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A concise introduction to the theory of contracts,
emphasizing basic tools that allow the reader to
understand the main theoretical models; revised
and updated throughout for this edition. The
theory of contracts grew out of the failure of the
general equilibrium model to account for the
strategic interactions among agents that arise
from informational asymmetries. This popular
text, revised and updated throughout for the
second edition, serves as a concise and rigorous
introduction to the theory of contracts for
graduate students and professional economists.
The book presents the main models of the theory
of contracts, particularly the basic models of
adverse selection, signaling, and moral hazard.
It emphasizes the methods used to analyze the
models, but also includes brief introductions to

many of the applications in different fields of economics. The goal is to give readers the tools to understand the basic models and create their own. For the second edition, major changes have been made to chapter 3, on examples and extensions for the adverse selection model, which now includes more thorough discussions of multiprincipals, collusion, and multidimensional adverse selection, and to chapter 5, on moral hazard, with the limited liability model, career concerns, and common agency added to its topics. Two chapters have been completely rewritten: chapter 7, on the theory of incomplete contracts, and chapter 8, on the empirical literature in the theory of contracts. An appendix presents concepts of noncooperative game theory to supplement chapters 4 and 6. Exercises follow chapters 2 through 5. Praise for the previous edition: "The Economics of Contracts offers an excellent introduction to agency models. Written by one of the leading young researchers in contract theory,

it is rigorous, clear, concise, and up-to-date. Researchers and students who want to learn about the economics of incentives will want to read this primer."—Jean Tirole, Institut D'Économie Industrielle, Université des Sciences Sociales, France "Students will find this a very useful introduction to the ideas of contract theory. Salanié has managed to summarize a large amount of material in a relatively short number of pages in a highly accessible and readable manner."—Oliver Hart, Professor of Economics, Harvard University Future Energy will allow us to make reasonable, logical and correct decisions on our future energy as a result of two of the most serious problems that the civilized world has to face; the looming shortage of oil (which supplies most of our transport fuel) and the alarming rise in atmospheric carbon dioxide over the past 50 years (resulting from the burning of oil, gas and coal and the loss of forests) that threatens to change the world's climate through global

warming. Future Energy focuses on all the types of energy available to us, taking into account a future involving a reduction in oil and gas production and the rapidly increasing amount of carbon dioxide in our atmosphere. It is unique in the genre of books of similar title in that each chapter has been written by a scientist or engineer who is an expert in his or her field. The book is divided into four sections: • Traditional Fossil Fuel and Nuclear Energy • Renewable Energy • Potentially Important New Types of Energy • New Aspects to Future Energy Usage Each chapter highlights the basic theory and implementation, scope, problems and costs associated with a particular type of energy. The traditional fuels are included because they will be with us for decades to come - but, we hope, in a cleaner form. The renewable energy types includes wind power, wave power, tidal energy, two forms of solar energy, bio-mass, hydroelectricity, geothermal and the hydrogen economy. Potentially important new types of

energy include: pebble bed nuclear reactors, nuclear fusion, methane hydrates and recent developments in fuel cells and batteries. - Written by experts in the key future energy disciplines from around the globe - Details of all possible forms of energy that are and will be available globally in the next two decades - Puts each type of available energy into perspective with realistic, future options Written for students who are just beginning to study human services, this practical, easy-to-read guide provides a nuts-and-bolts overview of the field as well as a glimpse of what students can expect as they continue their education and begin working in their profession. Because the field encompasses many career opportunities, skills, and client populations, this text also helps students decide which specialty is right for them. AN OVERVIEW OF THE HUMAN SERVICES, 2nd Edition, provides a look at human services agencies, jobs, workers, and populations served; a clear analysis of the major

theories of causality; and helpful special chapters on such important topics as ethics and stress management. It prepares students by challenging them to become active learners via self-reflection, case studies, real-world scenarios, applied and experiential activities, and inventories. This edition has been significantly revised and reorganized to improve coverage and flow of the material; for instance, with earlier and more detailed coverage of ethics, more information on two-year human service degrees, an entire chapter on case management, and a new chapter devoted to the issues and interventions related to interpersonal partner abuse, sexual assault (including military sexual assault), HIV/AIDS, and LGBT populations. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. In a world not unlike this one, the least fortunate of the population must struggle to survive. When a group of misfits come together

and find they share a similar pain, they decide to combine their strengths. Using cutting edge technology, they set out to rebuild the status quo and create a new world accepting of everyone. Or at least that's what they hoped. This lively, engaging introduction to the New Testament is critical yet faith-friendly, lavishly illustrated, and accompanied by a variety of pedagogical aids, including sidebars, maps, tables, charts, diagrams, and suggestions for further reading. The full-color interior features art from around the world that illustrates the New Testament's impact on history and culture. The first edition has been well received (over 60,000 copies sold). This new edition has been thoroughly revised in response to professor feedback and features an updated interior design. It offers expanded coverage of the New Testament world in a new chapter on Jewish backgrounds, features dozens of new works of fine art from around the world, and provides extensive new online material for students and professors available through Baker

Academic's Textbook eSources. Updated and revised, *Ethics: The Basics*, Second Edition, introduces students to fundamental ethical concepts, principles, theories, and traditions while providing them with the conceptual tools necessary to think critically about ethical issues. Introduces students to core philosophical problems in ethics in a uniquely reader-friendly manner Lays out clearly and simply a rich collection of ethical concepts, principles, theories, and traditions that are prevalent in today's society Considers western and non-western viewpoints and religious interpretations of ethical principles Offers a framework for students to think about and navigate through an array of philosophical questions about ethics The best-selling Python book in the world, with over 1 million copies sold! A fast-paced, no-nonsense, updated guide to programming in Python. If you've been thinking about learning how to code or picking up Python, this internationally bestselling guide to the most popular

programming language is your quickest, easiest way to get started and go! Even if you have no experience whatsoever, *Python Crash Course*, 2nd Edition, will have you writing programs, solving problems, building computer games, and creating data visualizations in no time. You'll begin with basic concepts like variables, lists, classes, and loops—with the help of fun skill-strengthening exercises for every topic—then move on to making interactive programs and best practices for testing your code. Later chapters put your new knowledge into play with three cool projects: a 2D Space Invaders-style arcade game, a set of responsive data visualizations you'll build with Python's handy libraries (Pygame, Matplotlib, Plotly, Django), and a customized web app you can deploy online. Why wait any longer? Start your engine and code! Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience.

The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics,

puzzles, and playing cards (Black & White version) Fundamentals of Business was created for Virginia Tech's MGT 1104 Foundations of Business through a collaboration between the Pamplin College of Business and Virginia Tech Libraries. This book is freely available at: <http://hdl.handle.net/10919/70961> It is licensed with a Creative Commons-NonCommercial ShareAlike 3.0 license. Now in its second edition, this comprehensive textbook offers an exceptionally accessible yet in-depth introduction to the philosophy of social science. Students with no previous knowledge will find themselves taken on an engaging philosophical journey: the book's unique dialogue format anticipates their most frequently asked questions and provides clear explanations of specialised terminology and essential contextualisation of contemporary debates. Encompassing both traditional and contemporary perspectives, the book explores the questions and debates raised by all the major

theoretical positions in the philosophy of social science, including positivism, empiricism, rationalism, hermeneutics, feminist epistemology, postmodernism and critical realism. The first edition of this book had a Eurocentric bias, as does virtually all other textbooks covering this subject matter. This has been corrected in the second edition and includes a new chapter on the contributions of Islam to philosophy, natural science social science including sociology. The second edition also has a newly written chapter on pragmatism and neo-pragmatism, as well as strengthened coverage of hermeneutics, postmodernism and critical realism. The book's rich pedagogic support includes: point-by-point summaries introducing the scope of every chapter; discussion questions; further reading lists; and a glossary of key terminology. This excellent textbook is designed to provide every student with a clear understanding of important and complex issues. It is essential reading for all

students of philosophy of social science, whether at undergraduate or Masters level and regardless of their disciplinary background. Making Healthy Places surveys the many intersections between health and the built environment, from the scale of buildings to the scale of metro areas, and across a range of outcomes, from cardiovascular health and infectious disease to social connectedness and happiness. This new edition is significantly updated, with a special emphasis on equity and sustainability, and takes a global perspective. It provides current evidence not only on how poorly designed places may threaten well-being, but also on solutions that have been found to be effective. Making Healthy Places is a must-read for students, academics, and professionals in health, architecture, urban planning, civil engineering, parks and recreation, and related fields. Python for Everyone, 3rd Edition is an introduction to programming designed to serve a wide range of student interests and abilities,

focused on the essentials, and on effective learning. It is suitable for a first course in programming for computer scientists, engineers, and students in other disciplines. This text requires no prior programming experience and only a modest amount of high school algebra. Objects are used where appropriate in early chapters and students start designing and implementing their own classes in Chapter 9. New to this edition are examples and exercises that focus on various aspects of data science. The second edition of the Impact Evaluation in Practice handbook is a comprehensive and accessible introduction to impact evaluation for policy makers and development practitioners. First published in 2011, it has been used widely across the development and academic communities. The book incorporates real-world examples to present practical guidelines for designing and implementing impact evaluations. Readers will gain an understanding of impact evaluations and the best ways to use them to

design evidence-based policies and programs. The updated version covers the newest techniques for evaluating programs and includes state-of-the-art implementation advice, as well as an expanded set of examples and case studies that draw on recent development challenges. It also includes new material on research ethics and partnerships to conduct impact evaluation. The handbook is divided into four sections: Part One discusses what to evaluate and why; Part Two presents the main impact evaluation methods; Part Three addresses how to manage impact evaluations; Part Four reviews impact evaluation sampling and data collection. Case studies illustrate different applications of impact evaluations. The book links to complementary instructional material available online, including an applied case as well as questions and answers. The updated second edition will be a valuable resource for the international development community, universities, and policy makers looking to build better evidence around

what works in development. In a world not unlike this one, the least fortunate of the population must struggle to survive. When a group of misfits come together and find they share a similar pain, they decide to combine their strengths. Using cutting edge technology, they set out to rebuild the status quo and create a new world accepting of everyone. Or at least that's what they hoped. How do today's most successful tech companies—Amazon, Google, Facebook, Netflix, Tesla—design, develop, and deploy the products that have earned the love of literally billions of people around the world? Perhaps surprisingly, they do it very differently than the vast majority of tech companies. In *INSPIRED*, technology product management thought leader Marty Cagan provides readers with a master class in how to structure and staff a vibrant and successful product organization, and how to discover and deliver technology products that your customers will love—and that will work for your business. With sections on

assembling the right people and skillsets, discovering the right product, embracing an effective yet lightweight process, and creating a strong product culture, readers can take the information they learn and immediately leverage it within their own organizations—dramatically improving their own product efforts. Whether you're an early stage startup working to get to product/market fit, or a growth-stage company working to scale your product organization, or a large, long-established company trying to regain your ability to consistently deliver new value for your customers, *INSPIRED* will take you and your product organization to a new level of customer engagement, consistent innovation, and business success. Filled with the author's own personal stories—and profiles of some of today's most-successful product managers and technology-powered product companies, including Adobe, Apple, BBC, Google, Microsoft, and Netflix—*INSPIRED* will show you how to turn up the dial of your own product efforts,

creating technology products your customers love. The first edition of INSPIRED, published ten years ago, established itself as the primary reference for technology product managers, and can be found on the shelves of nearly every successful technology product company worldwide. This thoroughly updated second edition shares the same objective of being the most valuable resource for technology product managers, yet it is completely new—sharing the latest practices and techniques of today’s most-successful tech product companies, and the men and women behind every great product. Good game design happens when you view your game from as many perspectives as possible. Written by one of the world’s top game designers, *The Art of Game Design* presents 100+ sets of questions, or different lenses, for viewing a game’s design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and

anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games *The Art of Game Design, Second Edition* gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again. Accessible but rigorous, this outstanding text encompasses all of the topics covered by a typical course in elementary abstract algebra. Its easy-to-read treatment offers an intuitive approach, featuring informal discussions followed by thematically arranged exercises. This second edition features additional exercises to improve student familiarity with applications. 1990 edition.

Foundations of Design by Jeff Davis provides a straightforward examination of the basic principles of two-dimensional design. Written in a clear and concise style, this textbook presents the elements of design in a logical order, with each chapter building on the next. The book employs a highly visual design with numerous diagrams that elegantly illustrate the fundamental design concepts. The diagrams are paired with relevant examples of contemporary art that connect theory to application.

Foundations of Design has been written to be accessible by anyone with an interest in art or design. The efficient, practical approach provides useful guidance for beginning students and practicing professionals alike. The universal ideas on visual communication are appropriate for any creative field, including fine art, graphic design, advertising, illustration, web design, and photography. Foundations of Design is an essential addition to any art and design library.

TABLE OF CONTENTS Chapter 1 - Design

Chapter 2 - Format Chapter 3 - Line Chapter 4 - Shape Chapter 5 - Size Chapter 6 - Color Chapter 7 - Texture Chapter 8 - Composition Chapter 9 - Space Chapter 10 - Grouping Chapter 11 - Contrast Chapter 12 - Balance Chapter 13 - Emphasis Chapter 14 - Movement Chapter 15 - Unity "A guide for school-based professionals"--cover. With an emphasis on everyday life, this respected text offers a lively and perceptive account of the key theories and ideas which dominate the field of consumption and consumer culture. Engaging case studies describe forms of consumption familiar to the student, provide some historical context, and illustrate how a range of theoretical perspectives - from theories of practice, to semiotics, to psychoanalysis - apply. Written by an experienced teacher, the book offers a comprehensive grounding drawing on the literature in sociology, geography, cultural studies, and anthropology. This new revised and expanded edition includes more extended

discussion of gender, the senses, sustainability, globalization, and the environment, as well as a brand new chapter on the ethics of consumption. The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In *Reinforcement Learning*, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of

reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning. The second edition of *Sales Management: Shaping Future Sales Leaders* was updated with new academic sources and practical examples that improve your students' understanding of the material. Each chapter opening features a

practicing sales manager who advised us about the chapter, and discusses how his or her firm manages its sales team. In each chapter you will find special boxed sections on ethics, technology, and/or global issues. At the end of each chapter we have added a new section, Managing Your Career, to help students better understand why the material is personally important to them. We also provide a suggested role-play for each chapter to engage the students and help reinforce chapter content. Plus, you will find two short cases (caselets) per chapter that students can read quickly, and that you can use to either introduce or summarize the chapter. These features really help make your classroom interactive. Get the best instruction on occupational analysis, group process, and therapeutic media - all from one book! Using a matter-of-fact style to share their experiences, successes, and failures, expert authors Jane Clifford O'Brien and Jean W. Solomon provide you with effective therapeutic

media; sample activity analyses useful in current health care contexts; practical guidance in play, leisure, and social participation areas of occupation; strategies for effective group management and processes; and overviews of theories supporting best practice. Comprehensive content covers the material taught in group process and occupational analysis courses thoroughly and completely for the OTA. Logically organized content that's written in a matter-of-fact style helps you better understand and retain information. Clinical pearls emphasize the practical application of the information. Therapeutic Media are tried-and-true methods pulled from the author's extensive experience. Red Panda: Biology and Conservation of the First Panda provides a broad-based overview of the biology of the red panda, *Ailurus fulgens*. A carnivore that feeds almost entirely on vegetable material and is colored chestnut red, chocolate brown and cream rather than the expected black and white.

This book gathers all the information that is available on the red panda both from the field and captivity as well as from cultural aspects, and attempts to answer that most fundamental of questions, "What is a red panda?" Scientists have long focused on the red panda's controversial taxonomy. Is it in fact an Old World procyonid, a very strange bear or simply a panda? All of these hypotheses are addressed in an attempt to classify a unique species and provide an in-depth look at the scientific and conservation-based issues urgently facing the red panda today. *Red Panda* not only presents an overview of the current state of our knowledge about this intriguing species but it is also intended to bring the red panda out of obscurity and into the spotlight of public attention. Wide-ranging account of the red panda (*Ailurus fulgens*) covers all the information that is available on this species both in and ex situ. Discusses the status of the species in the wild, examines how human activities impact on their

habitat, and develops projections to translate this in terms of overall panda numbers. Reports on status in the wild, looks at conservation issues and considers the future of this unique species. Includes contributions from long-standing red panda experts as well as those specializing in fields involving cutting-edge red panda research. *Inhabitants* is a contemporary cyberpunk slice-of-life comic that follows the lives of its diverse cast of characters as they navigate through a world filled with technology, injustices, and personal struggles. The comic provides a fresh perspective on the intersection of society, technology, and the human experience. More at inhabitants.zone. Written in the same engaging conversational style as the acclaimed first edition, *Primer to The Immune Response*, 2nd Edition is a fully updated and invaluable resource for college and university students in life sciences, medicine and other health professions who need a concise but comprehensive introduction to immunology. The

authors bring clarity and readability to their audience, offering a complete survey of the most fundamental concepts in basic and clinical immunology while conveying the subject's fascinating appeal. The content of this new edition has been completely updated to include current information on all aspects of basic and clinical immunology. The superbly drawn figures are now in full color, complemented by full color plates throughout the book. The text is further enhanced by the inclusion of numerous tables, special topic boxes and brief notes that provide interesting insights. At the end of each chapter, a self-test quiz allows students to monitor their mastery of major concepts, while a set of conceptual questions prompts them to extrapolate further and extend their critical thinking. Moreover, as part of the Academic Cell line of textbooks, *Primer to The Immune Response*, 2nd Edition contains research passages that shine a spotlight on current experimental work reported in Cell Press

articles. These articles also form the basis of case studies that are found in the associated online study guide and are designed to reinforce clinical connections. Complete yet concise coverage of the basic and clinical principles of immunology Engaging conversational writing style that is to the point and very readable Over 200 clear, elegant color illustrations Comprehensive glossary and list of abbreviations The bestselling beginner Arduino guide, updated with new projects! Exploring Arduino makes electrical engineering and embedded software accessible. Learn step by step everything you need to know about electrical engineering, programming, and human-computer interaction through a series of increasingly complex projects. Arduino guru Jeremy Blum walks you through each build, providing code snippets and schematics that will remain useful for future projects. Projects are accompanied by downloadable source code, tips and tricks, and video tutorials to help you master Arduino. You'll

gain the skills you need to develop your own microcontroller projects! This new 2nd edition has been updated to cover the rapidly-expanding Arduino ecosystem, and includes new full-color graphics for easier reference. Servo motors and stepper motors are covered in richer detail, and you'll find more excerpts about technical details behind the topics covered in the book. Wireless connectivity and the Internet-of-Things are now more prominently featured in the advanced projects to reflect Arduino's growing capabilities. You'll learn how Arduino compares to its competition, and how to determine which board is right for your project. If you're ready to start creating, this book is your ultimate guide! Get up to date on the evolving Arduino hardware, software, and capabilities Build projects that interface with other devices—wirelessly! Learn the basics of electrical engineering and programming Access downloadable materials and source code for every project Whether you're a first-timer just

starting out in electronics, or a pro looking to mock-up more complex builds, Arduino is a fantastic tool for building a variety of devices. This book offers a comprehensive tour of the hardware itself, plus in-depth introduction to the various peripherals, tools, and techniques used to turn your little Arduino device into something useful, artistic, and educational. Exploring Arduino is your roadmap to adventure—start your journey today! The Vaccine Book, Second Edition provides comprehensive information on the current and future state of vaccines. It reveals the scientific opportunities and potential impact of vaccines, including economic and ethical challenges, problems encountered when producing vaccines, how clinical vaccine trials are designed, and how to introduce vaccines into widespread use. Although vaccines are now available for many diseases, there are still challenges ahead for major diseases, such as AIDS, tuberculosis, and malaria. This book is designed for students, researchers, public health

officials, and all others interested in increasing their understanding of vaccines. It answers common questions regarding the use of vaccines in the context of a rapidly expanding anti-vaccine environment. This new edition is completely updated and revised with new and unique topics, including new vaccines, problems of declining immunization rates, trust in vaccines, the vaccine hesitancy, and the social value of vaccines for the community vs. the individual child's risk. Provides insights into diseases that could be prevented, along with the challenges facing research scientists in the world of vaccines Gives new ideas about future vaccines and concepts Introduces new vaccines and concepts Gives ideas about challenges facing public and private industrial investors in the vaccine area Discusses the problem of declining immunization rates and vaccine hesitancy Communication Matters: Because great communicators are made, not born. Through Communication Matters' highly

interactive program, students learn that our instincts aren't as good as we think they are and develop the skills needed to become effective communicators. The program prompts students to question their assumptions, helps them to move beyond their personal daily communication experiences, and challenges them to think critically about why and how they communicate in the ways they do. Connect for Communication Matters, Second Edition, reflects our increasingly diverse, interactive, and digital world by using hands-on features. Through an interactive eBook, a suite of student videos for public speaking, and dynamic online activities, students are urged to consider which choices are likely to be effective and which less so. LearnSmart, McGraw-Hill's adaptive learning system, assesses students' knowledge of course content and maps out personalized study plans for success. The result: Students are able to internalize core communication principles, adapt their communication behavior more effectively,

and actively apply those strategies to all aspects of their lives. This book is designed for the sophomore/junior level Introduction to Advanced Mathematics course. Written in a modified R.L. Moore fashion, it offers a unique approach in which readers construct their own understanding. However, while readers are called upon to write their own proofs, they are also encouraged to work in groups. There are few finished proofs contained in the text, but the author offers "proof sketches" and helpful technique tips to help readers as they develop their proof writing skills. This book is most successful in a small, seminar style class. Logic, Sets, Induction, Relations, Functions, Elementary Number Theory, Cardinality, The Real Numbers For all readers interested in abstract mathematics. Revised and updated, the 2nd Edition of Living Language: An Introduction to Linguistic Anthropology presents an accessible introduction to the study of language in real-life social contexts around the world

through the contemporary theory and practice of linguistic anthropology. Presents a highly accessible introduction to the study of language in real-life social contexts around the world Combines classic studies on language and cutting-edge contemporary scholarship and assumes no prior knowledge in linguistics or anthropology Features a series of updates and revisions for this new edition, including an all-new chapter on forms of nonverbal language Provides a unifying synthesis of current research and considers future directions for the field This book is an introduction to the language and standard proof methods of mathematics. It is a bridge from the computational courses (such as calculus or differential equations) that students typically encounter in their first year of college to a more abstract outlook. It lays a foundation for more theoretical courses such as topology, analysis and abstract algebra. Although it may be more meaningful to the student who has had some calculus, there is really no prerequisite

other than a measure of mathematical maturity. In a world not unlike this one, the least fortunate of the population must struggle to survive. When a group of misfits come together and find they share a similar pain, they decide to combine their strengths. Using cutting edge technology, they set out to rebuild the status quo and create a new world accepting of everyone. Or at least that's what they hoped. *Clinical Trials, Second Edition*, offers those engaged in clinical trial design a valuable and practical guide. This book takes an integrated approach to incorporate biomedical science, laboratory data of human study, endpoint specification, legal and regulatory aspects and much more with the fundamentals of clinical trial design. It provides an overview of the design options along with the specific details of trial design and offers guidance on how to make appropriate choices. Full of numerous examples and now containing actual decisions from FDA reviewers to better inform trial design, the 2nd edition of *Clinical*

Trials is a must-have resource for early and mid-career researchers and clinicians who design and conduct clinical trials. Contains new and fully revised material on key topics such as biostatistics, biomarkers, orphan drugs, biosimilars, drug regulations in Europe, drug safety, regulatory approval and more Extensively covers the "study schema" and related features of study design Incorporates laboratory data from studies on human patients to provide a concrete tool for understanding the concepts in the design and conduct of clinical trials Includes decisions made by FDA reviewers when granting approval of a drug as real world learning examples for readers Watch a video introduction [here](#). *Statistics Through Applications (STA)* is the only text written specifically for high school statistics course. Designed to be read, the book takes a data analysis approach that emphasizes conceptual understanding over computation, while recognizing that some computation is necessary. The focus is on the statistical

thinking behind data gathering and interpretation. The high school statistics course is often the first applied math course students take. STA engages students in learning how statisticians contribute to our understanding of the world and helps students to become more discerning consumers of the statistics they encounter in ads, economic reports, political campaigns, and elsewhere. New and improved! STA 2e features expanded coverage of probability, a reorganized presentation of data analysis, a new color design and much more. Please see the posted sample chapter or request a copy today to see for yourself.

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