

2ND BACHELORS DEGREE COMPUTER SCIENCE

2ND BACHELOR'S DEGREE IN COMPUTER SCIENCE: A COMPREHENSIVE GUIDE

AUTHOR: DR. ANYA SHARMA, PhD IN COMPUTER SCIENCE EDUCATION, WITH OVER 15 YEARS OF EXPERIENCE IN CURRICULUM DEVELOPMENT AND HIGHER EDUCATION RESEARCH, SPECIALIZING IN NON-TRADITIONAL STUDENT PATHWAYS IN STEM.

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EDITOR: PROFESSOR DAVID CHEN, PhD IN COMPUTER SCIENCE, WITH EXTENSIVE EXPERIENCE IN ADVISING GRADUATE STUDENTS AND EXTENSIVE PUBLICATIONS ON THE IMPACT OF ADVANCED DEGREES IN COMPUTING. HIS EXPERTISE ENSURES THE ACCURACY AND RELEVANCE OF THE INFORMATION PRESENTED IN THIS REPORT.

SUMMARY: THIS REPORT DELVES INTO THE BURGEONING TREND OF INDIVIDUALS PURSUING A SECOND BACHELOR'S DEGREE IN COMPUTER SCIENCE. WE ANALYZE THE MOTIVATIONS BEHIND THIS DECISION, EXAMINE THE ADMISSION PROCESSES, DISCUSS THE ACADEMIC PATHWAYS AVAILABLE, EVALUATE THE CAREER PROSPECTS FOR INDIVIDUALS WITH A SECOND BACHELOR'S IN COMPUTER SCIENCE, AND ADDRESS THE POTENTIAL CHALLENGES AND BENEFITS OF THIS EDUCATIONAL PATH. DATA AND RESEARCH FINDINGS SUPPORT THE OBSERVATIONS AND CONCLUSIONS PRESENTED. THE REPORT AIMS TO PROVIDE COMPREHENSIVE GUIDANCE FOR PROSPECTIVE STUDENTS CONSIDERING THIS SIGNIFICANT EDUCATIONAL INVESTMENT.

1. INTRODUCTION: THE RISE OF THE SECOND BACHELOR'S IN COMPUTER SCIENCE

THE DEMAND FOR SKILLED COMPUTER SCIENTISTS CONTINUES TO SKYROCKET. THIS HAS LED TO A SIGNIFICANT INCREASE IN THE NUMBER OF INDIVIDUALS PURSUING A SECOND BACHELOR'S DEGREE IN COMPUTER SCIENCE. UNLIKE THOSE WHO PURSUE A FIRST DEGREE, INDIVIDUALS OPTING FOR A 2ND BACHELOR'S DEGREE COMPUTER SCIENCE OFTEN BRING A DIVERSE RANGE OF PRIOR EDUCATIONAL EXPERIENCES AND PROFESSIONAL BACKGROUNDS. THIS REPORT EXAMINES THIS GROWING TREND, EXPLORING ITS MULTIFACETED NATURE AND IMPLICATIONS.

1. MOTIVATIONS FOR A 2ND BACHELOR'S DEGREE IN COMPUTER SCIENCE

MANY FACTORS DRIVE INDIVIDUALS TO PURSUE A 2ND BACHELOR'S DEGREE COMPUTER SCIENCE. RESEARCH INDICATES A SIGNIFICANT PROPORTION ARE CAREER CHANGERS SEEKING TO TRANSITION INTO THE LUCRATIVE AND IN-DEMAND TECH INDUSTRY. OTHERS MAY HOLD A BACHELOR'S DEGREE IN A RELATED FIELD, SUCH AS MATHEMATICS OR ENGINEERING, BUT LACK THE SPECIFIC COMPUTER SCIENCE SKILLS REQUIRED FOR THEIR DESIRED CAREER PATH. A SMALLER BUT SIGNIFICANT GROUP MIGHT AIM FOR CAREER ADVANCEMENT WITHIN THEIR EXISTING FIELD, RECOGNIZING THE COMPETITIVE ADVANTAGE PROVIDED BY A SPECIALIZED COMPUTER SCIENCE BACKGROUND. DATA FROM THE NATIONAL CENTER FOR EDUCATION STATISTICS (NCES) SUPPORTS THIS TREND, SHOWCASING A NOTABLE INCREASE IN APPLICATIONS FOR SECOND BACHELOR'S DEGREES IN STEM FIELDS IN RECENT YEARS.

1. ADMISSION REQUIREMENTS AND ACADEMIC PATHWAYS

ADMISSION REQUIREMENTS FOR A 2ND BACHELOR'S DEGREE COMPUTER SCIENCE VARY BETWEEN UNIVERSITIES. WHILE SOME

INSTITUTIONS MAY REQUIRE A MINIMUM GPA FROM THE FIRST DEGREE, OTHERS PRIORITIZE RELEVANT WORK EXPERIENCE OR PORTFOLIO DEMONSTRATION. MANY UNIVERSITIES OFFER ACCELERATED PROGRAMS OR PATHWAYS FOR STUDENTS WITH PRIOR EXPERIENCE IN MATHEMATICS OR RELATED FIELDS, ALLOWING THEM TO POTENTIALLY COMPLETE THEIR 2ND BACHELOR'S DEGREE COMPUTER SCIENCE MORE QUICKLY. UNDERSTANDING THESE PATHWAYS IS CRUCIAL FOR PROSPECTIVE STUDENTS TO NAVIGATE THE APPLICATION PROCESS EFFECTIVELY.

1. CURRICULUM AND SPECIALIZATIONS WITHIN A 2ND BACHELOR'S DEGREE IN COMPUTER SCIENCE

CURRICULA FOR A 2ND BACHELOR'S DEGREE COMPUTER SCIENCE ARE OFTEN TAILORED TO ACCOMMODATE STUDENTS WITH DIVERSE BACKGROUNDS. WHILE CORE COMPUTER SCIENCE PRINCIPLES REMAIN CONSTANT (DATA STRUCTURES, ALGORITHMS, DATABASES, ETC.), SOME PROGRAMS OFFER SPECIALIZED TRACKS, SUCH AS ARTIFICIAL INTELLIGENCE, CYBERSECURITY, OR DATA SCIENCE. THIS ALLOWS STUDENTS TO FOCUS THEIR STUDIES ON AREAS OF PARTICULAR INTEREST OR CAREER RELEVANCE. ANALYZING MULTIPLE UNIVERSITY CURRICULA REVEALS A TREND TOWARD INCORPORATING MORE PRACTICAL, PROJECT-BASED LEARNING TO ENHANCE THE EMPLOYABILITY OF GRADUATES.

1. CAREER PROSPECTS AND SALARY EXPECTATIONS

GRADUATES OF A 2ND BACHELOR'S DEGREE COMPUTER SCIENCE PROGRAM ARE HIGHLY SOUGHT AFTER BY EMPLOYERS. THE HIGH DEMAND FOR SKILLED PROFESSIONALS IN THE TECH INDUSTRY TRANSLATES TO COMPETITIVE SALARIES AND NUMEROUS JOB OPPORTUNITIES. DATA FROM SOURCES LIKE GLASSDOOR AND INDEED CONFIRM THAT INDIVIDUALS WITH A SECOND BACHELOR'S IN COMPUTER SCIENCE OFTEN EARN COMPARABLE, OR EVEN HIGHER, SALARIES THAN THOSE WITH A SINGLE COMPUTER SCIENCE DEGREE, PARTICULARLY WHEN FACTORING IN PRIOR WORK EXPERIENCE. THE SPECIFIC SALARY DEPENDS ON FACTORS LIKE SPECIALIZATION, EXPERIENCE, AND GEOGRAPHICAL LOCATION.

1. CHALLENGES AND BENEFITS OF PURSUING A 2ND BACHELOR'S DEGREE IN COMPUTER SCIENCE

WHILE THE CAREER PROSPECTS ARE ENTICING, PURSUING A 2ND BACHELOR'S DEGREE COMPUTER SCIENCE PRESENTS CHALLENGES. FINANCIAL CONSTRAINTS, TIME COMMITMENT, AND BALANCING WORK AND STUDIES ARE SIGNIFICANT CONSIDERATIONS. HOWEVER, THE BENEFITS, INCLUDING ENHANCED CAREER OPPORTUNITIES, HIGHER EARNING POTENTIAL, AND INCREASED JOB SATISFACTION, OFTEN OUTWEIGH THE DIFFICULTIES FOR MANY INDIVIDUALS. UNDERSTANDING THESE TRADE-OFFS IS CRUCIAL FOR MAKING AN INFORMED DECISION.

1. COMPARISON TO ALTERNATIVE PATHWAYS (MASTER'S DEGREE, BOOTCAMPS)

MANY PROSPECTIVE STUDENTS CONSIDERING A 2ND BACHELOR'S DEGREE COMPUTER SCIENCE ALSO EVALUATE ALTERNATIVE PATHWAYS, SUCH AS A MASTER'S DEGREE IN COMPUTER SCIENCE OR INTENSIVE CODING BOOTCAMPS. A MASTER'S DEGREE GENERALLY REQUIRES A PRIOR BACHELOR'S IN A RELATED FIELD, WHILE BOOTCAMPS ARE SHORTER AND MORE FOCUSED ON SPECIFIC SKILLS. THIS REPORT WILL COMPARE AND CONTRAST THE ADVANTAGES AND DISADVANTAGES OF EACH PATHWAY, PROVIDING A FRAMEWORK FOR A COMPREHENSIVE DECISION-MAKING PROCESS.

1. FUTURE TRENDS AND PREDICTIONS IN 2ND BACHELOR'S DEGREES IN COMPUTER SCIENCE

THE FIELD OF COMPUTER SCIENCE IS CONSTANTLY EVOLVING, AND THE DEMAND FOR SPECIALIZED SKILLS CONTINUES TO GROW.

THIS REPORT WILL SPECULATE ON POTENTIAL FUTURE TRENDS IN THE LANDSCAPE OF 2ND BACHELOR'S DEGREE COMPUTER SCIENCE PROGRAMS, SUCH AS THE INTEGRATION OF MORE ADVANCED TECHNOLOGIES, AND INCREASING EMPHASIS ON SPECIFIC SKILL SETS LIKE AI AND MACHINE LEARNING.

1. CONCLUSION

A 2ND BACHELOR'S DEGREE COMPUTER SCIENCE REPRESENTS A SIGNIFICANT EDUCATIONAL COMMITMENT, BUT FOR MANY INDIVIDUALS, IT SERVES AS A POWERFUL CATALYST FOR CAREER ADVANCEMENT AND IMPROVED JOB PROSPECTS. THE DECISION TO PURSUE THIS PATH SHOULD BE INFORMED BY A CAREFUL CONSIDERATION OF INDIVIDUAL CIRCUMSTANCES, CAREER ASPIRATIONS, AND AVAILABLE RESOURCES. BY UNDERSTANDING THE MOTIVATIONS, CHALLENGES, AND POTENTIAL REWARDS ASSOCIATED WITH THIS EDUCATIONAL JOURNEY, PROSPECTIVE STUDENTS CAN MAKE A WELL-INFORMED CHOICE THAT ALIGNS WITH THEIR PROFESSIONAL GOALS.

FAQs

1. IS A SECOND BACHELOR'S DEGREE IN COMPUTER SCIENCE WORTH IT? THE VALUE DEPENDS ON INDIVIDUAL CIRCUMSTANCES. FOR CAREER CHANGERS OR THOSE SEEKING A SUBSTANTIAL SALARY INCREASE, IT OFTEN IS.
1. HOW LONG DOES IT TAKE TO GET A SECOND BACHELOR'S DEGREE IN COMPUTER SCIENCE? THIS VARIES DEPENDING ON PRIOR EDUCATION AND CHOSEN PROGRAM, BUT GENERALLY TAKES 2-4 YEARS.
1. WHAT ARE THE ADMISSION REQUIREMENTS FOR A SECOND BACHELOR'S DEGREE IN COMPUTER SCIENCE? REQUIREMENTS VARY BY UNIVERSITY, BUT OFTEN INCLUDE GPA, TRANSCRIPTS, AND POTENTIALLY A PERSONAL STATEMENT.
1. WHAT CAREER OPTIONS ARE AVAILABLE AFTER COMPLETING A SECOND BACHELOR'S DEGREE IN COMPUTER SCIENCE? NUMEROUS OPTIONS EXIST, INCLUDING SOFTWARE ENGINEER, DATA SCIENTIST, CYBERSECURITY ANALYST, AND WEB DEVELOPER.
1. HOW MUCH DOES A SECOND BACHELOR'S DEGREE IN COMPUTER SCIENCE COST? COSTS VARY DEPENDING ON THE INSTITUTION AND THE PROGRAM'S LENGTH.
1. CAN I TRANSFER CREDITS FROM MY PREVIOUS BACHELOR'S DEGREE? SOME CREDITS MAY TRANSFER, BUT THIS DEPENDS ON THE INSTITUTION'S POLICIES AND THE ALIGNMENT OF COURSES.
1. WHAT IS THE DIFFERENCE BETWEEN A SECOND BACHELOR'S AND A MASTER'S IN COMPUTER SCIENCE? A MASTER'S BUILDS UPON PRIOR COMPUTER SCIENCE KNOWLEDGE, WHILE A SECOND BACHELOR'S PROVIDES A FOUNDATIONAL COMPUTER SCIENCE EDUCATION.

1. ARE THERE SCHOLARSHIPS OR FINANCIAL AID OPTIONS AVAILABLE FOR A SECOND BACHELOR'S DEGREE? SOME SCHOLARSHIPS AND FINANCIAL AID OPTIONS MAY BE AVAILABLE, DEPENDING ON INDIVIDUAL CIRCUMSTANCES AND THE INSTITUTION'S POLICIES.
1. WHAT ARE THE JOB MARKET PROSPECTS FOR GRADUATES WITH A SECOND BACHELOR'S IN COMPUTER SCIENCE? THE JOB MARKET FOR GRADUATES WITH THIS DEGREE IS EXTREMELY STRONG DUE TO HIGH DEMAND FOR COMPUTER SCIENTISTS.

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8. NETWORKING FOR SUCCESS AFTER A SECOND BACHELOR'S IN COMPUTER SCIENCE: ADVICE ON BUILDING PROFESSIONAL CONNECTIONS.
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 **2nd bachelors degree computer science: Software Engineering Education** Lionel E. Deimel, 1990-04-06

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2nd bachelors degree computer science: Computer Science Illuminated Nell B. Dale, John Lewis, 2013 Revised and updated with the latest information in the field, the Fifth Edition of best-selling Computer Science Illuminated continues to provide students with an engaging breadth-first overview of computer science principles and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. Authored by two of today's most respected computer science educators, Nell Dale and John Lewis, the text carefully unfolds the many layers of computing from a language-neutral perspective, beginning with the information layer, progressing through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. Separate program language chapters are available as bundle items for instructors who would like to explore a particular programming language with their students. Ideal for introductory computing and computer science courses, the fifth edition's thorough presentation of computing systems provides computer science majors with a solid foundation for further study, and offers non-majors a comprehensive and complete introduction to computing. New Features of the Fifth Edition: - Includes a NEW chapter on computer security (chapter 17) to provide readers with the latest information, including discussions on preventing unauthorized access and guidelines for creating effective passwords, types of malware anti-virus software, problems created by poor programming, protecting your online information including data collection issues with Facebook, Google, etc., and security issues with mobile and portable devices. - A NEW section on cloud computing (chapter 15) offers readers an overview of the latest way in which businesses and users interact with computers and mobile devices. - The section on social networks (moved to chapter 16) has been rewritten to include up-to-date information, including new data on Google+ and Facebook. - The sections covering HTML have been updated to include HTML5. - Includes revised and updated Did You Know callouts in the chapter margins. - The updated Ethical Issues at the end of each chapter have been

revised to tie the content to the recently introduced tenth strand recommended by the ACM stressing the importance of computer ethics. Instructor Resources: -Answers to the end of chapter exercises -Answers to the lab exercises -PowerPoint Lecture Outlines -PowerPoint Image Bank -Test Bank Every new copy is packaged with a free access code to the robust Student Companion Website featuring: Animated Flashcards; Relevant Web Links; Crossword Puzzles; Interactive Glossary; Step by step tutorial on web page development; Digital Lab Manual; R. Mark Meyer's labs, Explorations in Computer Science; Additional programming chapters, including Alice, C++, Java, JavaScript, Pascal, Perl, Python, Ruby, SQL, and VB.NET; C++ Language Essentials labs; Java Language Essentials labs; Link to Download Pep/8

2nd bachelors degree computer science: *Connecting Discrete Mathematics and Computer Science* David Liben-Nowell, 2022-08-04 Computer science majors taking a non-programming-based course like discrete mathematics might ask 'Why do I need to learn this?' Written with these students in mind, this text introduces the mathematical foundations of computer science by providing a comprehensive treatment of standard technical topics while simultaneously illustrating some of the broad-ranging applications of that material throughout the field. Chapters on core topics from discrete structures - like logic, proofs, number theory, counting, probability, graphs - are augmented with around 60 'computer science connections' pages introducing their applications: for example, game trees (logic), triangulation of scenes in computer graphics (induction), the Enigma machine (counting), algorithmic bias (relations), differential privacy (probability), and paired kidney transplants (graphs). Pedagogical features include 'Why You Might Care' sections, quick-reference chapter guides and key terms and results summaries, problem-solving and writing tips, 'Taking it Further' asides with more technical details, and around 1700 exercises, 435 worked examples, and 480 figures.

2nd bachelors degree computer science: Florida Institute of Technology Gordon Patterson, 2000-11 In the 1950s, East Central Florida underwent a vast transformation with the creation of the American space program. The sleepy fishing communities stretching from Titusville to Melbourne became home to an army of engineers, rocket scientists, and technicians who would soon take Florida and the nation into the missile age. With no opportunities for advanced study nearby, a handful of determined men and women launched Brevard Engineering College in 1958. In 1966, Florida's secretary of state approved the college's petition to change its name to Florida Institute of Technology. In its short history, Florida Tech has overcome formidable hurdles and succeeded in winning a place in the top ranks of scientific and technological universities. A college on the rise, Florida Tech has not only a bright future, but a rich and colorful history that has been captured in striking photographs. The exciting story of Countdown College-from the lift-off of Bumper 8 in 1950, which launched the space program in Florida, to the most recent high-tech additions to campus facilities-is the subject of this captivating new pictorial history.

2nd bachelors degree computer science: *The Minimum You Need to Know about Logic to Work in IT* Roland Hughes, 2007 This book is part of aaThe Minimum You Need to Knowaa family of books by Logikal Solutions. As the family expands they will cover an increasing variety of topics. This book is designed to be used as a text book for classes in logic from high school to college level. It should be one of the first courses you have on IT and this should be one of the first books you read when starting in IT. Not only does this book cover flow charting and pseudocode, it teaches the reader to think before they start mapping out the logic to solve a problem. The author of this book is an industry veteran with nearly 20 years in the field. It has been his experience that recent graduates, from any country, are nearly useless at problem solving. If they cannot point, click, and drag, they cannot solve the problem. This book is an attempt to teach them how to solve the problem. An instructoraas guide is available for schools looking to make this book the basis of coursework.

2nd bachelors degree computer science: **Codeless Data Structures and Algorithms** Armstrong Subero, 2020-02-13 In the era of self-taught developers and programmers, essential topics in the industry are frequently learned without a formal academic foundation. A solid grasp of

data structures and algorithms (DSA) is imperative for anyone looking to do professional software development and engineering, but classes in the subject can be dry or spend too much time on theory and unnecessary readings. Regardless of your programming language background, *Codeless Data Structures and Algorithms* has you covered. In this book, author Armstrong Subero will help you learn DSAs without writing a single line of code. Straightforward explanations and diagrams give you a confident handle on the topic while ensuring you never have to open your code editor, use a compiler, or look at an integrated development environment. Subero introduces you to linear, tree, and hash data structures and gives you important insights behind the most common algorithms that you can directly apply to your own programs. *Codeless Data Structures and Algorithms* provides you with the knowledge about DSAs that you will need in the professional programming world, without using any complex mathematics or irrelevant information. Whether you are a new developer seeking a basic understanding of the subject or a decision-maker wanting a grasp of algorithms to apply to your projects, this book belongs on your shelf. Quite often, a new, refreshing, and unpretentious approach to a topic is all you need to get inspired. What You'll Learn Understand tree data structures without delving into unnecessary details or going into too much theory Get started learning linear data structures with a basic discussion on computer memory Study an overview of arrays, linked lists, stacks and queues Who This Book Is For This book is for beginners, self-taught developers and programmers, and anyone who wants to understand data structures and algorithms but don't want to wade through unnecessary details about quirks of a programming language or don't have time to sit and read a massive book on the subject. This book is also useful for non-technical decision-makers who are curious about how algorithms work.

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2nd bachelors degree computer science: *Computer Science Handbook* Allen B. Tucker, 2004-06-28 When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of

reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chap

2nd bachelors degree computer science: System Architecture Wolfgang J. Paul, Christoph Baumann, Petro Lutsyk, Sabine Schmaltz, 2016-10-04 The pillars of the bridge on the cover of this book date from the Roman Empire and they are in daily use today, an example of conventional engineering at its best. Modern commodity operating systems are examples of current system programming at its best, with bugs discovered and fixed on a weekly or monthly basis. This book addresses the question of whether it is possible to construct computer systems that are as stable as Roman designs. The authors successively introduce and explain specifications, constructions and correctness proofs of a simple MIPS processor; a simple compiler for a C dialect; an extension of the compiler handling C with inline assembly, interrupts and devices; and the virtualization layer of a small operating system kernel. A theme of the book is presenting system architecture design as a formal discipline, and in keeping with this the authors rely on mathematics for conciseness and precision of arguments to an extent common in other engineering fields. This textbook is based on the authors' teaching and practical experience, and it is appropriate for undergraduate students of electronics engineering and computer science. All chapters are supported with exercises and examples.

2nd bachelors degree computer science: Programming from the Ground Up Jonathan Bartlett, 2009-09-24 Programming from the Ground Up uses Linux assembly language to teach new programmers the most important concepts in programming. It takes you a step at a time through these concepts: * How the processor views memory * How the processor operates * How programs interact with the operating system * How computers represent data internally * How to do low-level and high-level optimization Most beginning-level programming books attempt to shield the reader from how their computer really works. Programming from the Ground Up starts by teaching how the computer works under the hood, so that the programmer will have a sufficient background to be successful in all areas of programming. This book is being used by Princeton University in their COS 217 Introduction to Programming Systems course.

2nd bachelors degree computer science: Rising Star David Garrow, 2017-05-09 New York Times Bestseller Rising Star is the definitive account of Barack Obama's formative years that made him the man who became the forty-fourth president of the United States—from the Pulitzer Prize-winning author of Bearing the Cross Barack Obama's speech at the 2004 Democratic National Convention instantly catapulted him into the national spotlight and led to his election four years later as America's first African-American president. In this penetrating biography, David J. Garrow delivers an epic work about the life of Barack Obama, creating a rich tapestry of a life little understood, until now. Rising Star: The Making of Barack Obama captivantly describes Barack Obama's tumultuous upbringing as a young black man attending an almost-all-white, elite private school in Honolulu while being raised almost exclusively by his white grandparents. After recounting Obama's college years in California and New York, Garrow charts Obama's time as a Chicago community organizer, working in some of the city's roughest neighborhoods; his years at the top of his Harvard Law School class; and his return to Chicago, where Obama honed his skills as a hard-knuckled politician, first in the state legislature and then as a candidate for the United States Senate. Detailing a scintillating, behind-the-scenes account of Obama's 2004 speech, a moment that labeled him the Democratic Party's rising star, Garrow also chronicles Obama's four years in the Senate, weighing his stands on various issues against positions he had taken years earlier, and recounts his thrilling run for the White House in 2008. In Rising Star, David J. Garrow has created a vivid portrait that reveals not only the people and forces that shaped the future president but also the ways in which he used those influences to serve his larger aspirations. This is a gripping read about a young man born into uncommon family circumstances, whose faith in his own talents came face-to-face with fantastic ambitions and a desire to do good in the world. Most important, Rising Star is an extraordinary work of biography—tremendous in its research and storytelling, and brilliant in its analysis of the all-too-human struggles of one of the most fascinating politicians of our

time.

2nd bachelors degree computer science: *Vue.js in Action* Erik Hanchett, Ben Listwon, 2018-09-10 Summary Web pages are rich with data and graphics, and it's challenging to maintain a smooth and quick user experience. *Vue.js in Action* teaches you how to build a fast, flowing web UI with the Vue.js framework. As you move through the book, you'll put your skills to practice by building a complete web store application with product listings, a checkout process, and an administrative interface. About the technology Vue.js is a lightweight frontend framework, offering easy two-way data binding, a reactive UI, and a common-sense project structure. It uses UI patterns and modern HTML to deliver impossibly fast page loads and silky smooth transitions—all from a tiny code footprint. It's a delight to develop in Vue using ordinary JavaScript and its integrated Vuex state management tool. About the book *Vue.js in Action* is your guide to building modern web apps. You'll start by exploring the reactive UI model while you get comfortable with Vue's unique features. Then, you'll go deeper as you build a shopping cart with an admin interface and the ability to manage stock! Finally, you'll extend your app, adding transitions, tests, and other key features until it's production ready. What's inside Clearly annotated code and illustrations Modeling data and consuming APIs Easy state management with Vuex Creating custom directives About the reader Written for web developers with some experience in JavaScript, HTML, and CSS. About the author Erik Hanchett and Benjamin Listwon are experienced web engineers and fearless explorers of new ideas. *Vue.js* is a front-end framework that builds on many of the reactive UI ideas introduced in *React.js*. *Vue.js in Action* teaches readers to build fast, flowing web UI with the Vue.js framework. As they move through the book, readers put their skills to practice by building a complete web store application with product listings, a checkout process, and an administrative interface! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

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This book provides in-depth explanations on how to use the Ember.js framework to take you from beginner to expert. You'll start with some basic topics and by the end of the book, you'll know everything you need to know to build a fully operational Ember application. We'll begin by explaining key points on how to use the Ember.js framework and the associated tools. You'll learn how to effectively use Ember CLI and how to create and deploy your application. We'll take a close look at the Ember object model and templates by examining bindings and observers. We'll then move onto Ember components, models, and Ember Data. We'll show you examples on how to connect to RESTful databases. Next we'll get to grips with testing with integration and acceptance tests using QUnit. We will conclude by covering authentication, services, and Ember add-ons. We'll explore advanced topics such as services and initializers, and how to use them together to build real-time applications. Style and approach Each recipe in this book will make it that much easier to understand Ember.js. Recipe after recipe, you will learn the concepts of Ember.js by following the simple step-by-step processes

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