

Object Thinking David West

Build custom SharePoint 2010 solutions with deep architectural insights from the experts. Get a detailed look inside SharePoint 2010—and master the intricacies of developing intranets, extranets, and Web-based applications. Guided by an author team with in-depth knowledge of SharePoint architecture, you'll gain task-oriented guidance and extensive code samples to help you build robust business solutions. Discover how to: Master fundamental development techniques for SharePoint Foundation Deploy your SharePoint application as a sandboxed solution for more stable and security-enhanced code Create page templates, master pages, Web Parts, custom controls, and event handlers Develop custom field types, site columns, content types, and list definitions Query SharePoint lists with the LINQ-to-SharePoint provider Use the Client Object Model in JavaScript and Microsoft Silverlight applications Customize the Enterprise Content Management (ECM) capabilities in SharePoint 2010 Configure and extend Business Connectivity Services (BCS) and Enterprise Search

**#1 NEW YORK TIMES BESTSELLER • NATIONAL BOOK AWARD WINNER •
NAMED ONE OF TIME'S TEN BEST NONFICTION BOOKS OF THE DECADE
• PULITZER PRIZE FINALIST • NATIONAL BOOK CRITICS CIRCLE AWARD**

FINALIST • ONE OF OPRAH'S "BOOKS THAT HELP ME THROUGH" • NOW AN HBO ORIGINAL SPECIAL EVENT Hailed by Toni Morrison as "required reading," a bold and personal literary exploration of America's racial history by "the most important essayist in a generation and a writer who changed the national political conversation about race" (Rolling Stone) **NAMED ONE OF THE MOST INFLUENTIAL BOOKS OF THE DECADE BY CNN • NAMED ONE OF PASTE'S BEST MEMOIRS OF THE DECADE • NAMED ONE OF THE TEN BEST BOOKS OF THE YEAR BY The New York Times Book Review • O: The Oprah Magazine • The Washington Post • People • Entertainment Weekly • Vogue • Los Angeles Times • San Francisco Chronicle • Chicago Tribune • New York • Newsday • Library Journal • Publishers Weekly** In a profound work that pivots from the biggest questions about American history and ideals to the most intimate concerns of a father for his son, Ta-Nehisi Coates offers a powerful new framework for understanding our nation's history and current crisis. Americans have built an empire on the idea of "race," a falsehood that damages us all but falls most heavily on the bodies of black women and men—bodies exploited through slavery and segregation, and, today, threatened, locked up, and murdered out of all proportion. What is it like to inhabit a black body and find a way to live within it? And how can we all honestly reckon with this fraught history

and free ourselves from its burden? *Between the World and Me* is Ta-Nehisi Coates's attempt to answer these questions in a letter to his adolescent son. Coates shares with his son—and readers—the story of his awakening to the truth about his place in the world through a series of revelatory experiences, from Howard University to Civil War battlefields, from the South Side of Chicago to Paris, from his childhood home to the living rooms of mothers whose children's lives were taken as American plunder. Beautifully woven from personal narrative, reimagined history, and fresh, emotionally charged reportage, *Between the World and Me* clearly illuminates the past, bravely confronts our present, and offers a transcendent vision for a way forward.

Beginning with the absolutely critical first moments of the outbreak in China, and ending with an epilogue on the vaccine rollout and the unprecedented events between the election of Joseph Biden and his inauguration, Lawrence Wright's *The Plague Year* surges forward with essential information--and fascinating historical parallels--examining the medical, economic, political, and social ramifications of the COVID-19 pandemic.

Success, in both business and IT, is increasingly dependent on design thinking. This book provides an understanding of design, how "artistic" design can, and must complement, engineering design if contemporary design challenges are to

be met. This book provides both a conceptual foundation and concrete practices; allowing any organization and any project or product to fully utilize the benefits of great design.

Finalist for the 2016 Man Booker Prize Winner of the 2016 Paris Review Plimpton Prize for Fiction A magnificent and ambitiously conceived portrait of contemporary life, by a genius of realism Nine men. Each of them at a different stage in life, each of them away from home, and each of them striving--in the suburbs of Prague, in an overdeveloped Alpine village, beside a Belgian motorway, in a dingy Cyprus hotel--to understand what it means to be alive, here and now. Tracing a dramatic arc from the spring of youth to the winter of old age, the ostensibly separate narratives of *All That Man Is* aggregate into a picture of a single shared existence, a picture that interrogates the state of modern manhood while bringing to life, unforgettably, the physical and emotional terrain of an increasingly globalized Europe. And so these nine lives form an ingenious and new kind of novel, in which David Szalay expertly plots a dark predicament for the twenty-first-century man. Dark and disturbing, but also often wickedly and uproariously comic, *All That Man Is* is notable for the acute psychological penetration Szalay brings to bear on his characters, from the working-class ex-grunt to the pompous college student, the middle-aged loser to the Russian

oligarch. Steadily and mercilessly, as this brilliantly conceived book progresses, the protagonist at the center of each chapter is older than the last one, it gets colder out, and All That Man Is gathers exquisite power. Szalay is a writer of supreme gifts--a master of a new kind of realism that vibrates with detail, intelligence, relevance, and devastating pathos.

The high-level language of R is recognized as one of the most powerful and flexible statistical software environments, and is rapidly becoming the standard setting for quantitative analysis, statistics and graphics. R provides free access to unrivalled coverage and cutting-edge applications, enabling the user to apply numerous statistical methods ranging from simple regression to time series or multivariate analysis. Building on the success of the author's bestselling *Statistics: An Introduction using R*, *The R Book* is packed with worked examples, providing an all inclusive guide to R, ideal for novice and more accomplished users alike. The book assumes no background in statistics or computing and introduces the advantages of the R environment, detailing its applications in a wide range of disciplines. Provides the first comprehensive reference manual for the R language, including practical guidance and full coverage of the graphics facilities. Introduces all the statistical models covered by R, beginning with simple classical tests such as chi-square and t-test. Proceeds to examine more advance

methods, from regression and analysis of variance, through to generalized linear models, generalized mixed models, time series, spatial statistics, multivariate statistics and much more. The R Book is aimed at undergraduates, postgraduates and professionals in science, engineering and medicine. It is also ideal for students and professionals in statistics, economics, geography and the social sciences.

'When apple-picking season ended, I got a Job in a packing plant and gravitated towards short stories, which I could read during my break and reflect upon for the remainder of my shift. A good one would take me out of myself and then stuff me back in, oversized, now, and uneasy with the fit . . . Once, before leaving on vacation, I copied an entire page from an Alice Munro story and left it in my typewriter, hoping a burglar might come upon it and mistake her words for my own. That an intruder would spend his valuable time reading, that he might be impressed by the description of a crooked face, was something I did not question, as I believed, and still do, that stories can save you'.

Walks COBOL users through the next phase of COBOL: Object-Oriented COBOL. Teaches how to integrate COBOL with object-oriented methodologies. A new edition of this title is available, ISBN-10: 0672330164 ISBN-13: 9780672330162 The Object-Oriented Thought Process, Second Edition will lay the foundation in object-

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oriented concepts and then explain how various object technologies are used. Author Matt Weisfeld introduces object-oriented concepts, then covers abstraction, public and private classes, reusing code, and developing frameworks. Later chapters cover building objects that work with XML, databases, and distributed systems (including EJBs, .NET, Web Services and more). Throughout the book Matt uses UML, the standard language for modeling objects, to provide illustration and examples of each concept.

Looking Backward: 2000-1887 is a utopian science fiction novel by Edward Bellamy, a lawyer and writer from Chicopee Falls, Massachusetts; it was first published in 1887. According to Erich Fromm, Looking Backward is "one of the most remarkable books ever published in America".

Using game theory and examples of actual games people play, Nobel laureate Manfred Eigen and Ruthild Winkler show how the elements of chance and rules underlie all that happens in the universe, from genetic behavior through economic growth to the composition of music. To illustrate their argument, the authors turn to classic games--backgammon, bridge, and chess--and relate them to physical, biological, and social applications of probability theory and number theory. Further, they have invented, and present here, more than a dozen playable games derived from scientific models for equilibrium, selection, growth, and even the composition of RNA.

We are now standing at the precipice of the next transformative development: the Internet of Things. Soon, connected technology will be embedded in hundreds of

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everyday objects we already use: our cars, wallets, watches, umbrellas, even our trash cans. These objects will respond to our needs, come to know us, and learn to think on our behalf. David Rose calls these devices--which are just beginning to creep into the marketplace--Enchanted Objects. Some believe the future will look like more of the same--more smartphones, tablets, screens embedded in every conceivable surface. Rose has a different vision: technology that atomizes, combining itself with the objects that make up the very fabric of daily living. Such technology will be woven into the background of our environment, enhancing human relationships and channeling desires for omniscience, long life, and creative expression. The enchanted objects of fairy tales and science fiction will enter real life. Groundbreaking, timely, and provocative, Enchanted Objects is a blueprint for a better future, where efficient solutions come hand in hand with technology that delights our senses.

In this new book, intended as a language companion to the classic Design Patterns , noted Smalltalk and design patterns experts implement the 23 design patterns using Smalltalk code. This approach has produced a language-specific companion that tailors the topic of design patterns to the Smalltalk programmer. The authors have worked closely with the authors of Design Patterns to ensure that this companion volume meets the same quality standards that made the original a bestseller and indispensable resource. The full source code will be available on the AWL web site.

TL;DR It's a semi-autobiographical fiction book about a software architect who is

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involved in programming, debugging, releasing, testing, organizing, team work, and management issues.

One of the most important texts of modern times, Herbert Marcuse's analysis and image of a one-dimensional man in a one-dimensional society has shaped many young radicals' way of seeing and experiencing life. Published in 1964, it fast became an ideological bible for the emergent New Left. As Douglas Kellner notes in his introduction, Marcuse's greatest work was a 'damning indictment of contemporary Western societies, capitalist and communist.' Yet it also expressed the hopes of a radical philosopher that human freedom and happiness could be greatly expanded beyond the regimented thought and behaviour prevalent in established society. For those who held the reigns of power Marcuse's call to arms threatened civilization to its very core. For many others however, it represented a freedom hitherto unimaginable. TL;DR Object-oriented programming is a mess. However, if you want to find a good job, you have to use it. This book will help you learn it, from scratch. Also, it will point you to all necessary topics in software engineering that you need to learn before you call yourself a senior software developer.

The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code

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and data as separate entities, OOP allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. "Programmers who aim to create high quality software—as all programmers should—must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld's The Object-Oriented Thought Process." —Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer

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trade magazines and professional journals.

A new edition of the bestselling classic – published with a special introduction to mark its 10th anniversary This pioneering account sets out to understand the structure of the human brain – the place where mind meets matter. Until recently, the left hemisphere of our brain has been seen as the ‘rational’ side, the superior partner to the right. But is this distinction true?

Drawing on a vast body of experimental research, Iain McGilchrist argues while our left brain makes for a wonderful servant, it is a very poor master. As he shows, it is the right side which is the more reliable and insightful. Without it, our world would be mechanistic – stripped of depth, colour and value.

In OBJECT THINKING, esteemed object technologist David West contends that the mindset makes the programmer--not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization--on thinking--rather than formal process and methods. Both provocative and pragmatic, this book gives form to what's primarily been an oral tradition among the field's revolutionary thinkers--and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in eXtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice.

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“Atkinson and Jewell invite each of us to reimagine one’s connection to the land while cultivating nature close to home. A must-read for anyone searching for inspired solutions for designing or refining a garden.” —Emily Murphy, founder of Pass the Pistil From windswept deserts to misty seaside hills and verdant valleys, the natural landscapes of the American West offer an astounding variety of climates for gardens. *Under Western Skies* reveals thirty-six of the most innovative designs—all embracing and celebrating the very soul of the land on which they grow. For the gardeners featured here, nature is the ultimate inspiration rather than something to be dominated, and *Under Western Skies* shows the strong connection each garden has with its place. Packed with Atkinson’s stunning photographs and illuminated by Jewell’s deep interest in the relationships between people and the spaces they inhabit, *Under Western Skies* offers page after page of encouraging ingenuity and inventive design for passionate gardeners who call the West home.

“A triumphant story for anyone with a shred of faith left in the human spirit.” —David McGlynn, author of *One Day You’ll Thank Me* What if the end times allowed people to see and build the world anew? This is the landscape that Kimi Eisele creates in her surprising and original debut novel. Evoking the spirit of such monumental love stories as *Cold Mountain* and the creative vision of novels like *Station Eleven*, *The Lightest Object in the Universe* imagines what happens after the global economy collapses and the electrical grid goes down. In this new world, Carson, on the East Coast, is desperate to find Beatrix, a woman on the West Coast who holds his heart. Working his way along a cross-country railroad line, he encounters lost souls, clever opportunists, and those who believe they’ll be saved by an evangelical preacher in the middle of the country. While Carson travels west, Beatrix and her neighbors begin to

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construct the kind of cooperative community that suggests the end could be, in fact, a bright beginning. Without modern means of communication, will Beatrix and Carson find their way to each other, and what will be left of the old world if they do? The answers may lie with a fifteen-year-old girl who could ultimately decide the fate of the lovers. The Lightest Object in the Universe is a moving and hopeful story about resilience and adaptation and a testament to the power of community, where our best traits, born of necessity, can begin to emerge.

"Naked Objects is the embodiment of the Agile movement: lean, elegant, user-focused, and with testing built right in. Reduce a problem to its bare essentials, code it up with no extra fluff, then ship it out. Naked Objects brings programming back to its real purpose: expressing and solving business problems." Dave Thomas, co-author, *The Agile Manifesto* and *The Pragmatic Programmer* "I believe that this could be a landmark book. Naked Objects may well herald the next major evolution in the way systems are presented to end users, and how they're developed. Naked Objects adds near-instant prototyping to the business modeller's toolbox." Oliver Sims, co-author, *Business Component Factory* "A well-written description of a radical new approach to OO programming." James W Cooper, IBM T J Watson Research Center "Naked Objects is a bold approach. If you want to push the envelope and let end-users access their business objects without cluttered interfaces, read this book." Rebecca Wirfs-Brock, co-author, *Object Design* An object should completely model the behaviour of that which it represents. This principle of 'behaviourally complete' objects is the driving force behind this book. Naked Objects is a Java-based open source framework that exposes behaviourally complete business objects such as Customer, Product and Order, directly to the user - without the need for scripts, controllers or even dialog boxes in between. The resulting systems are

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empowering for the user and immensely agile. With Naked Objects the user presentation is generated automatically from the business object definitions, so you need never write another line of code for a user interface again! This book, written for business object modellers and Java developers, includes: an introduction to designing systems from naked objects a tutorial on programming with the Naked Objects framework a lightweight methodology case studies on business applications

The practice of building software is a “new kid on the block” technology. Though it may not seem this way for those who have been in the field for most of their careers, in the overall scheme of professions, software builders are relative “newbies.” In the short history of the software field, a lot of facts have been identified, and a lot of fallacies promulgated. Those facts and fallacies are what this book is about. There's a problem with those facts—and, as you might imagine, those fallacies. Many of these fundamentally important facts are learned by a software engineer, but over the short lifespan of the software field, all too many of them have been forgotten. While reading *Facts and Fallacies of Software Engineering*, you may experience moments of “Oh, yes, I had forgotten that,” alongside some “Is that really true?” thoughts. The author of this book doesn't shy away from controversy. In fact, each of the facts and fallacies is accompanied by a discussion of whatever controversy envelops it. You may find yourself agreeing with a lot of the facts and fallacies, yet emotionally disturbed by a few of them! Whether you agree or disagree, you will learn why the author has been called “the premier curmudgeon of software practice.” These facts and fallacies are fundamental to the software building field—forget or neglect them at your peril!

NATIONAL BOOK AWARD WINNER • A renowned historian traces the life of a single object

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handed down through three generations of Black women to craft an extraordinary testament to people who are left out of the archives. “Deeply layered and insightful . . . [a] bold reflection on American history, African American resilience, and the human capacity for love and perseverance in the face of soul-crushing madness.”—The Washington Post “A history told with brilliance and tenderness and fearlessness.”—Jill Lepore, author of *These Truths: A History of the United States* KIRKUS PRIZE FINALIST • NAMED ONE OF THE TEN BEST BOOKS OF THE YEAR BY PUBLISHERS WEEKLY In 1850s South Carolina, an enslaved woman named Rose faced a crisis, the imminent sale of her daughter Ashley. Thinking quickly, she packed a cotton bag with a few precious items as a token of love and to try to ensure Ashley’s survival. Soon after, the nine-year-old girl was separated from her mother and sold. Decades later, Ashley’s granddaughter Ruth embroidered this family history on the bag in spare yet haunting language—including Rose’s wish that “It be filled with my Love always.” Ruth’s sewn words, the reason we remember Ashley’s sack today, evoke a sweeping family story of loss and of love passed down through generations. Now, in this illuminating, deeply moving book inspired by Rose’s gift to Ashley, historian Tiya Miles carefully unearths these women’s faint presence in archival records to follow the paths of their lives—and the lives of so many women like them—to write a singular and revelatory history of the experience of slavery, and the uncertain freedom afterward, in the United States. The search to uncover this history is part of the story itself. For where the historical record falls short of capturing Rose’s, Ashley’s, and Ruth’s full lives, Miles turns to objects and to art as equally important sources, assembling a chorus of women’s and families’ stories and critiquing the scant archives that for decades have overlooked so many. The contents of Ashley’s sack—a tattered dress, handfuls of

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pecans, a braid of hair, “my Love always”—are eloquent evidence of the lives these women lived. As she follows Ashley’s journey, Miles metaphorically unpacks the bag, deepening its emotional resonance and exploring the meanings and significance of everything it contained. *All That She Carried* is a poignant story of resilience and of love passed down through generations of women against steep odds. It honors the creativity and fierce resourcefulness of people who preserved family ties even when official systems refused to do so, and it serves as a visionary illustration of how to reconstruct and recount their stories today.

Software Expert Kent Beck Presents a Catalog of Patterns Infinitely Useful for Everyday Programming Great code doesn’t just function: it clearly and consistently communicates your intentions, allowing other programmers to understand your code, rely on it, and modify it with confidence. But great code doesn’t just happen. It is the outcome of hundreds of small but critical decisions programmers make every single day. Now, legendary software innovator Kent Beck—known worldwide for creating Extreme Programming and pioneering software patterns and test-driven development—focuses on these critical decisions, unearthing powerful “implementation patterns” for writing programs that are simpler, clearer, better organized, and more cost effective. Beck collects 77 patterns for handling everyday programming tasks and writing more readable code. This new collection of patterns addresses many aspects of development, including class, state, behavior, method, collections, frameworks, and more. He

uses diagrams, stories, examples, and essays to engage the reader as he illuminates the patterns. You'll find proven solutions for handling everything from naming variables to checking exceptions.

Often referred to as the “black art” because of its complexity and uncertainty, software estimation is not as difficult or puzzling as people think. In fact, generating accurate estimates is straightforward—once you understand the art of creating them. In his highly anticipated book, acclaimed author Steve McConnell unravels the mystery to successful software estimation—distilling academic information and real-world experience into a practical guide for working software professionals. Instead of arcane treatises and rigid modeling techniques, this guide highlights a proven set of procedures, understandable formulas, and heuristics that individuals and development teams can apply to their projects to help achieve estimation proficiency. Discover how to: Estimate schedule and cost—or estimate the functionality that can be delivered within a given time frame Avoid common software estimation mistakes Learn estimation techniques for you, your team, and your organization * Estimate specific project activities—including development, management, and defect correction Apply estimation approaches to any type of project—small or large, agile or traditional Navigate the shark-infested political waters that surround project estimates When

many corporate software projects are failing, McConnell shows you what works for successful software estimation.

TL;DR Compound variable names, validators, private static literals, configurable objects, inheritance, annotations, MVC, dependency injection containers, reflection, ORM and even algorithms are our enemies.

While there are many books used to teach the C++ programming course, very few have been written specifically as texts. STANDARD C++ WITH OBJECT-ORIENTED PROGRAMMING is intended for courses in C++ programming, object-oriented programming, or any combination of the two at the sophomore level or higher. Prerequisites for this course are Introduction to Programming (CS1) and Data Structures (CS2). This text treats C++ as a tool for bridging real-world application, addressing basic theoretical concepts of object-oriented programming. The material is organized and presented in a simple, concise, and easy-to-follow manner. Wang has developed interesting examples and challenging exercises that reinforce the text's hands-on approach.

Introduces CRC (Class, Responsibility, Collaborator) cards and describes how they can be used in interactive sessions to develop an object-oriented model of an application.

Having set global warming in irreversible motion, we are facing the possibility of

ecological catastrophe. But the environmental emergency is also a crisis for our philosophical habits of thought, confronting us with a problem that seems to defy not only our control but also our understanding. Global warming is perhaps the most dramatic example of what Timothy Morton calls “hyperobjects”—entities of such vast temporal and spatial dimensions that they defeat traditional ideas about what a thing is in the first place. In this book, Morton explains what hyperobjects are and their impact on how we think, how we coexist with one another and with nonhumans, and how we experience our politics, ethics, and art. Moving fluidly between philosophy, science, literature, visual and conceptual art, and popular culture, the book argues that hyperobjects show that the end of the world has already occurred in the sense that concepts such as world, nature, and even environment are no longer a meaningful horizon against which human events take place. Instead of inhabiting a world, we find ourselves inside a number of hyperobjects, such as climate, nuclear weapons, evolution, or relativity. Such objects put unbearable strains on our normal ways of reasoning. Insisting that we have to reinvent how we think to even begin to comprehend the world we now live in, *Hyperobjects* takes the first steps, outlining a genuinely postmodern ecological approach to thought and action.

In *OBJECT THINKING*, esteemed object technologist David West contends that

the mindset makes the programmer—not the tools and techniques. Delving into the history, philosophy, and even politics of object-oriented programming, West reveals how the best programmers rely on analysis and conceptualization—on thinking—rather than formal process and methods. Both provocative and pragmatic, this book gives form to what's primarily been an oral tradition among the field's revolutionary thinkers—and it illustrates specific object-behavior practices that you can adopt for true object design and superior results. Gain an in-depth understanding of: Prerequisites and principles of object thinking. Object knowledge implicit in eXtreme Programming (XP) and Agile software development. Object conceptualization and modeling. Metaphors, vocabulary, and design for object development. Learn viable techniques for: Decomposing complex domains in terms of objects. Identifying object relationships, interactions, and constraints. Relating object behavior to internal structure and implementation design. Incorporating object thinking into XP and Agile practice. In this new accessible philosophy of friendship, Mark Vernon links the resources of the philosophical tradition with numerous illustrations from modern culture to ask what friendship is, how it relates to sex, work, politics and spirituality. Unusually, he argues that Plato and Nietzsche, as much as Aristotle and Aelred, should be put centre stage. Their penetrating and occasionally tough insights are

invaluable if friendship is to be a full, not merely sentimental, way of life for today. A New York Times Notable Book of 2020 A Bloomberg Best Non-Fiction Book of 2020 A Behavioral Scientist Notable Book of 2020 A Human Behavior & Evolution Society Must-Read Popular Evolution Book of 2020 A bold, epic account of how the co-evolution of psychology and culture created the peculiar Western mind that has profoundly shaped the modern world. Perhaps you are WEIRD: raised in a society that is Western, Educated, Industrialized, Rich, and Democratic. If so, you're rather psychologically peculiar. Unlike much of the world today, and most people who have ever lived, WEIRD people are highly individualistic, self-obsessed, control-oriented, nonconformist, and analytical. They focus on themselves—their attributes, accomplishments, and aspirations—over their relationships and social roles. How did WEIRD populations become so psychologically distinct? What role did these psychological differences play in the industrial revolution and the global expansion of Europe during the last few centuries? In *The WEIRDest People in the World*, Joseph Henrich draws on cutting-edge research in anthropology, psychology, economics, and evolutionary biology to explore these questions and more. He illuminates the origins and evolution of family structures, marriage, and religion, and the profound impact these cultural transformations had on human psychology. Mapping these shifts through ancient history and late antiquity, Henrich reveals that the most fundamental institutions of kinship and marriage changed dramatically under pressure from the Roman Catholic

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Church. It was these changes that gave rise to the WEIRD psychology that would coevolve with impersonal markets, occupational specialization, and free competition—laying the foundation for the modern world. Provocative and engaging in both its broad scope and its surprising details, *The WEIRDest People in the World* explores how culture, institutions, and psychology shape one another, and explains what this means for both our most personal sense of who we are as individuals and also the large-scale social, political, and economic forces that drive human history. Includes black-and-white illustrations.

It was a catastrophe without precedent in recorded history: for months on end, starting in A.D. 535, a strange, dusky haze robbed much of the earth of normal sunlight. Crops failed in Asia and the Middle East as global weather patterns radically altered. Bubonic plague, exploding out of Africa, wiped out entire populations in Europe. Flood and drought brought ancient cultures to the brink of collapse. In a matter of decades, the old order died and a new world—essentially the modern world as we know it today—began to emerge. In this fascinating, groundbreaking, totally accessible book, archaeological journalist David Keys dramatically reconstructs the global chain of revolutions that began in the catastrophe of A.D. 535, then offers a definitive explanation of how and why this cataclysm occurred on that momentous day centuries ago. The Roman Empire, the greatest power in Europe and the Middle East for centuries, lost half its territory in the century following the catastrophe. During the exact same period, the

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ancient southern Chinese state, weakened by economic turmoil, succumbed to invaders from the north, and a single unified China was born. Meanwhile, as restless tribes swept down from the central Asian steppes, a new religion known as Islam spread through the Middle East. As Keys demonstrates with compelling originality and authoritative research, these were not isolated upheavals but linked events arising from the same cause and rippling around the world like an enormous tidal wave. Keys's narrative circles the globe as he identifies the eerie fallout from the months of darkness: unprecedented drought in Central America, a strange yellow dust drifting like snow over eastern Asia, prolonged famine, and the hideous pandemic of the bubonic plague. With a superb command of ancient literatures and historical records, Keys makes hitherto unrecognized connections between the "wasteland" that overspread the British countryside and the fall of the great pyramid-building Teotihuacan civilization in Mexico, between a little-known "Jewish empire" in Eastern Europe and the rise of the Japanese nation-state, between storms in France and pestilence in Ireland. In the book's final chapters, Keys delves into the mystery at the heart of this global catastrophe: Why did it happen? The answer, at once surprising and definitive, holds chilling implications for our own precarious geopolitical future. Wide-ranging in its scholarship, written with flair and passion, filled with original insights, Catastrophe is a superb synthesis of history, science, and cultural interpretation.

#1 NEW YORK TIMES, WALL STREET JOURNAL, AND BOSTON GLOBE

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BESTSELLER • One of the most acclaimed books of our time: an unforgettable memoir about a young woman who, kept out of school, leaves her survivalist family and goes on to earn a PhD from Cambridge University “Extraordinary . . . an act of courage and self-invention.”—The New York Times NAMED ONE OF THE TEN BEST BOOKS OF THE YEAR BY THE NEW YORK TIMES BOOK REVIEW • ONE OF PRESIDENT BARACK OBAMA’S FAVORITE BOOKS OF THE YEAR • BILL GATES’S HOLIDAY READING LIST • FINALIST: National Book Critics Circle’s Award In Autobiography and John Leonard Prize For Best First Book • PEN/Jean Stein Book Award • Los Angeles Times Book Prize Born to survivalists in the mountains of Idaho, Tara Westover was seventeen the first time she set foot in a classroom. Her family was so isolated from mainstream society that there was no one to ensure the children received an education, and no one to intervene when one of Tara’s older brothers became violent. When another brother got himself into college, Tara decided to try a new kind of life. Her quest for knowledge transformed her, taking her over oceans and across continents, to Harvard and to Cambridge University. Only then would she wonder if she’d traveled too far, if there was still a way home. “Beautiful and propulsive . . . Despite the singularity of [Westover’s] childhood, the questions her book poses are universal: How much of ourselves should we give to those we love? And how much must we betray them to grow up?”—Vogue NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Washington Post • O: The Oprah Magazine • Time • NPR • Good

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