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Python Data Science Handbook-Jake VanderPlas 2016-11-21 For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

GNU Octave-Jesper Schmidt Hansen 2011-06-21 Today, scientific computing and data analysis play an integral part in most scientific disciplines ranging from mathematics and biology to imaging processing and finance. With GNU Octave you have a highly flexible tool that can solve a vast number of such different problems as complex statistical analysis and dynamical system studies. The GNU Octave Beginner's Guide gives you an introduction that enables you to solve and analyze complicated numerical problems. The book is based on numerous concrete examples and at the end of each chapter you will find exercises to test your knowledge. It's easy to learn GNU Octave, with the GNU Octave Beginner's Guide to hand. Using real-world examples the GNU Octave Beginner's Guide will take you through the most important aspects of GNU Octave. This practical guide takes you from the basics where you are introduced to the interpreter to a more advanced level where you will learn how to build your own specialized and highly optimized GNU Octave toolbox package. The book starts by introducing you to work variables like vectors and matrices, demonstrating how to perform simple arithmetic operations on these objects before explaining how to use some of the simple functionality that comes with GNU Octave, including plotting. It then goes on to show you how to write new functionality into GNU Octave and how to make a toolbox package to solve your specific problem. Finally, it demonstrates how to optimize your code and link GNU Octave with C and C++ code enabling you to solve even the most computationally demanding tasks. After reading GNU Octave Beginner's Guide you will be able to use and tailor GNU Octave to solve most numerical problems and perform complicated data analysis with ease.

Exploring BeagleBone-Derek Molloy 2014-12-31 In-depth instruction and

practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

Gnuplot Cookbook-Lee Phillips 2012-02-24 Written in Cookbook style, the reader will be taught the features of gnuplot through practical examples accompanied by rich illustrations and code. Every aspect has been considered to ensure ease of understanding of even complex features. Whether you are an old hand at gnuplot or new to it, this book is a convenient visual reference that covers the full range of gnuplot's capabilities, including its latest features. Some basic knowledge of plotting

graphs is necessary.

Learning Highcharts 4-Joe Kuan 2015-01-23 The book is aimed at all levels of readers. Beginners can learn the basic configurations and step-by-step approaches in creating charts or Highcharts cloud. For intermediate and advanced readers, the book explores the APIs, events, server-side operations and plugins.

Graphics Programming with Perl-Verbruggen 2002-06-01 A reference and introduction to graphics programming with Perl and Perl modules that includes simple graphics recipes and techniques for designing flexible graphics software.

Mastering Julia-Malcolm Sherrington 2015-07-22 Julia is a well-constructed programming language with fast execution speed, eliminating the classic problem of performing analysis in one language and translating it for performance into a second. This book will help you develop and enhance your programming skills in Julia to solve real-world automation challenges. This book starts off with a refresher on installing and running Julia on different platforms. Next, you will compare the different ways of working with Julia and explore Julia's key features in-depth by looking at design and build. You will see how data works using simple statistics and analytics, and discover Julia's speed, its real strength, which makes it particularly useful in highly intensive computing tasks and observe how Julia can cooperate with external processes in order to enhance graphics and data visualization. Finally, you will look into meta-programming and learn how it adds great power to the language and establish networking and distributed computing with Julia.

The Linux Cookbook, 2nd Edition-Michael Stutz 2004 Provides step-by-step instructions on how to use the computer operating system Linux.

React Native Cookbook-Stan Bershadskiy 2016-12-22 Take your React Native application development to the next level with this large collection of recipes About This Book Build rich and engaging user experiences in React Native while maintaining peak application performance Leverage the best of iOS and Android for React Native development while maximizing code reuse and cohesion Implement architecture patterns in your React Native application that support efficient data access, routing, and testing Who This Book Is For This book is for web developers who are familiar with React.js and know the basics of UI development. You may or may not have used React Native before, but it's ideal for you if you want to develop native applications for iOS and Android using React Native. Existing knowledge of JavaScript ES2015 is highly recommended. What You Will Learn Build simple and complex UIs using React Native Create advanced animations for UI components Build universal apps that run on phones and tablets Leverage Redux to manage application flow and data Expose both custom native UI components and application logic to React Native Integrate with existing native applications on iOS and Android Deploy your React Native application to the Google Play and Apple App Store Add automated testing to your React Native application In Detail React has taken the web development world by storm, and it is only natural that the unique architecture and its ecosystem of third-party support be applied to native application development. This book will take you through the basics of React Native development all the way through to some more advanced components. This book covers topics in React Native ranging from adding basic UI components to successfully deploying for multiple target platforms. The book follows a top-down approach beginning with building rich user interfaces. These UIs will be created with both built-in and custom components that you will create, style, and animate. You will then learn about different strategies for working with data, including leveraging the popular Redux library and optimizing the performance of the application. Then, you will step further into exposing native device functionality. Finally, we will discuss how to put your application into production and maintain its reliability. Style and approach This is a fast-paced guide with clear, concise recipes that let you discover and take advantage of the many features offered by React Native to build compelling mobile apps. This book will take your skills to the next level and equip you with the expertise to build high performing, native mobile apps in JavaScript.

Understanding Digital Signal Processing-Richard G. Lyons 2010-11-01 Amazon.com's Top-Selling DSP Book for Seven Straight Years—Now Fully Updated! Understanding Digital Signal Processing, Third Edition, is quite simply the best resource for engineers and other technical professionals who want to master and apply today's latest DSP techniques. Richard G. Lyons has updated and expanded his best-selling second edition to reflect the newest technologies, building on the exceptionally readable coverage that made it the favorite of DSP professionals worldwide. He has also added hands-on problems to every chapter, giving students even more of the practical experience they need to succeed. Comprehensive in scope and clear in approach, this book achieves the perfect balance between theory and practice, keeps math at a tolerable level, and makes DSP exceptionally accessible to beginners without ever oversimplifying it. Readers can thoroughly grasp the basics and quickly move on to more sophisticated techniques. This edition adds extensive new coverage of FIR and IIR filter analysis techniques, digital differentiators, integrators, and matched filters. Lyons has significantly updated and expanded his discussions of multirate processing techniques, which are crucial to modern wireless and satellite communications. He also presents nearly twice as many DSP Tricks as in the second edition—including techniques even seasoned DSP professionals may have overlooked. Coverage includes New homework problems that deepen your understanding and help you apply what you've learned Practical, day-to-day DSP implementations and problem-solving throughout Useful new guidance on generalized digital networks, including discrete differentiators, integrators, and matched filters Clear descriptions of statistical measures of signals, variance reduction by averaging, and real-world signal-to-noise ratio (SNR) computation A significantly expanded chapter on sample rate conversion (multirate systems) and associated filtering techniques New guidance on implementing fast convolution, IIR filter scaling, and more Enhanced coverage of analyzing digital filter behavior and performance for diverse communications and biomedical applications Discrete sequences/systems, periodic sampling, DFT, FFT, finite/infinite impulse response filters, quadrature (I/Q) processing, discrete Hilbert transforms, binary number formats, and much more

Gnuplot in Action-Philipp K. Janert 2016-03-30 Summary Gnuplot in

Action, Second Edition is a major revision of this popular and authoritative guide for developers, engineers, and scientists who want to learn and use gnuplot effectively. Fully updated for gnuplot version 5, the book includes four pages of color illustrations and four bonus appendixes available in the eBook. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Gnuplot is an open-source graphics program that helps you analyze, interpret, and present numerical data. Available for Unix, Mac, and Windows, it is well-maintained, mature, and totally free. About the Book Gnuplot in Action, Second Edition is a major revision of this authoritative guide for developers, engineers, and scientists. The book starts with a tutorial introduction, followed by a systematic overview of gnuplot's core features and full coverage of gnuplot's advanced capabilities. Experienced readers will appreciate the discussion of gnuplot 5's features, including new plot types, improved text and color handling, and support for interactive, web-based display formats. The book concludes with chapters on graphical effects and general techniques for understanding data with graphs. It includes four pages of color illustrations. 3D graphics, false-color plots, heatmaps, and multivariate visualizations are covered in chapter-length appendixes available in the eBook. What's Inside Creating different types of graphs in detail Animations, scripting, batch operations Extensive discussion of terminals Updated to cover gnuplot version 5 About the Reader No prior experience with gnuplot is required. This book concentrates on practical applications of gnuplot relevant to users of all levels. About the Author Philipp K. Janert, PhD, is a programmer and scientist. He is the author of several books on data analysis and applied math and has been a gnuplot power user and developer for over 20 years. Table of Contents PART 1 GETTING STARTED Prelude: understanding data with gnuplot Tutorial: essential gnuplot The heart of the matter: the plot command PART 2 CREATING GRAPHS Managing data sets and files Practical matters: strings, loops, and history A catalog of styles Decorations: labels, arrows, and explanations All about axes PART 3 MASTERING TECHNICALITIES Color, style, and appearance Terminals and output formats Automation, scripting, and animation Beyond the defaults: workflow and styles PART 4 UNDERSTANDING DATA Basic techniques of graphical analysis Topics in graphical analysis Coda: understanding data with graphs

PostgreSQL 9.0 High Performance-Gregory Smith 2010 Improving database performance requires an equal mix of understanding theoretical concepts and working through hands-on examples. You'll find both here. Many of the examples given will be immediately useful for monitoring and improving your PostgreSQL deployments, providing insight into hard-to-obtain information about your database. This book is aimed at intermediate to advanced database administrators using or planning to use PostgreSQL. Portions will also interest systems administrators looking to build or monitor a PostgreSQL installation, as well as developers interested in advanced database internals that impact application design.

Linux Cookbook-Carla Schroder 2004-11-29 This collection of tips, tools, and scripts provides clear, concise, hands-on solutions that can be applied to the challenges facing anyone running a network of Linux servers from small networks to large data centers.

ReactJS Blueprints-Sven A. Robbestad 2016-07-29 Create powerful applications with ReactJS, the most popular platform for web developers today About This Book Create web apps with the most popular JavaScript library in the world Learn how to speed up your development process and save valuable time Work though step-by-step tutorials that provide easy-to-understand solutions to real-world problems Who This Book Is For This book is for those who want to develop applications with ReactJS. With its wide variety of topics, it caters both to the inexperienced developer as well as to the advanced, and it doesn't require any prior experience with ReactJS. What You Will Learn Create a development environment that speeds up your development process Find out about responsive web development and create apps that can be used on any device Effortlessly connect to public and private APIs Create efficient components that are easily testable and small enough to completely understand Understand what data flow means in ReactJS and why you never need to worry about where data changes originate Create universal apps that run on the browser as well as on the server Work with modern front-end tooling and level up your skills Train yourself to think in terms of ReactJS In Detail The JavaScript revolution has landed! ReactJS is one of those rare technologies that comes out of nowhere

and turns established practices on their head. It provides a different way of thinking about how you should develop your apps, and has already gained a massive adoption among web developers. Join the revolution, build web apps faster, and have more fun developing! Packed with real-world code, this book starts by covering the idea behind ReactJS and the key concepts you must familiarize yourself with. You will learn how to bootstrap your ReactJS projects and you'll also be provided with a handy scaffolding that you can use and reuse over and over. We then go on to cover a wide variety of apps, and will help you to structure and build your own components. Next, you will build a web shop, create a fully responsive and routable app, and also develop a real-time search app. Further on, you will be taught to work with public APIs to create a map-based application. You will also be taken through some advanced concepts such as Redux that are making a huge splash currently in the world of ReactJS. You'll learn how to efficiently seal off your app for guest access, interact with hardware APIs, and create a photo app. You will then master the art of making your apps universal, and find out how to deploy them to the cloud. Finally, we wrap up the book as you are shown how to make a game. What better way to kick off your ReactJS development journey? Style and approach This is an easy-to-follow guide full of real-world ReactJS applications. Each chapter is self-contained, and every code example is explained in detail.

Mining the Social Web-Matthew A. Russell 2018-12-04 Mine the rich data tucked away in popular social websites such as Twitter, Facebook, LinkedIn, and Instagram. With the third edition of this popular guide, data scientists, analysts, and programmers will learn how to glean insights from social media—including who's connecting with whom, what they're talking about, and where they're located—using Python code examples, Jupyter notebooks, or Docker containers. In part one, each standalone chapter focuses on one aspect of the social landscape, including each of the major social sites, as well as web pages, blogs and feeds, mailboxes, GitHub, and a newly added chapter covering Instagram. Part two provides a cookbook with two dozen bite-size recipes for solving particular issues with Twitter. Get a straightforward synopsis of the social web landscape Use Docker to easily run each chapter's example code, packaged as a Jupyter notebook Adapt and contribute to the code's open source GitHub repository Learn how to employ best-in-class Python 3 tools to slice and dice the data you collect

Apply advanced mining techniques such as TFIDF, cosine similarity, collocation analysis, clique detection, and image recognition Build beautiful data visualizations with Python and JavaScript toolkits

Foundations and Applications of Statistics- Randall Pruim 2018-04-04 Foundations and Applications of Statistics simultaneously emphasizes both the foundational and the computational aspects of modern statistics. Engaging and accessible, this book is useful to undergraduate students with a wide range of backgrounds and career goals. The exposition immediately begins with statistics, presenting concepts and results from probability along the way. Hypothesis testing is introduced very early, and the motivation for several probability distributions comes from p-value computations. Pruim develops the students' practical statistical reasoning through explicit examples and through numerical and graphical summaries of data that allow intuitive inferences before introducing the formal machinery. The topics have been selected to reflect the current practice in statistics, where computation is an indispensible tool. In this vein, the statistical computing environment R is used throughout the text and is integral to the exposition. Attention is paid to developing students' mathematical and computational skills as well as their statistical reasoning. Linear models, such as regression and ANOVA, are treated with explicit reference to the underlying linear algebra, which is motivated geometrically. Foundations and Applications of Statistics discusses both the mathematical theory underlying statistics and practical applications that make it a powerful tool across disciplines. The book contains ample material for a two-semester course in undergraduate probability and statistics. A one-semester course based on the book will cover hypothesis testing and confidence intervals for the most common situations. In the second edition, the R code has been updated throughout to take advantage of new R packages and to illustrate better coding style. New sections have been added covering bootstrap methods, multinomial and multivariate normal distributions, the delta method, numerical methods for Bayesian inference, and nonlinear least squares. Also, the use of matrix algebra has been expanded, but remains optional, providing instructors with more options regarding the amount of linear algebra required.

Node Cookbook-David Mark Clements 2017-07-31 Over 60 high-quality recipes covering debugging, security, performance, microservices, web frameworks, databases, deployment and more; rewritten for Node 4, 6, and 8. About This Book Actionable recipes across the full spectrum of Node.js development Cutting edge techniques and tools for measuring and improving performance Best practices for creating readily-scalable production systems Who This Book Is For If you have good knowledge of JavaScript and want to build fast, efficient, scalable client-server solutions, then this book is for you. Some experience with Node.js is assumed to get the most out of this book. If working from a beginner level Node Cookbook 2nd Edition is recommended as a primer for Node Cookbook 3rd Edition. What You Will Learn Debug Node.js programs Write and publish your own Node.js modules Detailed coverage of Node.js core API's Use web frameworks such as Express, Hapi and Koa for accelerated web application development Apply Node.js streams for low-footprint data processing Fast-track performance knowledge and optimization abilities Persistence strategies, including database integrations with MongoDB, MySQL/MariaDB, Postgres, Redis, and LevelDB Apply critical, essential security concepts Use Node with best-of-breed deployment technologies: Docker, Kubernetes and AWS In Detail Today's web demands efficient real-time applications and scalability. Asynchronous event-driven programming is ideal for this, and this is where Node.js comes in. Server-side JavaScript has been here since the 90s, but Node got it right. With Node for tooling and server-side logic, and a browser-based client-side UI, everything is JavaScript. This leads to rapid, fluid development cycles. The full-stack, single language experience means less context-switching between languages for developers, architects and whole teams. This book shows you how to build fast, efficient, and scalable client-server solutions using the latest versions of Node. The book begins with debugging tips and tricks of the trade, and how to write your own modules. Then you'll learn the fundamentals of streams in Node.js, discover I/O control, and how to implement the different web protocols. You'll find recipes for integrating databases such as MongoDB, MySQL/MariaDB, Postgres, Redis, and LevelDB. We also cover the options for building web application with Express, Hapi and Koa. You will then learn about security essentials in Node.js and advanced optimization tools and techniques. By the end of the book you will have acquired the level of expertise to build production-ready and scalable Node.js systems. The techniques and skills you will learn in

this book are based on the best practices developed by nearForm, one of the leaders in Node implementations, who supported the work of the authors on this book. Style and approach This recipe-based practical guide presents each topic with step-by-step instructions on how you can create fast and efficient server side applications using the latest features and capabilities in Node 8 whilst also supporting usage with Node 4 and 6.

React Design Patterns and Best Practices-Michele Bertoli 2017-01-13 Build modular applications that are easy to scale using the most powerful components and design patterns that React can offer you right now About This Book Dive into the core patterns and components of React.js in order to master your application's design Improve their debugging skills using the DevTools This book is packed with easy-to-follow examples that can be used to create reusable code and extensible designs Who This Book Is For If you want to increase your understanding of React and apply it to real-life application development, then this book is for you. What You Will Learn Write clean and maintainable code Create reusable components applying consolidated techniques Use React effectively in the browser and node Choose the right styling approach according to the needs of the applications Use server-side rendering to make applications load faster Build high-performing applications by optimizing components In Detail Taking a complete journey through the most valuable design patterns in React, this book demonstrates how to apply design patterns and best practices in real-life situations, whether that's for new or already existing projects. It will help you to make your applications more flexible, perform better, and easier to maintain – giving your workflow a huge boost when it comes to speed without reducing quality. We'll begin by understanding the internals of React before gradually moving on to writing clean and maintainable code. We'll build components that are reusable across the application, structure applications, and create forms that actually work. Then we'll style React components and optimize them to make applications faster and more responsive. Finally, we'll write tests effectively and you'll learn how to contribute to React and its ecosystem. By the end of the book, you'll be saved from a lot of trial and error and developmental headaches, and you will be on the road to becoming a React expert. Style and approach The design patterns in the book are explained using real-world, step-by-step examples. For each design pattern, there are hints about when to use it and

when to look for something more suitable. This book can also be used as a practical guide, showing you how to leverage design patterns.

Python Scripting for ArcGIS-Paul A. Zandbergen 2013 "Python Scripting for ArcGIS is a guide to help experienced users of ArcGIS for Desktop get started with Python scripting. This book teaches how to write Python code that works with spatial data to automate geoprocessing tasks in ArcGIS. Readers can thuslearn the skill set needed to create custom tools. Key topics in this book include Python language fundamentals, automating geoprocessing tasks,exploring and manipulating spatial data, working with geometries and rasters, map scripting, debugging and error handling, creating functions and classes, and creating and sharing script tools"--

React: Up & Running-Stoyan Stefanov 2016-07-14 Hit the ground running with React, the open-source technology from Facebook for building rich web applications fast. With this practical guide, Yahoo! web developer Stoyan Stefanov teaches you how to build components—React's basic building blocks—and organize them into maintainable, large-scale apps. If you're familiar with basic JavaScript syntax, you're ready to get started. Once you understand how React works, you'll build a complete custom Whinepad app that helps users rate wines and keep notes. You'll quickly learn why some developers consider React the key to the web app development puzzle. Set up React and write your first "Hello world" web app Create and use custom React components alongside generic DOM components Build a data table component that lets you edit, sort, search, and export its contents Use the JSX syntax extension as an alternative to function calls Set up a lean, low-level build process that helps you focus on React Build a complete custom app that lets you store data on the client Use ESLint, Flow, and Jest tools to check and test your code as your app evolves Manage communication between components with Flux

Reverse Engineering Code with IDA Pro-IOActive 2011-04-18 If you want to master the art and science of reverse engineering code with IDA Pro for security R&D or software debugging, this is the book for you. Highly

organized and sophisticated criminal entities are constantly developing more complex, obfuscated, and armored viruses, worms, Trojans, and botnets. IDA Pro's interactive interface and programmable development language provide you with complete control over code disassembly and debugging. This is the only book which focuses exclusively on the world's most powerful and popular took for reverse engineering code. *Reverse Engineer REAL Hostile Code To follow along with this chapter, you must download a file called !DANGER!INFECTEDMALWARE!DANGER!... 'nuff said. *Portable Executable (PE) and Executable and Linking Formats (ELF) Understand the physical layout of PE and ELF files, and analyze the components that are essential to reverse engineering. *Break Hostile Code Armor and Write your own Exploits Understand execution flow, trace functions, recover hard coded passwords, find vulnerable functions, backtrace execution, and craft a buffer overflow. *Master Debugging Debug in IDA Pro, use a debugger while reverse engineering, perform heap and stack access modification, and use other debuggers. *Stop Anti-Reversing Anti-reversing, like reverse engineering or coding in assembly, is an art form. The trick of course is to try to stop the person reversing the application. Find out how! *Track a Protocol through a Binary and Recover its Message Structure Trace execution flow from a read event, determine the structure of a protocol, determine if the protocol has any undocumented messages, and use IDA Pro to determine the functions that process a particular message. *Develop IDA Scripts and Plug-ins Learn the basics of IDA scripting and syntax, and write IDC scripts and plug-ins to automate even the most complex tasks.

Data Mining with Rattle and R-Graham Williams 2011-08-04 Data mining is the art and science of intelligent data analysis. By building knowledge from information, data mining adds considerable value to the ever increasing stores of electronic data that abound today. In performing data mining many decisions need to be made regarding the choice of methodology, the choice of data, the choice of tools, and the choice of algorithms. Throughout this book the reader is introduced to the basic concepts and some of the more popular algorithms of data mining. With a focus on the hands-on end-to-end process for data mining, Williams guides the reader through various capabilities of the easy to use, free, and open source Rattle Data Mining Software built on the sophisticated R Statistical

Software. The focus on doing data mining rather than just reading about data mining is refreshing. The book covers data understanding, data preparation, data refinement, model building, model evaluation, and practical deployment. The reader will learn to rapidly deliver a data mining project using software easily installed for free from the Internet. Coupling Rattle with R delivers a very sophisticated data mining environment with all the power, and more, of the many commercial offerings.

Solving PDEs in Python-Hans Petter Langtangen 2017-03-21 This book offers a concise and gentle introduction to finite element programming in Python based on the popular FEniCS software library. Using a series of examples, including the Poisson equation, the equations of linear elasticity, the incompressible Navier–Stokes equations, and systems of nonlinear advection–diffusion–reaction equations, it guides readers through the essential steps to quickly solving a PDE in FEniCS, such as how to define a finite variational problem, how to set boundary conditions, how to solve linear and nonlinear systems, and how to visualize solutions and structure finite element Python programs. This book is open access under a CC BY license.

Practical Foundations for Programming Languages-Robert Harper 2016-04-04 This book unifies a broad range of programming language concepts under the framework of type systems and structural operational semantics.

Twelve Years A Slave (Illustrated)-Solomon Northup 2014-08-22 Twelve Years a Slave (1853) is a memoir and slave narrative by Solomon Northup, as told to and edited by David Wilson. Northup, a black man who was born free in New York, details his kidnapping in Washington, D.C. and subsequent sale into slavery. After having been kept in bondage for 12 years in Louisiana by various masters, Northup was able to write to friends and family in New York, who were in turn able to secure his release. Northup's account provides extensive details on the slave markets in Washington, D.C. and New Orleans and describes at length cotton and sugar cultivation on major plantations in Louisiana.

Mastering Emacs-Mickey Petersen 2015-05-26

Journals-Arthur M. Schlesinger, Jr. 2007-10-04 From his entrance into Democratic leadership circles in the 1950s through his years in the Kennedy administration and up until his last days, Arthur Schlesinger, Jr., was always at the vital center of American politics. For more than half a century, the master historian recorded his experiences and opinions in journals that together form an intimate chronicle of life at the highest levels of American politics and culture in postwar America. This extraordinary volume contains his candid thoughts about the signal events of our time, from the Bay of Pigs to the devastating assassinations of the 1960s, from Vietnam to Watergate, and from the fall of the Soviet Union to Bush v. Gore. Filled with Schlesinger's trademark acerbic wit and tremendous insight, Journals is a fitting tribute to a most remarkable American life.

Mastering Magento 2 - Second Edition-Bret Williams 2016-06-29 Maximize the power of Magento for building attractive storesAbout This Book*Updated for Magento 2, this book offers a comprehensive coverage of all the new features of Magento to build modern online stores*Exploit little-known techniques to extend, tune, and manage your Magento installation*Detailed coverage to make your store run faster, better, and more productivelyWho This Book Is ForThis book is for web designers, developers, or e-commerce store-owners who design or manage Magento stores for their clients and want to gain an in-depth understanding of the various features of Magento 2.What You Will Learn*Discover what makes Magento 2 different - and even more powerful*Develop strategies to create multi-store environments*Find out how to create themes and extend the functionality of Magento 2*Create sound development practices to insure code integrity and security*Know the why, as well as the how, behind using Magento 2In DetailThe long-awaited release of the world's most popular online solution, Magento 2, is now out with an all new interface and several enhancements. This book offers you advanced guidance on managing,

optimizing, and extending your store while taking advantage of the new features of Magento 2.This is a comprehensive guide to using the all new features and interface of Magento 2 to build, extend, and design online stores. From planning your Magento installation through to advanced techniques designed to make your store as successful as possible, this book is your roadmap to managing your Magento store. Focusing on Magento's Community version, the book covers everything from creating and managing multiple stores to fine-tuning Magento for speed and performance. You'll earn how to manage categories, products, design themes, extensions, and more.

Learn C the Hard Way-Zed A. Shaw 2015-08-10 You Will Learn C! Zed Shaw has crafted the perfect course for the beginning C programmer eager to advance their skills in any language. Follow it and you will learn the many skills early and junior programmers need to succeed–just like the hundreds of thousands of programmers Zed has taught to date! You bring discipline, commitment, persistence, and experience with any programming language; the author supplies everything else. In Learn C the Hard Way , you'll learn C by working through 52 brilliantly crafted exercises. Watch Zed Shaw's teaching video and read the exercise. Type his code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn what good, modern C programs look like; how to think more effectively about code; and how to find and fix mistakes far more efficiently. Most importantly, you'll master rigorous defensive programming techniques, so you can use any language to create software that protects itself from malicious activity and defects. Through practical projects you'll apply what you learn to build confidence in your new skills. Shaw teaches the key skills you need to start writing excellent C software, including Setting up a C environment Basic syntax and idioms Compilation, make files, and linkers Operators, variables, and data types Program control Arrays and strings Functions, pointers, and structs Memory allocation I/O and files Libraries Data structures, including linked lists, sort, and search Stacks and queues Debugging, defensive coding, and automated testing Fixing stack overflows, illegal memory access, and more Breaking and hacking your own C code It'll Be Hard at First. But Soon, You'll Just Get It–And That Will Feel Great! This tutorial will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful programming languages. You'll be a C programmer.

Practical OpenCV-Samarth Brahmbhatt 2013-11-30 Practical OpenCV is a hands-on project book that shows you how to get the best results from OpenCV, the open-source computer vision library. Computer vision is key to technologies like object recognition, shape detection, and depth estimation. OpenCV is an open-source library with over 2500 algorithms that you can use to do all of these, as well as track moving objects, extract 3D models, and overlay augmented reality. It's used by major companies like Google (in its autonomous car), Intel, and Sony; and it is the backbone of the Robot Operating System's computer vision capability. In short, if you're working with computer vision at all, you need to know OpenCV. With Practical OpenCV, you'll be able to: Get OpenCV up and running on Windows or Linux. Use OpenCV to control the camera board and run vision algorithms on Raspberry Pi. Understand what goes on behind the scenes in computer vision applications like object detection, image stitching, filtering, stereo vision, and more. Code complex computer vision projects for your class/hobby/robot/job, many of which can execute in real time on off-the-shelf processors. Combine different modules that you develop to create your own interactive computer vision app.

Mastering Magento 2-Bret Williams 2016-06-28 Maximize the power of Magento 2 to create productive online stores About This Book Updated for Magento 2, this book offers a comprehensive coverage of all the new features of Magento to build modern online stores Exploit little-known techniques to extend, tune, and manage your Magento installation Detailed coverage to make your store run faster, better, and more productively Who This Book Is For This book is for web designers, developers, or e-commerce store-owners who design or manage Magento stores for their clients and want to gain an in-depth understanding of the various features of Magento 2. What You Will Learn Discover what makes Magento 2 different — and even more powerful Develop strategies to create multi-store environments Find out how to create themes and extend the functionality of Magento 2 Create sound development practices to insure code integrity and security Know the why, as well as the how, behind using Magento 2 In Detail The long-awaited release of the world's most popular online solution, Magento 2,

is now out with an all new interface and several enhancements. This book offers you advanced guidance on managing, optimizing, and extending your store while taking advantage of the new features of Magento 2. This is a comprehensive guide to using the all new features and interface of Magento 2 to build, extend, and design online stores. From planning your Magento installation through to advanced techniques designed to make your store as successful as possible, this book is your roadmap to managing your Magento store. Focusing on Magento's Community version, the book covers everything from creating and managing multiple stores to fine-tuning Magento for speed and performance. You'll learn how to manage categories, products, design themes, extensions, and more. Style and Approach This book will be a straightforward guide that will dive deep into both aspects of developing and administering beautiful and secure stores. Get a firm idea of the different tools that the latest version has to offer to ensure the best customer experience.

The Power of Charm-Brian Tracy 2006-03-20 As one of the world's premier business consultants and personal success experts, Brian Tracy has devoted his life to helping others achieve things they never dreamed possible. Now, in his latest book, he gives readers the key they need to open any door...and get whatever they want, every time. The Power of Charm gives readers proven ways to become more captivating -- and persuasive -- in any situation. With his trademark directness, Tracy shows readers what charm can do, and how they can use simple methods to immediately become more charming and dramatically improve their social lives and business relationships. Readers will learn how to: * capture people's trust and attention within the first few seconds of meeting * win the support of others who can help them achieve their goals * master body language and advanced listening techniques * sell more of their products or services * deliver powerful and engaging talks and presentations * improve their negotiation skills * get paid more and promoted faster With The Power of Charm, readers will develop greater confidence and self-esteem and learn how to naturally create rhythm and harmony with others. It's a unique and powerful guide filled with proven techniques for making dreams come true -- in business and in life!

Computer Graphics from Scratch-Gabriel Gambetta 2021 Behind the beautiful imagery of the latest animated movie and the realistic environments of popular videogames lie some mysterious algorithms. Computer Graphics from Scratch aims to demystify these algorithms and show readers that computer graphics can be surprisingly simple. This broad introductory book gives readers an overview of the computer graphics field. Every algorithm is built up without the use of external libraries or APIs and is presented with language agnostic pseudocode, allowing anyone with a basic understanding of programming and secondary school maths to follow along.

Learning Node-Shelley Powers 2012-10-03 Provides information on writing scalable network applications using the JavaScript-based platform.

LISP-STAT-Luke Tierney 2009-09-25 Written for the professional statistician or graduate statistics student, the primary objective of this book is to describe a system, based on the LISP language, for statistical computing and dynamic graphics to show how it can be used as an effective platform for a wide range of statistical computing tasks ranging from basic calculations to customizing dynamic graphs. In addition, it introduces object-oriented programming and graphics programming in a statistical context. The discussion of these ideas is based on the Lisp-Stat system; readers with access to such a system can reproduce the examples presented and use them as a basis for further experimentation and study.

IOS Core Animation-Nick Lockwood 2013-08-12 Core Animation is the technology underlying Apple's iOS user interface. By unleashing the full power of Core Animation, you can enhance your app with impressive 2D and 3D visual effects and create exciting and unique new interfaces. In this in-depth guide, iOS developer Nick Lockwood takes you step-by-step through the Core Animation framework, building up your understanding through sample code and diagrams together with comprehensive explanations and helpful tips. Lockwood demystifies the Core Animation APIs, and teaches you how to make use of Layers and views, software drawing and hardware

compositing Layer geometry, hit testing and clipping Layer effects, transforms and 3D interfaces Video playback, text, tiled images, OpenGL, particles and reflections Implicit and explicit animations Property animations, keyframes and transitions Easing, frame-by-frame animation and physics Performance tuning and much, much more! Approximately 356 pages.

The IDA Pro Book, 2nd Edition-Chris Eagle 2011 "The IDA Pro Book" provides a comprehensive, top-down overview of IDA Pro and its use for reverse engineering software. This edition has been updated to cover the new features and cross-platform interface of IDA Pro 6.0.

The Essentials of Data Science: Knowledge Discovery Using R-Graham J. Williams 2017-07-28 The Essentials of Data Science: Knowledge Discovery Using R presents the concepts of data science through a hands-on approach using free and open source software. It systematically drives an accessible journey through data analysis and machine learning to discover and share knowledge from data. Building on over thirty years' experience in teaching and practising data science, the author encourages a programming-by-example approach to ensure students and practitioners attune to the practise of data science while building their data skills. Proven frameworks are provided as reusable templates. Real world case studies then provide insight for the data scientist to swiftly adapt the templates to new tasks and datasets. The book begins by introducing data science. It then reviews R's capabilities for analysing data by writing computer programs. These programs are developed and explained step by step. From analysing and

visualising data, the framework moves on to tried and tested machine learning techniques for predictive modelling and knowledge discovery. Literate programming and a consistent style are a focus throughout the book.

DOS-Kris A. Jamsa 1993 Covers basic commands, device names, file management, batch processing, back-ups, the line editor, customization, macros, and memory management

Murach's Java Programming-Joel Murach 2017-06-22 This is the 5th edition of Murach's classic Java book that's trained thousands of developers in the last 15 years. Now fully updated to Java 9, this book helps any programmer learn Java faster and better than ever before: [[It's the one Java book that presents object-oriented features like inheritance, interfaces, and polymorphism in a way that's both understandable and useful in the real world. [[It offers new coverage of JavaFX, the date/time API, lambdas, and working with SQLite databases. [[It uses a self-paced approach that works whether you're a beginner or have years of programming experience. [[It's full of practical coding examples that enhance training and that provide starting code for new applications. [[It lets you practice what you've just learned at the end of every chapter, to solidify your skills. [[And it's all done in the distinctive Murach style that has been training professional programmers for more than 43 years.