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# Geek Sublime Writing Fiction Coding Software By Chandra Vikram 2014 Paperback

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Geek Sublime: The Beauty of Code, the Code of... by Vikram Chandra · Audiobook  
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Careless People  
How to Steal the Mona Lisa  
Youth Film 2.0  
A Visions Novel (Inspired by The Duel)  
The Social Power of Algorithms  
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Heroes of the Computer Revolution - 25th Anniversary Edition  
Reality Hunger  
Writing Fiction, Coding Software  
Geek Sublime  
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Dwarves in Space  
Murder, Mayhem, and the Invention of The Great Gatsby  
Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent  
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6920140353217 edited  
by

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## MARIELA COSTA

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### THE ENFORCEMENT OF MORALS

Taylor & Francis

You may have watched hundreds of episodes of *The Simpsons* (and its sister show *Futurama*) without ever realising that they contain enough maths to form an entire university course. In *The Simpsons and Their Mathematical Secrets*, Simon Singh explains how the brilliant writers, some of the mathematicians, have smuggled in mathematical jokes throughout the cartoon's twenty-five year history, exploring everything from Mersenne primes, from Euler's equation to the unsolved riddle of P vs. NP, from perfect numbers to narcissistic numbers, and much more. With wit, clarity and a true fan's zeal, Singh analyses such memorable episodes as 'Bart the Genius' and 'Homer3' to offer an entirely new insight into the most successful show in television history.

**The Keep** Hachette UK

This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, *Hackers* is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer

engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. *Hackers* captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

*The Social Network* Vintage

This book gathers diverse critical treatments from fifteen scholars of the posthuman and posthumanism together in a single volume.

**Flux** Penguin

Cosplay, comic shops, and college applications collide in this illustrated novel from the author of "You're Welcome, Universe" that tackles online bullying and the pressure women have to conform in male-dominated spaces.

**Careless People** Hachette UK

The New York Times bestselling sequel to Melissa Albert's beloved *The Hazel Wood*! In *The Night Country*, Alice Proserpine dives back into a menacing, mesmerizing world of dark fairy tales and hidden doors of *The Hazel Wood*. Follow her and Ellery Finch as they learn *The Hazel Wood* was just the beginning, and that worlds die not with a whimper, but a bang. With Finch's help, Alice escaped the Hinterland and her reclusive grandmother's dark legacy. Now she and the rest of the dregs of the fairy tale world have washed up in New York City, where Alice is trying to make a new, unmagical life. But something is stalking the Hinterland's survivors—and she suspects their deaths may have a darker purpose. Meanwhile, in the winking out world of the Hinterland, Finch seeks his own adventure, and—if he can find it—a way back home... Don't miss *Tales from the Hinterland*, coming January 12,

2021!

### **How to Steal the Mona Lisa**

Routledge

\*LAMBDA LITERARY AWARD FINALIST\*

"Fresh, funny, bittersweet...This book delivers humor, humanity and hubris."-- New York Times Book Review Named an NPR, Marie Claire, and Teen Vogue best book of the year and a most anticipated book of 2020 by Vogue, Harper's Bazaar, Elle, Time, People, BuzzFeed, Bustle, and more In the tradition of audacious and wryly funny novels like *The Idiot* and *Convenience Store Woman* comes the wildly original coming-of-age story of a pregnant pizza delivery girl who becomes obsessed with one of her customers. Eighteen years old, pregnant, and working as a pizza delivery girl in suburban Los Angeles, our charmingly dysfunctional heroine is deeply lost and in complete denial about it all. She's grieving the death of her father (whom she has more in common with than she'd like to admit), avoiding her supportive mom and loving boyfriend, and flagrantly ignoring her future. Her world is further upended when she becomes obsessed with Jenny, a stay-at-home mother new to the neighborhood, who comes to depend on weekly deliveries of pickled-covered pizzas for her son's happiness. As one woman looks toward motherhood and the other toward middle age, the relationship between the two begins to blur in strange, complicated, and ultimately heartbreaking ways. Bold, tender, propulsive, and unexpected in countless ways, Jean Kyoung Frazier's *Pizza Girl* is a moving and funny portrait of a flawed, unforgettable young woman as she tries to find her place in the world.

**Youth Film 2.0** A&C Black

Geek SublimeWriting Fiction, Coding Software

### *A Visions Novel (Inspired by The Duel)*

Random House

The creative potentiality of metaphor is one of the central themes in research on creativity. The present volume offers a space for the interdisciplinary discussion of the relationship between metaphor and creativity by focusing on (re)contextualization across modes and socio-cultural contexts and on the performative dimension of creative discourse practices. The volume brings together insights from Conceptual Metaphor Theory, (Critical) Discourse approaches to metaphor and Multimodal discourse analysis. Creativity as a process is explored in how it emerges in the flow of experience when talking about or reacting to creative acts such as dance, painting or music, and in subjects' responses to advertisements in experimental studies. Creativity as product is explored by analyzing the choice, occurrence and patterning of creative metaphors in various types of (multimodal and multisensorial) discourses such as political cartoons, satire, films, children's storybooks, music and songs, videos, scientific discourse, architectural reviews and the performance of classical Indian rasa.

### **THE SOCIAL POWER OF ALGORITHMS**

Flatiron Books

The nonfiction debut from the author of the international bestseller *Sacred Games* about the surprising overlap between writing and computer coding Vikram Chandra has been a computer programmer for almost as long as he has been a novelist. In this extraordinary new book, his first work of nonfiction, he searches for the connections between the worlds of art and technology. Coders are obsessed with elegance and style,

just as writers are, but do the words mean the same thing to both? Can we ascribe beauty to the craft of writing code? Exploring such varied topics as logic gates and literary modernism, the machismo of tech geeks, the omnipresence of an "Indian Mafia" in Silicon Valley, and the writings of the eleventh-century Kashmiri thinker Abhinavagupta, *Geek Sublime* is both an idiosyncratic history of coding and a fascinating meditation on the writer's art. Part literary essay, part technology story, and part memoir, it is an engrossing, original, and heady book of sweeping ideas.

Project: Happily Ever After "O'Reilly Media, Inc."

This in-depth study of one of the twenty-first century's most acclaimed films, *The Social Network: Youth Film 2.0* considers the contribution of David Fincher and Aaron Sorkin's film to the understanding of 'youth' in a contemporary, digital age. The book starts by situating *The Social Network* within the contexts of 'youth film', arguing that it challenges and reshapes the boundaries of this genre by rethinking the notion of 'youth' itself in the present century. It goes on to consider in detail the aesthetics at work in the film, arguing for its critical and reflexive use of an 'accelerated' audiovisual style, in order to capture both the new visual regimes of the personal computer era, and the ethical and intellectual ambiguities of Facebook itself as a creation. Finally, it locates the film within the broader visual styles and fashion codes of a late twentieth- and early twenty-first-century consumer culture that incorporates and commodifies rebellion and dissent: qualities that underpinned Facebook's emerging, paradoxical identity as at once the epitome of 'hacker' culture and

also a multi-billion-dollar global company. Reframing the meaning of youth cinema, this volume in the *Cinema and Youth Culture* series is ideal for students, researchers and scholars of cinema studies, youth culture and digital cultures.

A Hazel Wood Novel Simon and Schuster  
Star humans were engineered to exist within the mantle of a star, mere tools of their Earth-evolved makers in a war against the Xeelee, owners of the universe. Stephen Baxter's third novel in his magnificent Xeelee Sequence is an exotic and endearing story of an abandoned people. Abandoned to their fate, their history lost along with contact with their makers, Star people survive in an environment that is possibly the strangest in science fiction. Microscopic inhabitants of superfluid air above a Quantum Sea and below the tangled Crust of the Star, swimming in an electric-blue grid, the Magfield, which is subject to violent storms, Star people struggle, like us, to make sense of their world... and the threat hanging over it. Though the truth is far more disturbing and ominous than they feared, they will confront, finally, their makers, and they will rebel against the purpose for which they were created.

Heroes of the Computer Revolution - 25th Anniversary Edition Anchor

A step-by-step guide for the craft of high stakes thievery In *How to Steal the Mona Lisa*, author Taylor Bayouth meticulously describes seven heists of priceless art and artifacts: the Hope Diamond, the "Mona Lisa," the Archaeopteryx Lithographica, Rodin's "Thinker," King Tut's golden death mask, the Crown Jewels, and the Codex Leicester. With this trusty guide, learn to: - Camouflage a getaway car. - Hack security systems. - Navigate air ducts. - Master the art of

disguise. - Pick locks, scale buildings, and more. Illustrated throughout, this book contains all the information you need to acquire equipment, recruit partners, strategize the perfect crime, and discreetly sell off your stolen national treasures.

Reality Hunger Delacorte Press

A landmark book, "brilliant, thoughtful" (The Atlantic) and "raw and gorgeous" (LA Times), that fast-forwards the discussion of the central artistic issues of our time, from the bestselling author of *The Thing About Life Is That One Day You'll Be Dead*. Who owns ideas? How clear is the distinction between fiction and nonfiction? Has the velocity of digital culture rendered traditional modes obsolete? Exploring these and related questions, Shields orchestrates a chorus of voices, past and present, to reframe debates about the veracity of memoir and the relevance of the novel. He argues that our culture is obsessed with "reality," precisely because we experience hardly any, and urgently calls for new forms that embody and convey the fractured nature of contemporary experience.

**Writing Fiction, Coding Software**  
Penguin

"In [this] book, [Chandra] looks at the connection between the two seemingly opposed worlds of art and technology. Programmers are obsessed with elegance and style, just as writers are, but do the words mean the same thing to both? Is there such a thing as 'the sublime' in code? Can code ever be called 'beautiful'? And is it a coincidence that Chandra is drawn to these two ways of thinking? [The book] is an idiosyncratic history of coding, exploring logic gates and literary modernism, the machismo of geeks, the striking presence of an 'Indian Mafia' in Silicon

Valley and the writings of Abhinavagupta, the 10th-11th century Kashmiri thinker. ..."--Back cover.

**Geek Sublime** Routledge

Award-winning author Jennifer Egan brilliantly conjures a world from which escape is impossible and where the keep -the tower, the last stand -is both everything worth protecting and the very thing that must be surrendered in order to survive. Two cousins, irreversibly damaged by a childhood prank, reunite twenty years later to renovate a medieval castle in Eastern Europe. In an environment of extreme paranoia, cut off from the outside world, the men reenact the signal event of their youth, with even more catastrophic results. And as the full horror of their predicament unfolds, a prisoner, in jail for an unnamed crime, recounts an unforgettable story that seamlessly brings the crimes of the past and present into piercing relation.

Geek Sublime Faber & Faber

The Edge calls *Trigger Happy* a "seminal piece of work." For the first time ever, an aficionado with a knowledge of art, culture, and a real love of gaming takes a critical look at the future of our videogames, and compares their aesthetic and economic impact on society to that of film. Thirty years after the invention of the simplest of games, more videogames are played by adults than children. This revolutionary book is the first-ever academically worthy and deeply engaging critique of one of today's most popular forms of play: videogames are on track to supersede movies as the most innovative form of entertainment in the new century. *Dwarves in Space* Geek SublimeWriting Fiction, Coding Software" In [this] book, [Chandra] looks at the connection between the two seemingly opposed worlds of art and technology.

Programmers are obsessed with elegance and style, just as writers are, but do the words mean the same thing to both? Is there such a thing as 'the sublime' in code? Can code ever be called 'beautiful'? And is it a coincidence that Chandra is drawn to these two ways of thinking? [The book] is an idiosyncratic history of coding, exploring logic gates and literary modernism, the machismo of geeks, the striking presence of an 'Indian Mafia' in Silicon Valley and the writings of Abhinavagupta, the 10th-11th century Kashmiri thinker. ..."--Back cover.

**Geek Sublime**  
*The Beauty of Code, the Code of Beauty*

In this book, industry veteran and Apache open source author, Jonathan Locke, discusses what he has learned over the years about the process of coding. He relates new ideas and methods that you can use to discover and refine your own best coding process.

***Murder, Mayhem, and the Invention of The Great Gatsby*** Alfred A. Knopf

What do you do when your marriage is so unhappy that you begin to fantasize about your husband's funeral? That's how bad it got for Alisa Bowman. . . So she launched a last-ditch effort to save her marriage. *Project: Happily Ever After* is her fearlessly honest and humorous account of how she went from being a "divorce daydreamer" to renewing her wedding vows -- and all of the steps in between. From bikini waxes to erotica, romance instruction manuals to second honeymoons, the silent treatment to power struggles, she goes where many marriage-improvement gurus have feared to tread. Equal parts funny, poignant, and most importantly, useful, Bowman's story will give other miserably-married folks courage and hope. And in addition to telling her own

story, she packs straightforward prescriptive guidance, including a "10-Step Marital Improvement Guide." Readers will laugh. They'll cry. And they can start on the road toward their own happy ending!

**Two Dozen Programmers, Three Years, 4,732 Bugs, and One Quest for Transcendent Software**

Amagi Winner of the 1974 National Book Award

"A screaming comes across the sky. . . ." A few months after the Germans' secret V-2 rocket bombs begin falling on London, British Intelligence discovers that a map of the city pinpointing the sexual conquests of one Lieutenant Tyrone Slothrop, U.S. Army, corresponds identically to a map showing the V-2 impact sites. The implications of this discovery will launch Slothrop on an amazing journey across war-torn Europe, fleeing an international cabal of military-industrial superpowers, in search of the mysterious Rocket 00000, through a wildly comic extravaganza that has been hailed in *The New Republic* as "the most profound and accomplished American novel since the end of World War II."

***Hackers & Painters*** Graywolf Press

A great novelist on his twin obsessions: writing and coding. What is the relationship between the two? Is there such a thing as the sublime in code? Can we ascribe beauty to the craft of coding? Vikram Chandra is the award-winning author of two acclaimed novels and a collection of short stories - and has been a computer programmer for almost as long as he has been a writer. In his extraordinary new book he looks at the connection between these two worlds of art and technology. Coders are obsessed with elegance and style, just as writers are, but do the words mean the same thing to both? And is it a coincidence that Chandra is drawn to two seemingly



opposing ways of thinking? Exploring these questions, Chandra creates an idiosyncratic history of coding - exploring such varied topics as logic gates and literary modernism, the male machismo of geeks, the striking presence of an

'Indian Mafia' in Silicon Valley, and the writings of Abhinavagupta, the 10th - 11th century Kashmiri thinker. Part technology story and part memoir, Geek Sublime is a book of sweeping ideas. It is a heady and utterly original work.

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