and Kubernetes 1.16+

Go for Beginners

Go is a strategy game played throughout eastern Asian for thousands of years. This introduction to the game presents rules, tactics, and strategies.

Distributed Services with Go

With its winning mix of gripping narrative and easy-to-implement performance-raising tips, this book has become a best-selling classic. It's garnered 5-star reviews and wide-ranging endorsements – from Sebastian Coe and Dame Kelly Holmes to Lord Digby Jones

Go

Network Programming with Go teaches you how to write clean, secure network software with the programming language designed to make it seem easy. Build simple, reliable, network software Combining the best parts of many other programming languages, Go is fast, scalable, and designed for high-performance networking and multiprocessing. In other words, it's perfect for network programming. Network Programming with Go will help you leverage Go to write secure, readable, production-ready network code. In the early chapters, you'll learn the basics of networking and traffic routing. Then you'll put that knowledge to use as the book guides you through writing programs that communicate using TCP, UDP, and Unix sockets to ensure reliable data transmission. As you progress, you'll explore higher-level network protocols like HTTP and HTTP/2 and build applications that securely interact with servers, clients, and APIs over a network using TLS. You'll also learn: Internet Protocol basics, such as the structure of IPv4 and IPv6, multicasting, DNS, and network address translation Methods of ensuring reliability in socket-level communications Ways to use handlers, middleware, and multiplexers to build capable HTTP applications with minimal code Tools for incorporating authentication and encryption into your applications using TLS Methods to serialize data for storage or transmission in Go-friendly formats like JSON, Gob, XML, and protocol buffers Ways of instrumenting your code to provide metrics about requests, errors, and more Approaches for setting up your application to run in the cloud (and reasons why you might want to) Network Programming with Go is all you'll need to take advantage of Go's built-in concurrency, rapid compiling, and rich standard library. Covers Go 1.15 (Backward compatible with Go 1.12 and higher)

Will It Make The Boat Go Faster?

Network Programming with Go

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