

97 Orchard

In *97 Orchard*, Jane Ziegelman explores the culinary life that was the heart and soul of New York's Lower East Side around the turn of the twentieth century—a city within a city, where Germans, Irish, Italians, and Eastern European Jews attempted to forge a new life. Through the experiences of five families, all of them residents of 97 Orchard Street, Ziegelman takes readers on a vivid and unforgettable tour, from impossibly cramped tenement apartments, down dimly lit stairwells, beyond the front stoops where housewives congregated, and out into the hubbub of the dirty, teeming streets. Ziegelman shows how immigrant cooks brought their ingenuity to the daily task of feeding their families, preserving traditions from home but always ready to improvise. *97 Orchard* lays bare the roots of our collective culinary heritage.

97 Things Every Programmer Should Know

Tap into the wisdom of experts to learn what every programmer should know, no matter what language you use. With the 97 short and extremely useful tips for programmers in this book, you'll expand your skills by adopting new approaches to old problems, learning appropriate best practices, and honing your craft through sound advice. With contributions from some of the most experienced and respected practitioners in the industry—including Michael Feathers, Pete Goodliffe, Diomidis Spinellis, Cay Horstmann, Verity Stob, and many more—this book contains practical knowledge and principles that you can apply to all kinds of projects. A few of the 97 things you should know: "Code in the Language of the Domain" by Dan North "Write Tests for People" by Gerard Meszaros "Convenience Is Not an -ility" by Gregor Hohpe "Know Your IDE" by Heinz Kabutz "A Message to the Future" by Linda Rising "The Boy Scout Rule" by Robert C. Martin (Uncle Bob) "Beware the Share" by Udi Dahan

The Wreck of the Old 97

With Fast Mail train No. 97 an hour behind schedule, locomotive engineer Steve Broady, according to legend, swore to put her in Spencer on time or put her in Hell. Through eyewitness reports and court testimonies, historian Larry Aaron expertly pieces together the events of September 27, 1903, at Danville, Virginia, when the Old 97 plummeted off a forty-five-foot trestle into the ravine below. With more twists and turns than the railroad tracks on which the Old 97 ran, this book chronicles the story of one of the most famous train wrecks in American history, as well as the controversy surrounding The Wreck of the Old 97, that most famous ballad, which secured the Old 97 a place within the annals of American folklore.

Learning Processing

Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up

within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. - A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages - No previous experience required—this book is for the true programming beginner! - Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve

Official Summary of Security Transactions and Holdings

Covers receipts and expenditures of appropriations and other funds.

Statement of Disbursements of the House

If you want to push your Java skills to the next level, this book provides expert advice from Java leaders and practitioners. You'll be encouraged to look at problems in new ways, take broader responsibility for your work, stretch yourself by learning new techniques, and become as good at the entire craft of development as you possibly can. Edited by Kevlin Henney and Trisha Gee, *97 Things Every Java Programmer Should Know* reflects lifetimes of experience writing Java software and living with the process of software development. Great programmers share their collected wisdom to help you rethink Java practices, whether working with legacy code or incorporating changes since Java 8. A few of the 97 things you should know: "Behavior Is Easy, State Is Hard"—Edson Yanaga "Learn Java Idioms and Cache in Your Brain"—Jeanne Boyarsky "Java Programming from a JVM Performance Perspective"—Monica Beckwith "Garbage Collection Is Your Friend"—Holly K Cummins "Java's Unspeakable Types"—Ben Evans "The Rebirth of Java"—Sander Mak "Do You Know What Time It Is?"—Christin Gorman

The Monthly Army List

This eagerly awaited new edition has been significantly revised after extensive user feedback to meet current teaching requirements. The first major textbook to be published since the rejuvenation of the Lisbon Treaty, it retains the best elements of the first edition – the engaging, easily understandable writing style, extracts from a variety of sources showing the creation, interpretation and application of the law and comprehensive coverage. In addition it has separate chapters on EU law in national courts, governance and external relations reflecting the new directions in which the field is moving. The examination of the free movement of goods and competition law has been restructured. Chapter introductions clearly set out what will be covered in each section allowing students to approach complex material with confidence and detailed further reading sections encourage further study. Put simply, it is required reading for all serious students of EU law.

Official Summary of Security Transactions and Holdings Reported to the Securities and Exchange Commission Under the Securities Exchange Act of 1934 and the Public Utility Holding Company Act of 1935

"Report of the Dominion fishery commission on the fisheries of the province of Ontario, 1893"

Monthly Catalog of United States Government Publications

Jan. issues for 1921-1941, and Jan. and Feb. issues for 1942-1949 are annual statistical summary issues; beginning in 1950, summaries are found in Michigan agricultural statistics.

97 Things Every Java Programmer Should Know

In this truly unique technical book, today's leading software architects present valuable principles on key

development issues that go way beyond technology. More than four dozen architects -- including Neal Ford, Michael Nygard, and Bill de hOra -- offer advice for communicating with stakeholders, eliminating complexity, empowering developers, and many more practical lessons they've learned from years of experience. Among the 97 principles in this book, you'll find useful advice such as: Don't Put Your Resume Ahead of the Requirements (Nitin Borwankar) Chances Are, Your Biggest Problem Isn't Technical (Mark Ramm) Communication Is King; Clarity and Leadership, Its Humble Servants (Mark Richards) Simplicity Before Generality, Use Before Reuse (Kevlin Henney) For the End User, the Interface Is the System (Vinayak Hegde) It's Never Too Early to Think About Performance (Rebecca Parsons) To be successful as a software architect, you need to master both business and technology. This book tells you what top software architects think is important and how they approach a project. If you want to enhance your career, 97 Things Every Software Architect Should Know is essential reading.

Official Gazette of the United States Patent and Trademark Office

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