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Eventually, you will definitely discover a other experience and endowment by spending more cash. still when? complete you acknowledge that you require to acquire those all needs in the manner of having significantly cash? Why dont you try to get something basic in the beginning? Thats something that will guide you to understand even more on the order of the globe, experience, some places, in the same way as history, amusement, and a lot more?

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The Art of R Programming Jun 18 2021 R is the world's most popular language for developing statistical software: Archaeologists use it to track the spread of ancient civilizations, drug companies use it to discover which medications are safe and effective, and actuaries use it to assess financial risks and keep economies running smoothly. The Art of R Programming takes you on a guided tour of software development with R, from basic types and data structures to advanced topics like closures, recursion, and anonymous functions. No statistical knowledge is required, and your programming skills can range from hobbyist to pro. Along the way, you'll learn about functional and object-oriented programming, running mathematical simulations, and rearranging complex data into simpler, more useful formats. You'll also learn to:

- Create artful graphs to visualize complex data sets and functions*
- Write more efficient code using parallel R and vectorization*
- Interface R with C/C++ and Python for increased speed or functionality*
- Find new R packages for text analysis, image manipulation, and more*
- Squash annoying bugs with advanced debugging techniques*

Whether you're designing aircraft, forecasting the weather, or you just need to tame your data, The Art of R

Programming is your guide to harnessing the power of statistical computing.

Ruby on Rails Tutorial Apr 16 2021 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, *Ruby on Rails™ Tutorial, Fourth Edition*, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

Fintech Law Feb 01 2020 FinTech (Financial technology) is the technology and innovation that aims to compete with traditional financial methods in the delivery of financial services. It is an emerging industry that uses technology to improve activities in finance. - Wikipedia Fintech means the application of technology to improve the offering and affordability. Global finance has been disrupted by the 4.7 trillion-dollar fintech space. Every FinTech Start-ups and enthusiast is required to know the land of law. This book will provide all the necessary materials to study FinTech Law in Indian Context. Fintech is composed up of financial breakthroughs like DeFi, ecommerce, peer-to-peer lending, and virtual currencies, as well as tech like AI, blockchain, IoT, and machine learning.

How To Code in Node.js May 30 2022

Designing the User Interface Jan 14 2021 This is the eBook of the printed book and may not include any media, website access codes, or print

supplements that may come packaged with the bound book. The much-anticipated fifth edition of *Designing the User Interface* provides a comprehensive, authoritative introduction to the dynamic field of human-computer interaction (HCI). Students and professionals learn practical principles and guidelines needed to develop high quality interface designs—ones that users can understand, predict, and control. It covers theoretical foundations, and design processes such as expert reviews and usability testing. Numerous examples of direct manipulation, menu selection, and form fill-in give readers an understanding of excellence in design. The new edition provides updates on current HCI topics with balanced emphasis on mobile devices, Web, and desktop platforms. It addresses the profound changes brought by user-generated content of text, photo, music, and video and the raised expectations for compelling user experiences. Provides a broad survey of designing, implementing, managing, maintaining, training, and refining the user interface of interactive systems. Describes practical techniques and research-supported design guidelines for effective interface designs. Covers both professional applications (e.g. CAD/CAM, air traffic control) and consumer examples (e.g. web services, e-government, mobile devices, cell phones, digital cameras, games, MP3 players). Delivers informative introductions to development methodologies, evaluation techniques, and user-interface building tools. Supported by an extensive array of current examples and figures illustrating good design principles and practices. Includes dynamic, full-color presentation throughout. Guides students who might be starting their first HCI design project. Accompanied by a Companion Website with additional practice opportunities and informational resources for both students and professors.

RTF Pocket Guide Feb 24 2022 Presents a guide to RTF, the internal document markup language that is used by Microsoft Word.

Python Basics May 06 2020 Make the Leap From Beginner to Intermediate in Python... *Python Basics: A Practical Introduction to Python 3 Your Complete Python Curriculum-With Exercises, Interactive Quizzes, and Sample Projects* What should you learn about Python in the beginning to get a strong foundation? With *Python Basics*, you'll not only cover the core concepts you really need to know, but you'll also learn them in the most efficient order with the help of practical exercises and interactive quizzes. You'll know enough to be dangerous with Python, fast! *Who Should Read This Book* If you're new to Python, you'll get a practical, step-by-step roadmap on developing your foundational skills. You'll be introduced to each concept and language feature in a logical order. Every step in this curriculum is explained and illustrated with short, clear code samples. Our goal with this book is to educate, not to impress or intimidate. If you're familiar with some basic programming concepts, you'll get a clear and well-tested introduction to Python. This is a practical introduction to Python that jumps right into the meat and potatoes without sacrificing substance. If you have prior experience with languages like VBA, PowerShell, R, Perl, C, C++, C#, Java, or Swift the numerous exercises within each chapter will fast-track your progress. If you're a seasoned developer, you'll get a Python 3 crash course that brings you up to speed with modern Python programming. Mix and match the chapters that interest you the most and use the interactive quizzes and review exercises to check your learning progress as you go

along. If you're a self-starter completely new to coding, you'll get practical and motivating examples. You'll begin by installing Python and setting up a coding environment on your computer from scratch, and then continue from there. We'll get you coding right away so that you become competent and knowledgeable enough to solve real-world problems, fast. Develop a passion for programming by solving interesting problems with Python every day! If you're looking to break into a coding or data-science career, you'll pick up the practical foundations with this book. We won't just dump a boat load of theoretical information on you so you can "sink or swim"-instead you'll learn from hands-on, practical examples one step at a time. Each concept is broken down for you so you'll always know what you can do with it in practical terms. If you're interested in teaching others "how to Python," this will be your guidebook. If you're looking to stoke the coding flame in your coworkers, kids, or relatives-use our material to teach them. All the sequencing has been done for you so you'll always know what to cover next and how to explain it. What Python Developers Say About The Book: "Go forth and learn this amazing language using this great book." - Michael Kennedy, Talk Python "The wording is casual, easy to understand, and makes the information flow well." - Thomas Wong, Pythonista "I floundered for a long time trying to teach myself. I slogged through dozens of incomplete online tutorials. I snoozed through hours of boring screencasts. I gave up on countless cruffy books from big-time publishers. And then I found Real Python. The easy-to-follow, step-by-step instructions break the big concepts down into bite-sized chunks written in plain English. The authors never forget their audience and are consistently thorough and detailed in their explanations. I'm up and running now, but I constantly refer to the material for guidance." - Jared Nielsen, Pythonista

Clean Architecture Aug 01 2022 Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's Clean Architecture doesn't merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you'll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who

must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

Android Studio 3.2 Development Essentials - Android 9 Edition Oct 11 2020
Fully updated for Android Studio 3.2, Android 9 and the Android Jetpack modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.2 and Android 9 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

Flutter in Action Sep 21 2021 Summary
In 2017, consumers downloaded 178 billion apps, and analysts predict growth to 258 billion by 2022. Mobile customers are demanding more—and better—apps, and it's up to developers like you to write them! Flutter, a revolutionary new cross-platform software development kit created by Google, makes it easier than ever to write secure, high-performance native apps for iOS and Android. Flutter apps are blazingly fast because this open source solution compiles your Dart code to platform-specific programs with no JavaScript bridge! Flutter also supports hot reloading to update changes instantly. And thanks to its built-in widgets and rich motion APIs, Flutter's apps are not just highly responsive, they're stunning! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology
With Flutter, you can build mobile applications using a single, feature-rich SDK that includes everything from a rendering engine to a testing environment. Flutter compiles programs written in Google's intuitive Dart language to platform-specific code so your iOS and Android games, utilities, and shopping platforms all run like native Java or Swift apps. About the book *Flutter in Action* teaches you to build professional-quality mobile

applications using the Flutter SDK and the Dart programming language. You'll begin with a quick tour of Dart essentials and then dive into engaging, well-described techniques for building beautiful user interfaces using Flutter's huge collection of built-in widgets. The combination of diagrams, code examples, and annotations makes learning a snap. As you go, you'll appreciate how the author makes easy reading of complex topics like routing, state management, and async programming. What's inside Understanding the Flutter approach to the UI All the Dart you need to get started Creating custom animations Testing and debugging About the reader You'll need basic web or mobile app development skills. About the author Eric Windmill is a professional Dart developer and a contributor to open-source Flutter projects. His work is featured on the Flutter Showcase page. Table of Contents: PART 1 - MEET FLUTTER 1 | Meet Flutter 2 | A brief intro to Dart 3 | Breaking into Flutter PART 2 - FLUTTER USER INTERACTION, STYLES, AND ANIMATIONS 4 | Flutter UI: Important widgets, themes, and layout 5 | User interaction: Forms and gestures 6 | Pushing pixels: Flutter animations and using the canvas PART 3 - STATE MANAGEMENT AND ASYNCHRONOUS DART 7 | Flutter routing in depth 8 | Flutter state management 9 | Async Dart and Flutter and infinite scrolling PART 4 - BEYOND FOUNDATIONS 10 | Working with data: HTTP, Firestore, and JSON 11 | Testing Flutter apps

The Beginner's Guide to C# Aug 28 2019 The C# programming language from Microsoft is one of the most popular programming languages in the world. This book is designed for an absolute beginner to get started with this powerful programming language. You do not need any prior programming experience to read this book. You will need access to a Windows PC or a Mac to install Visual Studio Code and .NET Core (free downloads) to run the labs in this book. I will also show you some affordable cloud-based options so you can do your software development in the cloud. In this book, I will start with a very basic sample program and then we will add elements that illustrate basic language constructs step by step to this program until you have a complete demonstration program. We will review basic language elements such as: Loops If Statements Case statements C# Data Types Methods Object-Oriented Programming and More After that, we will then build a more complete demonstration program that integrates all of the concepts in the book. By the end of this book, you will have a basic knowledge of the C# programming language and will be able to write your own programs.

Go Programming Language For Dummies Sep 29 2019 Ready, set, program with Go! Now is the perfect time to learn the Go Programming Language. It's one of the most in-demand languages among tech recruiters and developers love its simplicity and power. Go Programming Language For Dummies is an easy way to add this top job skill to your toolkit. Written for novice and experienced coders alike, this book traverses basic syntax, writing functions, organizing data, building packages, and interfacing with APIs. Go—or GoLang, as it's also known—has proven to be a strong choice for developers creating applications for the cloud-based world we live in. This book will put you on the path to using the language that's created some of today's leading web applications, so you can steer your career where you want to Go! Learn how Go works and start writing programs and modules Install and implement the most powerful third-party Go packages Use Go in conjunction with web services and MySQL databases Keep your codebase

organized and use Go to structure data With this book, you can join the growing numbers of developers using Go to create 21st century solutions. Step inside to take start writing code that puts data in users' hands.

Domain-driven Design Dec 13 2020 Describes ways to incorporate domain modeling into software development.

Getting Started with Onshape Aug 21 2021 Onshape is an exciting, new, completely cloud based CAD tool. Getting Started with Onshape is a quick paced guide geared towards users who have no experience in 3D modeling and very little or no experience with AutoCAD. Some experience with a computer and using the Internet is assumed. Because Onshape can be used for FREE it opens up CAD to anybody who is interested in creating their own models, including members of the burgeoning Maker community and students who want to learn how to use 3D design tools. Because Onshape is 100% cloud based, there is no software to install and it is always up to date. New features are available to use as soon as they are ready. The good news is that the tools, as outlined in this book, will continue to work the same way even as Onshape evolves. This book guides you through the very basics of how to create models all the way to exporting to a stl file, which can be used to create a 3D print. Then you can send your stl file to one of many local or online shops that can print out a stl file. When you have completed this book you will have taken the first step to the Maker Faire journey. In the first chapter of Getting Started with Onshape you will learn how to create an account, explore the workspace and learn how to share your documents with other people. Chapter two features a project where you are guided, step by step, to design your own singlet ring. Throughout this chapter you will learn many of the basic tools you need to use in nearly every project you create. The third chapter features a new project where you create all the parts of a scooter. This project builds on what you learned previously to create more complex designs while new features of Onshape are introduced. In the remaining chapters you will learn how to import parts from other CAD systems, assemble the parts of your scooter and finally create a set of engineering drawings for your scooter.

The Boost C++ Libraries Sep 02 2022 The second edition of The Boost C++ Libraries introduces 72 Boost libraries that provide a wide range of useful capabilities. They help you manage memory and process strings more easily. They provide containers and other data structures that go well beyond what the standard library offers. They make it easy to build platform-independent network applications. Simply put, these 72 libraries greatly expand your C++ toolbox. The second edition contains more than 430 examples. All examples are as short as possible, but they are complete, so you can compile and run them as is. They show you what the Boost libraries offer and give you a head start on using the libraries in your own applications. The goal of this book is to increase your efficiency as a C++ developer and to simplify software development with C++. The Boost libraries introduced in this book will help you write less code with fewer bugs and finish projects faster. Your code will be more concise and self-explanatory and more easily adapted when requirements change. The second edition is based on the Boost libraries 1.55.0 and 1.56.0 with the latter version having been released in August 2014. The examples are based on C++11 and have been tested with Visual Studio 2013, GCC 4.8 and Clang 3.3 on various platforms. For Boost libraries

which were incorporated into the C++11 standard library, differences between Boost and the standard library are highlighted. The Boost libraries are one of the most important and influential open source C++ libraries. Their source code is available under a permissive free software license. Several Boost libraries have been incorporated into the C++11 standard library. The Boost libraries are developed and supported by the Boost community - a worldwide developer community with a strong interest in pushing C++ boundaries further.

Design Patterns Nov 04 2022 Software -- Software Engineering.

The J2EE Tutorial Dec 25 2021 Provides example programs and their source code to explore concepts and technologies including Enterprise JavaBeans, JavaServer Pages, Java Message Service, and Java Naming and Directory Interface.

Mastering Spark with R Dec 01 2019 If you're like most R users, you have deep knowledge and love for statistics. But as your organization continues to collect huge amounts of data, adding tools such as Apache Spark makes a lot of sense. With this practical book, data scientists and professionals working with large-scale data applications will learn how to use Spark from R to tackle big data and big compute problems. Authors Javier Luraschi, Kevin Kuo, and Edgar Ruiz show you how to use R with Spark to solve different data analysis problems. This book covers relevant data science topics, cluster computing, and issues that should interest even the most advanced users. Analyze, explore, transform, and visualize data in Apache Spark with R Create statistical models to extract information and predict outcomes; automate the process in production-ready workflows Perform analysis and modeling across many machines using distributed computing techniques Use large-scale data from multiple sources and different formats with ease from within Spark Learn about alternative modeling frameworks for graph processing, geospatial analysis, and genomics at scale Dive into advanced topics including custom transformations, real-time data processing, and creating custom Spark extensions

Dart in Action Jul 20 2021 Summary *Dart in Action* introduces Google's Dart language and provides techniques and examples showing how to use it as a viable replacement for Java and JavaScript in browser-based desktop and mobile applications. It begins with a rapid overview of Dart language and tools, including features like interacting with the browser, optional typing, classes, libraries, and concurrency with isolates. After you master the core concepts, you'll move on to running Dart on the server and creating single page HTML5 web applications. About the Technology Dart is a web programming language developed by Google. It has modern OO features, just like Java or C#, while keeping JavaScript's dynamic and functional characteristics. Dart applications are "transpiled" to JavaScript, and they run natively in Dart-enabled browsers. With production-quality libraries and tools, Dart operates on both the client and the server for a consistent development process. About this Book *Dart in Action* introduces the Dart language and teaches you to use it in browser-based, desktop, and mobile applications. Not just a language tutorial, this book gets quickly into the nitty-gritty of using Dart. Most questions that pop up while you're reading are answered on the spot! OO newbies will appreciate the gentle pace in the early chapters. Later chapters take a test-first approach and encourage you

to try Dart hands-on. To benefit from this book you'll need experience with HTML and JavaScript? a Java or C# background is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Dart from the ground up Numerous code samples and diagrams Creating single-page web apps Transitioning from Java, C#, or JavaScript Running Dart in the browser and on the server About the Author Chris Buckett builds enterprise-scale web applications. He runs Dartwatch.com and is an active contributor to the dartlang list. "Includes numerous examples of core language features as well as more advanced HTML5 features."-;From the Foreword by Seth Ladd, Developer Advocate, Google Table of Contents PART 1 INTRODUCING DART Hello Dart "Hello World" with Dart tools Building and testing your own Dart app PART 2 CORE DART Functional first-class functions and closures Understanding libraries and privacy Constructing classes and interfaces Extending classes and interfaces Collections of richer classes Asynchronous programming with callbacks and futures PART 3 CLIENT-SIDE DART APPS Building a Dart web app Navigating offline data Communicating with other systems and languages PART 4 SERVER-SIDE DART Server interaction with files and HTTP Sending, syncing, and storing data Concurrency with isolates

A Complete Guide to Programming in C++ Oct 03 2022 This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

Android Cookbook Oct 30 2019 Provides instruction on building Android apps, including solutions to working with web services, multitouch gestures, location awareness, and device features.

Microservices from Theory to Practice: Creating Applications in IBM Bluemix Using the Microservices Approach Nov 11 2020 Microservices is an architectural style in which large, complex software applications are composed of one or more smaller services. Each of these microservices focuses on completing one task that represents a small business capability. These microservices can be developed in any programming language. They communicate with each other using language-neutral protocols, such as Representational State Transfer (REST), or messaging applications, such as IBM® MQ Light. This IBM Redbooks® publication gives a broad understanding of this increasingly popular architectural style, and provides some real-life examples of how you can develop applications using the microservices approach with IBM Bluemix™. The source code for all of these sample scenarios can be found on GitHub (<https://github.com/>). The book also presents some case studies from IBM products. We explain the architectural decisions made, our experiences, and lessons learned when redesigning these products using the microservices approach. Information technology (IT) professionals interested in learning about microservices and how to develop or redesign an application in Bluemix using microservices can benefit from this book.

Mastering Shiny May 18 2021 Master the Shiny web framework—and take your R skills to a whole new level. By letting you move beyond static reports, Shiny helps you create fully interactive web apps for data analyses. Users

will be able to jump between datasets, explore different subsets or facets of the data, run models with parameter values of their choosing, customize visualizations, and much more. Hadley Wickham from RStudio shows data scientists, data analysts, statisticians, and scientific researchers with no knowledge of HTML, CSS, or JavaScript how to create rich web apps from R. This in-depth guide provides a learning path that you can follow with confidence, as you go from a Shiny beginner to an expert developer who can write large, complex apps that are maintainable and performant. Get started: Discover how the major pieces of a Shiny app fit together Put Shiny in action: Explore Shiny functionality with a focus on code samples, example apps, and useful techniques Master reactivity: Go deep into the theory and practice of reactive programming and examine reactive graph components Apply best practices: Examine useful techniques for making your Shiny apps work well in production

Design Patterns in C# Jul 08 2020 Get hands-on experience with each Gang of Four design pattern using C#. For each of the patterns, you'll see at least one real-world scenario, a coding example, and a complete implementation including output. In the first part of *Design Patterns in C#*, you will cover the 23 Gang of Four (GoF) design patterns, before moving onto some alternative design patterns, including the Simple Factory Pattern, the Null Object Pattern, and the MVC Pattern. The final part winds up with a conclusion and criticisms of design patterns with chapters on anti-patterns and memory leaks. By working through easy-to-follow examples, you will understand the concepts in depth and have a collection of programs to port over to your own projects. Along the way, the author discusses the different creational, structural, and behavioral patterns and why such classifications are useful. In each of these chapters, there is a Q&A session that clears up any doubts and covers the pros and cons of each of these patterns. He finishes the book with FAQs that will help you consolidate your knowledge. This book presents the topic of design patterns in C# in such a way that anyone can grasp the idea. What You Will Learn Work with each of the design patterns Implement the design patterns in real-world applications Select an alternative to these patterns by comparing their pros and cons Use Visual Studio Community Edition 2017 to write code and generate output Who This Book Is For Software developers, software testers, and software architects.

OpenCL Programming Guide Jul 28 2019 Using the new OpenCL (Open Computing Language) standard, you can write applications that access all available programming resources: CPUs, GPUs, and other processors such as DSPs and the Cell/B.E. processor. Already implemented by Apple, AMD, Intel, IBM, NVIDIA, and other leaders, OpenCL has outstanding potential for PCs, servers, handheld/embedded devices, high performance computing, and even cloud systems. This is the first comprehensive, authoritative, and practical guide to OpenCL 1.1 specifically for working developers and software architects. Written by five leading OpenCL authorities, *OpenCL Programming Guide* covers the entire specification. It reviews key use cases, shows how OpenCL can express a wide range of parallel algorithms, and offers complete reference material on both the API and OpenCL C programming language. Through complete case studies and downloadable code examples, the authors show how to write complex parallel programs that decompose workloads across many different devices. They also present all the essentials of OpenCL software performance

optimization, including probing and adapting to hardware. Coverage includes Understanding OpenCL's architecture, concepts, terminology, goals, and rationale Programming with OpenCL C and the runtime API Using buffers, sub-buffers, images, samplers, and events Sharing and synchronizing data with OpenGL and Microsoft's Direct3D Simplifying development with the C++ Wrapper API Using OpenCL Embedded Profiles to support devices ranging from cellphones to supercomputer nodes Case studies dealing with physics simulation; image and signal processing, such as image histograms, edge detection filters, Fast Fourier Transforms, and optical flow; math libraries, such as matrix multiplication and high-performance sparse matrix multiplication; and more Source code for this book is available at <https://code.google.com/p/opencl-book-samples/>

Android App Development in Android Studio Mar 28 2022 This book covers Android app design fundamentals in Android Studio using Java programming language. The author assumes you have no experience in app development. The book starts with the installation of the required development environment and setting up the emulators. Then, the simplest "Hello World" app is developed step by step. In the next chapter, basics of the Java programming language are given with practical examples. Screenshots and code snippets are clearly given in the book to guide the reader. After the Java lecture, 6 complete Android apps are developed again by step by step instructions. Each code line is explained. As the reader follows the development of the example apps, he/she will learn designing user interfaces, connecting interface objects to code, developing efficient Java code and testing the app on emulators and real devices. The sample apps developed in this book are as follows: 1. Headlight app: Learn the basics of app development and use buttons in your code. 2. Body mass index (BMI) calculator app: Using input boxes, performing calculations and displaying the results on the screen. 3. Simple dice roller app: Using random number generator functions, including images in your project, displaying images on the screen and changing the displayed image programmatically. 4. The compass app: Accessing the magnetic field sensor, setting required permissions, extracting the direction angle and animating a compass figure. 5. Show my location app: Creating a map project, setting required permissions, accessing GPS device and showing real time location on the map. 6. S.O.S. sender app: Adding SMS functionality, setting required permissions and sending real time location using SMS. This book includes 146 figures and 114 code snippets that are used to explain app development concepts clearly. Full resolution colour figures and project files can be viewed and downloaded from the the book's website: www.android-java.website.

Beginning Game Development with Python and Pygame Feb 12 2021 This book provides readers with an introductory resource for learning how to create compelling games using the open source Python programming language and Pygame games development library. Authored by industry veteran and Python expert Will McGugan, readers are treated to a comprehensive, practical introduction to games development using these popular technologies. They can also capitalize upon numerous tips and tricks the author has accumulated over his career creating games for some of the world's largest gaming developers.

Flutter for Beginners Apr 28 2022 A step-by-step guide to learning Flutter

and Dart 2 for creating Android and iOS mobile applications

Key Features
Get up to speed with the basics of Dart programming and delve into Flutter development
Understand native SDK and third-party libraries for building Android and iOS applications using Flutter
Package and deploy your Flutter apps to achieve native-like performance

Book Description
Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer.

What you will learn
Understand the fundamentals of the Dart programming language
Explore the core concepts of the Flutter UI and how it compiles for multiple platforms
Develop Flutter plugins and widgets and understand how to structure plugin code appropriately
Style your Android and iOS apps with widgets and learn the difference between stateful and stateless widgets
Add animation to your UI using Flutter's `AnimatedBuilder` component
Integrate your native code into your Flutter codebase for native app performance

Who this book is for
This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

Guide to Scientific Computing in C++ Jan 26 2022 This easy-to-read textbook/reference presents an essential guide to object-oriented C++ programming for scientific computing. With a practical focus on learning by example, the theory is supported by numerous exercises. **Features:** provides a specific focus on the application of C++ to scientific computing, including parallel computing using MPI; stresses the importance of a clear programming style to minimize the introduction of errors into code; presents a practical introduction to procedural programming in C++, covering variables, flow of control, input and output, pointers, functions, and reference variables; exhibits the efficacy of classes, highlighting the main features of object-orientation; examines more advanced C++ features, such as templates and exceptions; supplies useful tips and examples throughout the text, together with chapter-ending exercises, and code available to download from Springer.

Android Programming Tutorials Jun 30 2022 "Android Programming Tutorials" show you what you can do with Android, through a series of 28 individual exercises, giving you hands-on instruction in how to build sophisticated

Android applications, using many of the technologies outlined in CommonsWare's other Android books. These exercises lead you through the basics of creating Android applications, all the way through many fun Android features like Internet access, location tracking, maps, integrated WebKit browsers, cameras, accelerometers, and much more. Full source code to all the exercise answers is available right on this page, to help you if you get stuck. "Android Programming Tutorials" makes an excellent companion volume to more traditional Android books that merely tell you what is possible. The book has been battle-tested, used in the author's live Android training events, with the exercises put through their paces by hundreds of students.

Learning React Native Sep 09 2020 Get a practical introduction to React Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build applications that target iOS, Android, and other mobile platforms instead of browsers—apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Understand how React Native works under the hood with native UI components Examine how React Native's mobile-based components compare to basic HTML elements Create and style your own React Native components and applications Take advantage of platform-specific APIs, as well as modules from the framework's community Incorporate platform-specific components into cross-platform apps Learn common pitfalls of React Native development, and tools for dealing with them Combine a large application's many screens into a cohesive UX Handle state management in a large app with the Redux library

Learning SQL Mar 16 2021 Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform administrative tasks, or generate reports, Learning SQL, Second Edition, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will: Move quickly through SQL basics and learn several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints, using SQL schema statements Learn how data sets interact with queries, and understand the importance of subqueries Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work.

Learning Android Mar 04 2020 Want to build apps for Android devices? This book is the perfect way to master the fundamentals. Written by experts who have taught this mobile platform to hundreds of developers in large organizations and startups alike, this gentle introduction shows experienced

object-oriented programmers how to use Android's basic building blocks to create user interfaces, store data, connect to the network, and more. Throughout the book, you'll build a Twitter-like application, adding new features with each chapter. You'll also create your own toolbox of code patterns to help you program any type of Android application with ease. Become familiar with the Android platform and how it fits into the mobile ecosystem Dive into the Android stack, including its application framework and the APK application package Learn Android's building blocks: Activities, Intents, Services, Content Providers, and Broadcast Receivers Create basic Android user interfaces and organize UI elements in Views and Layouts Build a service that uses a background process to update data in your application Practical Java Programming for IoT, AI, and Blockchain Nov 23 2021 Learn practical uses for some of the hottest tech applications trending among technology professionals We are living in an era of digital revolution. On the horizon, many emerging digital technologies are being developed at a breathtaking speed. Whether we like it or not, whether we are ready or not, digital technologies are going to penetrate more and more, deeper and deeper, into every aspect of our lives. This is going to fundamentally change how we live, how we work, and how we socialize. Java, as a modern high-level programming language, is an excellent tool for helping us to learn these digital technologies, as well as to develop digital applications, such as IoT, AI, Cybersecurity, Blockchain and more. Practical Java Programming uses Java as a tool to help you learn these new digital technologies and to be better prepared for the future changes. Gives you a brief overview for getting started with Java Programming Dives into how you can apply your new knowledge to some of the biggest trending applications today Helps you understand how to program Java to interact with operating systems, networking, and mobile applications Shows you how Java can be used in trending tech applications such as IoT (Internet of Things), AI (Artificial Intelligence), Cybersecurity, and Blockchain Get ready to find out firsthand how Java can be used for connected home devices, healthcare, the cloud, and all the hottest tech applications.

Programming in Lua Jun 26 2019 Authored by Roberto Ierusalimschy, the chief architect of the language, this volume covers all aspects of Lua 5---from the basics to its API with C---explaining how to make good use of its features and giving numerous code examples. (Computer Books)

Pro XAML with C# Jun 06 2020 Pro XAML with C#: Application Development Strategies is your guide to real-world development practices on Microsoft's XAML-based platforms, with examples in WPF, Windows 8.1, and Windows Phone 8.1. Learn how to properly plan and architect an application on one or more of these platforms for a robust, scalable solution. In Part I, authors Buddy James and Lori Lalonde introduce you to XAML and reveal proven techniques for developing successful line-of-business applications. You'll also find out about some of the conflicting needs and interests that you might encounter as an enterprise XAML developer. Part II begins to lay the groundwork to help you properly architect your application, providing you with a deeper understanding of domain-driven design and the Model-View-ViewModel design pattern. You will also learn about proper exception handling and logging techniques, and how to cover your code with unit tests to reduce bugs and validate your design. Part III explores implementation

and deployment details for each of Microsoft's XAML UIs, along with advice on deploying and maintaining your application across different devices using version control repositories and continuous integration. *Pro XAML with C#: Application Development Strategies* is for intermediate to experienced developers looking to improve their professional practice. Readers should have experience working with C# and at least one XAML-based technology (WPF, Silverlight, Windows Store, or Windows Phone).

R Programming for Data Science Apr 04 2020 Data science has taken the world by storm. Every field of study and area of business has been affected as people increasingly realize the value of the incredible quantities of data being generated. But to extract value from those data, one needs to be trained in the proper data science skills. The R programming language has become the de facto programming language for data science. Its flexibility, power, sophistication, and expressiveness have made it an invaluable tool for data scientists around the world. This book is about the fundamentals of R programming. You will get started with the basics of the language, learn how to manipulate datasets, how to write functions, and how to debug and optimize code. With the fundamentals provided in this book, you will have a solid foundation on which to build your data science toolbox.

Beginning ASP.NET 4.5 in C# Oct 23 2021 This book is the most comprehensive and up to date introduction to ASP.NET ever written. Focussing solely on C#, with no code samples duplicated in other languages, award winning author Matthew MacDonald introduces you to the very latest thinking and best practices for the ASP.NET 4.5 technology. Assuming no prior coding experience, you'll be taught everything you need to know from the ground up. Starting from first principals, you'll learn the skills you need to be an effective ASP.NET developer who is ready to progress to more sophisticated projects and professional work. You'll be taught how to use object orientation and code-behind techniques to lay out your code clearly in a way other developers can easily understand. You'll learn how to query databases from within you web pages, spice up your layouts using ASP.NET AJAX and deploy your finished websites to production servers. You'll also learn how to debug your code when things go wrong and the performance and scalability issues that can affect your web projects as they grow. With you book you can take your first step towards becoming a successful ASP.NET developer with confidence.

Creating Apps in Kivy Jan 02 2020 Build mobile apps efficiently with Kivy, the Python-powered graphical toolkit for creating natural user interfaces with elegant multitouch support. With this hands-on guide, you'll learn step-by-step how to build and deploy a complete Kivy app for iOS and Android devices. If you're just beginning to work with Python, but are reasonably familiar with its syntax, you're ready to go. Each chapter includes exercises, using examples that run on Python 3 and Python 2.7. Learn how Kivy simplifies mobile development with its cross-platform API and domain-specific Kv language, and why this free and open source toolkit is ideal for commercial products. Design custom widgets with the Kv language Delve into Kivy events, event handlers, and properties Dynamically change which Kivy widgets are displayed Understand and apply iterative development principles Create basic animations, using Canvas and graphics primitives Store local data with Kivy's powerful key value store Add basic gestures to switch

*between app views Improve your app's usability with Kivy's built-in widgets
Deploy the app to your Android or iOS device, using Buildozer
Programming Fundamentals Aug 09 2020 Programming Fundamentals - A Modular
Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty
member at Houston Community College in Houston, Texas. The materials used in
this textbook/collection were developed by the author and others as
independent modules for publication within the Connexions environment.
Programming fundamentals are often divided into three college courses:
Modular/Structured, Object Oriented and Data Structures. This
textbook/collection covers the rest of those three courses.*