

REALbasic: The Definitive Guide. By Matt Neuburg. O'Reilly, Sebastopol, CA. (1999). \$29.95.

Contents:

Preface. I. Fundamentals. 2. The workspace. 2. The basic language. 3. Objects, classes, and instances. 4. Sub-classes. 5. Datatypes. 6. Menus. 7. The architecture of an application. 8. Debugging and building. II. User interface. 9. Windows. 10. Abstract control classes. 11. Canvases. 12. Buttons and StaticTexts. 13. EditFields. 14. ListBoxes. 15. ProgressBars, sliders, and scrollbars. 16. Shapes and decorations. 17. Menus in windows. 18. TabPanels. 19. Keyboard. 20. Mouse and cursor. III. Reaching out. 21. Files. 22. Databases. 23. Clipboard. 24. Drag-and-drop. 25. Time. 26. Sound. 27. Movies. 28. Game animation. 29. Printing. 30. TCP/IP communications. 31. Apple events and AppleScript. 32. Language extensions. Appendix: Version differences. Index.

JavaScript Application Cookbook. By Jerry Bradenbaugh. O'Reilly, Sebastopol, CA. (1999). 462 pages. \$34.95.

Contents:

Editor's note. Preface. Introduction. 1. The client-side search engine. 2. The online test. 3. The interactive slideshow. 4. The multiple search engine interface. 5. ImageMachine. 6. Implementing JavaScript source files. 7. Cookie-based user preferences. 8. Shopping bag: The JavaScript shopping cart. 9. Ciphers in JavaScript. 10. Cyber greetings: Drag-and-drop email. 11. Context-sensitive help. Epilogue. Appendices. A. JavaScript reference. B. Web resources. C. Using Perl scripts. Index.

Quantum Dialogue: The Making of a Revolution. By Mara Beller. University of Chicago Press, Chicago. (1999).

365 pages. \$35.00, £24.50 (cloth).

Contents:

List of illustrations. Preface and acknowledgments. 1. Novelty and dogma. I. Dialogical emergence. 2. Matrix theory in flux. 3. Quantum philosophy in flux. 4. The dialogical emergency of Heisenberg's uncertainty paper. 5. The polyphony of Heisenberg's uncertainty paper. 6. The dialogical birth of Bohr's complementarity. 7. The challenge of Einstein-Podolsky-Rosen and the two voices of Bohr's response. II. Rhetorical consolidation. 8. The polyphony of the Copenhagen interpretation and the rhetoric of antirealism. 9. The Copenhagen dogma: The rhetoric of finality and inevitability. 10. Constructing the orthodox narrative. 11. The myth of wave-particle complementarity. 12. Complementarity as metaphor. 13. Hero worship, construction of paradigms, and opposition. 14. Dialogues or paradigms? 15. Dialogical philosophy and historiography: A tentative outline. References. Index.

Line Form Color. By Ellsworth Kelly. University of Chicago Press, Chicago. (1999). Includes "An Intense Detachment: Ellsworth Kelly's *Line Form Color*", an essay by Harry Cooper. \$25.00, £17.00.

Forecasting Non-Stationary Economic Time Series. By Michael P. Clements and David F. Hendry. MIT Press, Cambridge, MA. (1999). 362 pages. \$35.00.

Contents:

List of figures. List of tables. Series foreword. Foreword. Preface. Common acronyms. 1. Economic forecasting. 2. Forecast failure. 3. Deterministic shifts. 4. Other courses. 5. Differencing. 6. Intercept corrections. 7. Modeling consumers' expenditure. 8. A small UK money model. 9. Co-breaking. 10. Modeling shifts. 11. A wage-price model. 12. Postscript. References. Glossary. Author index. Subject index.

Simply Scheme: Introducing Computer Science, Second edition. By Brian Harvey and Matthew Wright. MIT Press, Cambridge, MA. (1999). 579 pages. \$60.00.

Contents:

Foreword. Preface. To the instructor. Acknowledgments. I. Introduction: Functions. 1. Showing off Scheme. 2. Functions. II. Composition of functions. 3. Expressions. 4. Defining your own procedures. 5. Words and sentences. 6. True and false. 7. Variables. III. Functions as data. 8. Higher-order functions. 9. Lambda. Project: Scoring Bridge hands. 10. Example: Tic-Tac-Toe. IV. Recursion. 11. Introduction to recursion. 12. The leap of faith. 13. How recursion works. 14. Common patterns in recursive procedures. Project: Spelling names of huge numbers. 15. Advanced recursion. Project: Scoring Poker hands. 16. Example: Pattern matcher. V. Abstraction. 17. Lists. 18. Trees. 19. Implementing higher-order functions. VI. Sequential programming. 20. Input and output. 21. Example: The `Functions` program. 22. Files. 23. Vectors. 24. Example: A spreadsheet program. 25. Implementing the spreadsheet program. Project: A database program. VII. Conclusion: Computer science. 26. What's next? Appendices. A. Running Scheme. B. Common Lisp. C. Scheme initialization file. D. GNU General Public License. Credits. Alphabetical table of Scheme primitives. Glossary. Index of defined procedures. General index.

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