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Dreaming In Code Two Dozen

Yet the art of creating it continues to be a dark mystery, even to the experts, and the greater our ambitions, the more spectacularly we seem to fail.

Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software sets out to understand why, through the story of one software project -- Mitch Kapor's Chandler, an ambitious, open-source effort to rethink the world of e-mail and scheduling.

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"Dreaming on Code" are two books mixed together into one. One of the books is the observation of the author of a multi-year high-profile software development project. The project eventually failed, but that wasn't clear yet at the end of the book. The second book is the authors search for better ways of developing software.

Dreaming in Code: Two Dozen Programmers, Three Years ...

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Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software is a (2007) Random House literary nonfiction book by Salon.com editor and journalist Scott Rosenberg. It documents the workers of Mitch Kapor 's Open Source Applications Foundation as they struggled with collaboration and the software development task of building the open source calendar application Chandler .

Dreaming in Code - Wikipedia

His first book was the bestselling Dreaming in Code:Two Dozen programmers, Three Years, 4,732 Bugs and One Quest for Transcendent Software.Recent article about Scott:Salon Co-Founder Receives Knight Grant to Create Forum for Journos to Admit Their ErrorsBayNewser – San Francisco, CA, USAHe’s the author of two books: Dreaming in Code and Say Everything: How ...

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Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software. Scott Rosenberg. Our civilization runs on software. Far more than most people understand, it has seeped into every cranny of our lives. It is in our kitchen gadgets and cars, toys and buildings.

Dreaming in Code: Two Dozen Programmers, Three Years ...

Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software. Scott Rosenberg. Crown, Jan 16, 2007 - Business & Economics - 416 pages ...

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Dreaming in Code: Two Dozen Programmers, Three Years ...

Dreaming in Code: Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software Posted on 07 26, 2020 - 05:56 AM 07 26, 2020 - 05:56 AM by Scott Rosenberg Kyle McCarley I dithered a long time on whether or not to read this book probably mostly because it s hard to believe that it s actually not about coding It s not about coding Certainly there s a lot about coding

Dreaming in Code: Two Dozen Programmers, Three Years ...

dreaming in code two dozen programmers three years 4732 bugs and one quest for transcendent software scott rosenberg our modern lives rely on the proper functioning of billions of lines of software code to run everything from laptops to on board automobile computers to the latest toasters and toys.

A noted journalist chronicles three years in the lives of a team of maverick software developers, led by Lotus 1-2-3 creator Mitch Kapor, intent on creating a revolutionary personal information manager to challenge Microsoft Outlook. Reprint. 30,000 first printing.

Theo and her young, irresponsible mother seem trapped in their miserable, poverty-stricken life. Theo dreams of belonging to a “real” family, and her dream seems to come true when she is mysteriously adopted by the large, warm Kaldor family. But as time passes, the magic of Theo’s new life begins to fade, and soon she finds herself back with her mother. Were the Kaldors real or just a dream? And who is the shadowy figure who haunts Theo’s thoughts?

A Romance Worthy of Jane Austen Herself Praise for A Weekend with Mr. Darcy: "Sunshine on a rainy day. A charmingly written slice of warmhearted escapism." — Lisa Jewell, bestselling author of Roommates Wanted "Lively, funny characters ... the romances of this novel brilliantly reveal one thing that Miss Austen always knew: true love is often a complicated, but beautiful, mess." — Luxury Reading Fledging illustrator and Darcy fanatic Kay Ashton settles in the seaside town of Lyme to finish her book, The Illustrated Darcy, when a film company arrives to make a new adaptation of Jane Austen's Persuasion. Kay is soon falling for the handsome bad boy actor playing Captain Wentworth, but it's the quiet screenwriter Adam Craig who has more in common with her beloved Mr. Darcy. Though still healing from a broken heart, Adam finds himself unexpectedly in love with Kay. But it will take more than good intentions to convince her that her real happy ending is with him.

"Forget your 3D cinema and TV, and your virtual cyber-worlds - these are but pale electronic imitations of what you can access through your own mind.

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This book shows you how to dream lucidly, which means waking up inside dreams while still physiologically asleep. Lucid dreaming is a genuine altered state of consciousness, not merely vivid dreaming, in which you can find yourself in other realities that seem as real as waking consciousness. There is no limit to the creations you can explore, because the biological wonder that is your brain is the most complex thing we know of. You can have fun, meet departed friends and relatives as if they were still alive, rehearse actions you have to undertake in the normal world of daily reality, experience mystical and paranormal mind states, and much more. A third of our life is spent asleep, and in an average lifetime we experience about half a million dreams. Yet for most of us that part of our existence is like a closed book. We might remember an occasional vivid dream, but usually our dreams are just vague, fragmented shadows that evaporate in our minds as soon as we open our eyes. This book explains the history and nature of dreams and lucid dreams, and then presents a uniquely comprehensive range of techniques, tools and aids for attaining lucid dreaming. So leave your 3D glasses behind and train yourself to plunge into the inner virtual worlds that lie beyond your dreams."

Half a century before Titanic, another famous shipwreck captured the hearts and imagination of the world. In 1857, laden with gold and adventurers fresh from the California Gold Rush, the luxury sidewheel steamer SS Central America went down in a hurricane off the Carolina coast. Many were saved, many were lost, and lives were changed forever. Relive the experiences of her passengers, as told through the eyes of a fictitious couple who find love and danger on the high seas aboard this first "Ship of Dreams." On her own in wild, wicked, post-Gold Rush San Francisco, Della Gilliland has become a bit of a con artist, though a harmless one. Falsely accused of murder by a rival snake-oil salesman, she is forced to flee the lawless city's vigilantes aboard an outbound steamer. Surely her quick wits—and tongue—can convince someone to help her until her pursuers are far behind. Stuffy New York businessman Kent Bradford is shocked when a lovely redhead he's never met suddenly introduces herself as his wife to an important business contact. Fearing a scene, he plays along . . . for the moment. But moments turn into weeks and growing attraction becomes something more. Then, only days out from New York, their ship encounters a hurricane that threatens not only their budding love, but their very lives. Book 2 of the Americana Dreaming series

A scientist shows us that we all have the biological capability to reduce uncertainty in our lives... Heads-Up Dreaming is a book about Dr. Smith's personal discovery of the ability to have dreams that seem to portray future waking events. While other writers have noted this before, what makes Smith's book unique is his thorough overview of the nature and characteristics of these kinds of dreams and how they differ from more ordinary ones. Through his research, he has discovered that people he knows (family, friends, and students) can also access "heads-up" dreams, suggesting this is a normal biological activity. Although it is an activity that appears to defy the rules of classical physics, it does not violate the rules of quantum physics. While some folks may be more accomplished at it than others – for example, he describes the dreams of one very talented individual who uses her dreams to guide her medical practice - it is an exercise available to all of us. Some of our most important decisions including choosing a life partner, buying homes or cars, changing jobs, are often made with partial information under considerable stress, using emotional rather than logical thinking. With Smith's process as a guide, you have the ability to eliminate some of life's uncertainty by interpreting your heads-up dreams – some or all of them will most likely have a thing or two to do with major decisions. In his experience, he's found these unique dreams often arrive in a timely manner and are typically neutral or positive. With this in mind, anyone concerned with only receiving negative predictions, should rest assured. Heads-Up Dreaming can teach anyone the basic ability to recognize heads-up dreams and to use them as a guide for making some of life's important decisions.

The fourth and final novel in the magnificent saga of Britain's warrior queen (Boudica – "Bringer of Victory" and the last defender of the Celtic culture)

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will capture readers' hearts and minds, as Manda Scott brings the series to a stunning close. It is AD 60 and the flame of rebellion that has been smouldering for 20 years of Roman occupation has flared into a conflagration that will consume the land and all who live in it. There is no going back. Boudica has been flogged and her daughters raped, and her son has burned a Roman watchtower in an act of blatant insurgency. This is the time to act: the Roman governor has marched his legions west to destroy the druidic stronghold of Mona, leaving his capital and a vital seaport hopelessly undefended in the face of twenty-thousand warriors aching for vengeance. But to crush the legions for all time, Boudica must do more than lead her army in the greatest rebellion Britain has ever known. She must find healing for herself, for the land, and for Graine, her 8-year-old daughter, who has taken refuge on Mona. Is revenge worth it under any circumstances, or is the cost more than anyone can bear? Colchester is burning and London is lost without hope. Amidst fire and bloody revolution – a battle that will change the face and spirituality of a nation for centuries to come – Boudica and those around her must find what matters most, now and for ever.

This illuminating biography reveals how the daughter of Lord Byron, Britain's most infamous Romantic poet, became the world's first computer programmer. Even by 1800s standards, Ada Byron Lovelace had an unusual upbringing. Her strict mother worked hard at cultivating her own role as the long-suffering ex-wife of bad-boy poet Lord Byron while raising Ada in isolation. Tutored by the brightest minds, Ada developed a hunger for mental puzzles, mathematical conundrums, and scientific discovery that kept pace with the breathtaking advances of the industrial and social revolutions taking place in Europe. At seventeen, Ada met eccentric inventor Charles Babbage, a kindred spirit. Their ensuing collaborations resulted in ideas and concepts that presaged computer programming by almost two hundred years, and Ada Lovelace is now recognized as a pioneer and prophet of the information age. Award-winning author Emily Arnold McCully opens the window on a peculiar and singular intellect, shaped — and hampered — by history, social norms, and family dysfunction. The result is a portrait that is at once remarkable and fascinating, tragic and triumphant.

In *The Twenty-four Hour Mind*, sleep researcher Rosalind Cartwright brings together decades of research into the bizarre sleep disorders known as 'parasomnias' to propose a new theory of how the human brain works consistently throughout waking and sleeping hours, based upon research showing that one of the primary purposes of sleep is to aid in regulating emotions and processing experiences that occur during waking hours.

The Cerebral Code is a new understanding of how Darwinian processes could operate in the brain to shape mental images in only seconds, starting with shuffled memories no better than the jumble of our nighttime dreams, but evolving into something of quality, such as a sentence to speak aloud. Jung said that dreaming goes on continuously but you can't see it when you are awake, just as you can't see the stars in the daylight because it is too bright. Calvin's is a theory for what goes on, hidden from view by the glare of waking mental operations, that produces our peculiarly human type of consciousness with its versatile intelligence. As Piaget emphasized in 1929, intelligence is what we use when we don't know what to do, when we have to grope rather than using a standard response. Calvin tackles a mechanism for doing this exploration and improvement offline, as we think before we act or practice the art of good guessing. Surprisingly, the subtitle's mosaics of the mind is not a literary metaphor. For the first time, it is a description of a mechanism of what appears to be an appropriate level of explanation for many mental phenomena, that of hexagonal mosaics of electrical activity that compete for territory in the association cortex of the brain. This two-dimensional mosaic is predicted to grow and dissolve much as the sugar crystals do in the bottom of a supersaturated glass of iced tea. A Bradford Book

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