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Implement real-world DevOps and cloud deployment scenarios using Azure Repos, Azure Pipelines, and other Azure DevOps tools Key FeaturesImprove your application development life cycle with Azure DevOps in a step-by-step mannerApply continuous integration and continuous deployment to reduce application downtimeWork with real-world CI/CD scenarios curated by a team of renowned Microsoft MVPs and MCTsBook Description Developing applications for the cloud involves changing development methodologies and procedures. Continuous integration and continuous deployment (CI/CD) processes are a must today, but are often difficult to implement and adopt. Azure DevOps is a Microsoft Azure cloud service that enhances your application development life cycle and enables DevOps capabilities. Starting with a comprehensive product overview, this book helps you to understand Azure DevOps and apply DevOps techniques to your development projects. You'll find out how to adopt DevOps techniques for your development processes by using built-in Azure DevOps tools. Throughout the course of this book, you'll also discover how to manage a project with the help of project management techniques such as Agile and Scrum, and then progress toward development aspects such as source code management, build pipelines, code testing and artifacts, release pipelines, and GitHub integration. As you learn how to implement DevOps practices, this book will also provide you with real-world examples and scenarios of DevOps adoption. By the end of this DevOps book, you will have learned how to adopt and implement Azure DevOps features in your real-world development processes. What you will learnGet to grips with Azure DevOpsFind out about project management with Azure BoardsUnderstand source code management with Azure ReposBuild and release pipelinesRun quality tests in build pipelineUse artifacts and integrate Azure DevOps in the GitHub flowDiscover real-world CI/CD scenarios with Azure DevOpsWho this book is for This book is for developers, solutions architects, and DevOps engineers interested in getting started with cloud DevOps practices on Azure. Prior understanding of Azure architecture and services is necessary. Some knowledge of DevOps principles and techniques will be useful.

Written for biomedical professionals and hospital practitioners interested in creating their own programs, *Perl Programming for Medicine and Biology*, discusses and reviews biomedical data resources, data standards, data organization, medicolegal and ethical conduct for data miners, and grants-related data sharing responsibilities. It teaches readers the basic Perl programming skills necessary for collecting, analyzing, and distributing biomedical data and provides solutions to in-depth problems that face researchers and healthcare professionals. Non-technical "Background" sections open each chapter to help non-programmers easily comprehend programming procedures. Explanations are provided for the biomedical issues underlying the Perl scripts that follow, and examples of real-world implementation are provided. *Perl Programming for Medicine and Biology* will show you how to transform, merge, and examine large and complex databases with ease.

If you purchase *The Unofficial Guide to Walt Disney World* in ebook format, receive free monthly updates via your device so you'll be in the know about important changes, making your vacation planning better than ever! March-April 2015 Updates Available! Your Kindle update includes important changes to the Magic Kingdom and Epcot monorail schedules through July 2015; ticket prices, dates, and times for the Magic Kingdom's Night of Joy celebration in September; and updates to Fastpass+ locations for the Magic Kingdom's parades. Compiled and written by a team of experienced researchers whose work has been cited by such diverse sources as USA Today and Operations Research Forum, *The Unofficial Guide to Walt Disney World* digs deeper and offers more than any other guide.

Statistical Applications for Environmental Analysis and RiskAssessment guides readers through re-

al-world situations and thebest statistical methods used to determine the nature and extent ofthe problem, evaluate the potential human health and ecologicalrisks, and design and implement remedial systems as necessary.Featuring numerous worked examples using actual data and"ready-made" software scripts, *StatisticalApplications for Environmental Analysis and Risk Assessment*also includes: • Descriptions of basic statistical concepts andprinciples in an informal style that does not presume priorfamiliarity with the subject • Detailed illustrations of statistical applications inthe environmental and related water resources fields usingreal-world data in the contexts that would typically be encounteredby practitioners • Software scripts using the high-powered statisticalsoftware system, R, and supplemented by USEPA's ProUCL andUSDOE's VSP software packages, which are all freelyavailable • Coverage of frequent data sample issues such asnon-detects, outliers, skewness, sustained and cyclical trend thathabitually plague environmental data samples • Clear demonstrations of the crucial, but oftenoverlooked, role of statistics in environmental sampling design andsubsequent exposure risk assessment.

"THE BEST SQL BOOK FOR BEGINNERS IN 2020 - HANDS DOWN!" *INCLUDES FREE ACCESS TO A SAMPLE DATABASE, SQL BROWSER APP, COMPREHENSION QUIZES & SEVERAL OTHER DIGITAL RESOURCES!* *| #1 NEW RELEASE & #1 BEST SELLER |* Not sure how to prepare for the data-driven future?This book shows you EXACTLY what you need to know to successfully use the SQL programming language to enhance your career! Are you a developer who wants to expand your mastery to database management?Then you NEED this book. Buy now and start reading today! Are you a project manager who needs to better understand your development team's needs? A decision maker who needs to make deeper data-driven analysis?Everything you need to know is included in these pages! The ubiquity of big data means that now more than ever there is a burning need to warehouse, access, and understand the contents of massive databases quickly and efficiently. That's where SQL comes in. SQL is the workhorse programming language that forms the backbone of modern data management and interpretation. Any database management professional will tell you that despite trendy data management languages that come and go, SQL remains the most widely used and most reliable to date, with no signs of stopping. In this comprehensive guide, experienced mentor and SQL expert Walter Shields draws on his considerable knowledge to make the topic of relational database management accessible, easy to understand, and highly actionable. *SQL QuickStart Guide* is ideal for those seeking to increase their job prospects and enhance their careers, for developers looking to expand their programming capabilities, or for anyone who wants to take advantage of our inevitably data-driven future—even with no prior coding experience! *SQL QuickStart Guide Is For:* - Professionals looking to augment their job skills in preparation for a data-driven future - Job seekers who want to pad their skills and resume for a durable employability edge - Beginners with zero prior experienceManagers, decision makers, and business owners looking to manage data-driven business insights - Developers looking to expand their mastery beyond the full stackAnyone who wants to be better prepared for our data-driven future! In *SQL QuickStart Guide You'll Discover:* - The basic structure of databases—what they are, how they work, and how to successfully navigate them - How to use SQL to retrieve and understand data no matter the scale of a database (aided by numerous images and examples) - The most important SQL queries, along with how and when to use them for best effect - Professional applications of SQL and how to "sell" your new SQL skills to your employer, along with other career-enhancing considerations *LIFETIME ACCESS TO FREE RESOURCES & BUSINESS SUPPORT* Each book comes with free lifetime access to tons of exclusive online resources to help you become a better business owner such as workbooks, cheat sheets and reference guides. You also receive lifetime access to our online coaching community to help you achieve all of your financial goals! *GIVING BACK* ClydeBank Media proudly supports the non-profit AdoptAClassroom whose mission is to advance equity in K-12

education by supplementing dwindling school funding for vital classroom materials and resources.* *Information Technology - New Generations*SpringerThis volume presents a collection of peer-reviewed, scientific articles from the 15th International Conference on Information Technology - New Generations, held at Las Vegas. The collection addresses critical areas of Machine Learning, Networking and Wireless Communications, Cybersecurity, Data Mining, Software Engineering, High Performance Computing Architectures, Computer Vision, Health, Bioinformatics, and Education.National Conference on Frontiers in Applied and Computational Mathematics (FACM-2005)Allied Publisher-Logging in ActionSimon and SchusterMake log processing a real asset to your organization with powerful and free open source tools. In *Logging in Action* you will learn how to: Deploy Fluentd and Fluent Bit into traditional on-premises, IoT, hybrid, cloud, and multi-cloud environments, both small and hyperscaled Configure Fluentd and Fluent Bit to solve common log management problems Use Fluentd within Kubernetes and Docker services Connect a custom log source or destination with Fluentd's extensible plugin framework Logging best practices and common pitfalls Logging in Action is a guide to optimize and organize logging using the CNCF Fluentd and Fluent Bit projects. You'll use the powerful log management tool Fluentd to solve common log management, and learn how proper log management can improve performance and make management of software and infrastructure solutions easier. Through useful examples like sending log-driven events to Slack, you'll get hands-on experience applying structure to your unstructured data. About the technology Don't fly blind! An effective logging system can help you see and correct problems before they cripple your software. With the Fluentd log management tool, it's a snap to monitor the behavior and health of your software and infrastructure in real time. Designed to collect and process log data from multiple sources using the industry-standard JSON format, Fluentd delivers a truly unified logging layer across all your systems. About the book *Logging in Action* teaches you to record and analyze application and infrastructure data using Fluentd. Using clear, relevant examples, it shows you exactly how to transform raw system data into a unified stream of actionable information. You'll discover how logging configuration impacts the way your system functions and set up Fluentd to handle data from legacy IT environments, local data centers, and massive Kubernetes-driven distributed systems. You'll even learn how to implement complex log parsing with RegEx and output events to MongoDB and Slack. What's inside Capture log events from a wide range of systems and software, including Kubernetes and Docker Connect to custom log sources and destinations Employ Fluentd's extensible plugin framework Create a custom plugin for niche problems About the reader For developers, architects, and operations professionals familiar with the basics of monitoring and logging. About the author Phil Wilkins has spent over 30 years in the software industry. Has worked for small startups through to international brands. Table of Contents PART 1 FROM ZERO TO "HELLO WORLD" 1 Introduction to Fluentd 2 Concepts, architecture, and deployment of Fluentd PART 2 FLUENTD IN DEPTH 3 Using Fluentd to capture log events 4 Using Fluentd to output log events 5 Routing log events 6 Filtering and extrapolation PART 3 BEYOND THE BASICS 7 Performance and scaling 8 Driving logs with Docker and Kubernetes 9 Creating custom plugins PART 4 GOOD LOGGING PRACTICES AND FRAMEWORKS TO MAXIMIZE LOG VALUE 10 Logging best practices 11 Logging frameworksChapters from My AutobiographyReadHowYouWant.comBooks for All Kinds of Readers ReadHowYouWant offers the widest selection of on-demand, accessible format editions on the market today. Each edition has been optimized for maximum readability, using our patent-pending conversion technology. We are partnering with leading publishers around the globe to create accessible editions of their titles. Our goal is to have accessible editions simultaneously released with publishers' new books so that all readers can have access to the books they want to read today. To find more books in your format visit www.readhowyouwant.comUtilizing Open Source Tools for Online Teaching and Learning: Applying Linux TechnologiesIGI Global"This book

covers strategies on using and evaluating open source products for online teaching and learning systems"--Provided by publisher. The Army Communicator Beginning AngularJS Apress Beginning AngularJS is your step-by-step guide to learning the powerful AngularJS JavaScript framework. AngularJS is one of the most respected and innovative frameworks for building properly structured, easy-to-develop web applications. This book will teach you the absolute essentials, from downloading and installing AngularJS, to using modules, controllers, expressions, filters, and directives. Unlike many other books, you don't need experience with AngularJS or deep JavaScript knowledge to get started here. This book will begin by teaching you the JavaScript you need to know, and then you'll get into the basics of AngularJS. You'll learn powerful AngularJS techniques through clear instructions. With what you learn you'll be able to properly structure your code into manageable modules, understand the MVC design patterns, create expressive and adaptive HTML forms, communicate with servers and use other AngularJS services, use the powerful built-in directives, and learn how to create your own. This might all seem unknown now, but with this book you'll understand it all. AngularJS is a powerful framework, and one which may require you to think a little differently. This book will help you avoid the common pitfalls and get you up to speed, and building solid AngularJS applications, quickly and painlessly. Learning Swift Packt Publishing Ltd Swift is Apple's new programming language and the future of iOS and OS X app development. At its surface, Swift is easy to jump into, but it has complex elements that are critical to becoming proficient at turning an idea into reality. Develop the skills and confidence to dive passionately into creating compelling, maintainable, and elegant apps in Swift. This book provides an approachable, step-by-step introduction into programming with Swift. Each topic is separated into comprehensive sections that are full of practical examples and easy-to-understand explanations. Each section builds on the previous topics to develop a comprehensive understanding of app development in Swift. It begins by giving an overview of the key features with practical examples and progresses to more advanced topics that help differentiate the skillful developers from the mediocre ones. It covers topics, such as variables, optionals, closures, generics, and memory management. In addition, this book also covers the art of programming, such as maintainability, useful design patterns, and resources for furthering your knowledge. This all culminates in writing a basic iOS app that will get you well on your way to turning your own app ideas into a reality. Pro Linux System Administration Apress Implement a SOHO or SMB Linux infrastructure to expand your business and associated IT capabilities. Backed by the expertise and experienced guidance of the authors, this book provides everything you need to move your business forward. Pro Linux System Administration makes it easy for small- to medium-sized businesses to enter the world of zero-cost software running on Linux and covers all the distros you might want to use, including Red Hat, Ubuntu, Debian, and CentOS. Pro Linux System Administration takes a layered, component-based approach to open source business systems, while training system administrators as the builders of business infrastructure. Completely updated for this second edition, Dennis Matotek takes you through an infrastructure-as-code approach, seamlessly taking you through steps along the journey of Linux administration with all you need to master complex systems. This edition now includes Jenkins, Ansible, Logstash and more. What You'll Learn: Understand Linux architecture Build, back up, and recover Linux servers Create basic networks and network services with Linux Build and implement Linux infrastructure and services including mail, web, databases, and file and print Implement Linux security Resolve Linux performance and capacity planning issues Who This Book Is For: Small to medium-sized business owners looking to run their own IT, system administrators considering migrating to Linux, and IT systems integrators looking for an extensible Linux infrastructure management approach. Azure DevOps Explained Packt Publishing Ltd Implement real-world DevOps and cloud deployment scenarios using Azure Repos, Azure Pipelines, and other Azure DevOps tools Key Features Improve your application development life cycle with Azure DevOps in a step-by-step manner Apply continuous integration and continuous deployment to reduce application downtime Work with real-world CI/CD scenarios curated by a team of renowned Microsoft MVPs and MCTs Book Description Developing applications for the cloud involves changing development methodologies and procedures. Continuous integration and continuous deployment (CI/CD) processes are a must today, but are often difficult to implement and adopt. Azure DevOps is a Microsoft Azure cloud service that enhances your application development life cycle and enables DevOps capabilities. Starting with a comprehensive product overview, this book helps you to understand Azure DevOps and apply DevOps techniques to your development projects. You'll find out how to adopt DevOps techniques for your development processes by using built-in Azure DevOps tools. Throughout the course of this book, you'll also discover how to manage a project with the help of project management techniques such as Agile and

Scrum, and then progress toward development aspects such as source code management, build pipelines, code testing and artifacts, release pipelines, and GitHub integration. As you learn how to implement DevOps practices, this book will also provide you with real-world examples and scenarios of DevOps adoption. By the end of this DevOps book, you will have learned how to adopt and implement Azure DevOps features in your real-world development processes. What you will learn Get to grips with Azure DevOps Find out about project management with Azure Boards Understand source code management with Azure Repos Build and release pipelines Run quality tests in build pipelines Use artifacts and integrate Azure DevOps in the GitHub flow Discover real-world CI/CD scenarios with Azure DevOps Who this book is for This book is for developers, solutions architects, and DevOps engineers interested in getting started with cloud DevOps practices on Azure. Prior understanding of Azure architecture and services is necessary. Some knowledge of DevOps principles and techniques will be useful. Web Application Development with MEAN Packt Publishing Ltd Unlock the power of the MEAN stack by creating attractive and real-world projects About This Book Learn about the different components that comprise a MEAN application to construct a fully functional MEAN application using the best third-party modules A step-by-step guide to developing the MEAN stack components from scratch to achieve maximum flexibility when building an e-commerce application Build optimum end-to-end web applications using the MEAN stack Who This Book Is For This learning path is for web developers who are experienced in developing applications using JavaScript. This course is for developers who are interested in learning how to build modern and multiple web applications using MongoDB, Express, AngularJS, and Node.js. What You Will Learn Build modern, end-to-end web applications by employing the full-stack web development solution of MEAN Connect your Express application to MongoDB and use a Mongoose model and build a complex application from start to finish in MongoDB Employ AngularJS to build responsive UI components Implement multiple authentication strategies such as OAuth, JsonWebToken, and Sessions Enhance your website's usability with social logins such as Facebook, Twitter, and Google Secure your app by creating SSL certificates and run payment platforms in a live environment Implement a chat application from scratch using Socket.IO Create distributed applications and use the power of server-side rendering in your applications Extend a project with a real-time bidding system using WebSockets In Detail The MEAN stack is a collection of the most popular modern tools for web development. This course will help you to build a custom e-commerce app along with several other applications. You will progress to creating several applications with MEAN. The first module in this course will provide you with the skills you need to successfully create, maintain, and test a MEAN application. Starting with MEAN core frameworks, this course will explain each framework key concepts of MongoDB, Express, AngularJS, and Node.js. We will walk through the different tools and frameworks that will help expedite your daily development cycles. After this, the next module will show you how to create your own e-commerce application using the MEAN stack. It takes you step by step through the parallel process of learning and building to develop a production-ready, high-quality e-commerce site from scratch. It also shows you how to manage user authentication and authorization, check multiple payment platforms, add a product search and navigation feature, deploy a production-ready e-commerce site, and finally add your own high-quality feature to the site. The final step in this course will enable you to build a better foundation for your AngularJS apps. You'll learn how to build complex real-life applications with the MEAN stack and a few more advanced projects. You will become familiar with WebSockets, build real-time web applications, create auto-destructing entities, and see how to work with monetary data in Mongo. You will also find out how to build a real-time e-commerce application. This learning path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: MEAN Web Development by Amos Haviv Building an E-Commerce Application with MEAN by Adrian Mejia MEAN Blueprints by Robert Onodi Style and approach This course will begin with the introduction to MEAN, gradually progressing with building applications in each framework. Each transition is well explained, and each chapter begins with the required background knowledge. Perl Programming for Medicine and Biology Jones & Bartlett Learning Written for biomedical professionals and hospital practitioners interested in creating their own programs, Perl Programming for Medicine and Biology, discusses and reviews biomedical data resources, data standards, data organization, medicolegal and ethical conduct for data miners, and grants-related data sharing responsibilities. It teaches readers the basic Perl programming skills necessary for collecting, analyzing, and distributing biomedical data and provides solutions to in-depth problems that face researchers and healthcare professionals. Non-technical "Background" sections open each chapter to help non-programmers easily comprehend programming procedures. Explanations

are provided for the biomedical issues underlying the Perl scripts that follow, and examples of real-world implementation are provided. Perl Programming for Medicine and Biology will show you how to transform, merge, and examine large and complex databases with ease. Getting Started with Kubernetes Packt Publishing Ltd Learn how to schedule and run application containers using Kubernetes. About This Book Get well-versed with the fundamentals of Kubernetes and get it production-ready for deployments Confidently manage your container clusters and networks using Kubernetes This practical guide will show you container application examples throughout to illustrate the concepts and features of Kubernetes Who This Book Is For This book is for developers, sys admins, and DevOps engineers who want to automate the deployment process and scale their applications. You do not need any knowledge about Kubernetes. What You Will Learn Download, install, and configure the Kubernetes codebase Understand the core concepts of a Kubernetes cluster Be able to set up and access monitoring and logging for Kubernetes clusters Set up external access to applications running in the cluster Understand how CoreOS and Kubernetes can help you achieve greater performance and container implementation agility Run multiple clusters and manage from a single control plane Explore container security as well as securing Kubernetes clusters Work with third-party extensions and tools In Detail Kubernetes has continued to grow and achieve broad adoption across various industries, helping you to orchestrate and automate container deployments on a massive scale. This book will give you a complete understanding of Kubernetes and how to get a cluster up and running. You will develop an understanding of the installation and configuration process. The book will then focus on the core Kubernetes constructs such as pods, services, replica sets, replication controllers, and labels. You will also understand how cluster level networking is done in Kubernetes. The book will also show you how to manage deployments and perform updates with minimal downtime. Additionally, you will learn about operational aspects of Kubernetes such as monitoring and logging. Advanced concepts such as container security and cluster federation will also be covered. Finally, you will learn about the wider Kubernetes ecosystem with OCP, CoreOS, and Tectonic and explore the third-party extensions and tools that can be used with Kubernetes. By the end of the book, you will have a complete understanding of the Kubernetes platform and will start deploying applications on it. Style and approach This straightforward guide will help you understand how to move your container applications into production through best practices and a step-by-step walkthrough tied to real-world operational strategies. PrimeFaces Cookbook - Second Edition Packt Publishing Ltd This book is for everybody who would like to learn modern Java web development based on PrimeFaces and is looking for a quick introduction to this matter. Prerequisites for this book are basic JSF, jQuery, and CSS skills. Essential Computer and it Fundamentals for Engineering And SS. Chand Publishing Essential Computer and it Fundamentals for Engineering And SHTML5 Game Development by Example: Beginner's Guide Packt Publishing Ltd HTML5 is a markup language used to structure and present content for the World Wide Web and is a core technology of the Internet. It is supported across different platforms and is also supported by various browsers. Its innovative features, such as canvas, audio, and video elements, make it an excellent game building tool. HTML5 Game Development by Example Beginner's Guide Second Edition is a step-by-step tutorial that will help you create several games from scratch, with useful examples. Starting with an introduction to HTML5, the chapters of this book help you gain a better understanding of the various concepts and features of HTML5. By the end of the book, you'll have the knowledge, skills, and level of understanding you need to efficiently develop games over the network using HTML5. Social Networks: A Framework of Computational Intelligence Springer This volume provides the audience with an updated, in-depth and highly coherent material on the conceptually appealing and practically sound information technology of Computational Intelligence applied to the analysis, synthesis and evaluation of social networks. The volume involves studies devoted to key issues of social networks including community structure detection in networks, online social networks, knowledge growth and evaluation, and diversity of collaboration mechanisms. The book engages a wealth of methods of Computational Intelligence along with well-known techniques of linear programming, Formal Concept Analysis, machine learning, and agent modeling. Human-centricity is of paramount relevance and this facet manifests in many ways including personalized semantics, trust metric, and personal knowledge management; just to highlight a few of these aspects. The contributors to this volume report on various essential applications including cyber attacks detection, building enterprise social networks, business intelligence and forming collaboration schemes. Given the subject area, this book is aimed at a broad audience of researchers and practitioners. Owing to the nature of the material being covered and a way it is organized, the volume will appeal to the well-established communities including those active in

various disciplines in which social networks, their analysis and optimization are of genuine relevance. Those involved in operations research, management, various branches of engineering, and economics will benefit from the exposure to the subject matter. The Unofficial Guide to Walt Disney World 2015 The Unofficial Guides If you purchase The Unofficial Guide to Walt Disney World in ebook format, receive free monthly updates via your device so you'll be in the know about important changes, making your vacation planning better than ever! March-April 2015 Updates Available! Your Kindle update includes important changes to the Magic Kingdom and Epcot monorail schedules through July 2015; ticket prices, dates, and times for the Magic Kingdom's Night of Joy celebration in September; and updates to Fastpass+ locations for the Magic Kingdom's parades. Compiled and written by a team of experienced researchers whose work has been cited by such diverse sources as USA Today and Operations Research Forum, The Unofficial Guide to Walt Disney World digs deeper and offers more than any other guide. Statistical Applications for Environmental Analysis and Risk Assessment John Wiley & Sons Statistical Applications for Environmental Analysis and Risk Assessment guides readers through real-world situations and the best statistical methods used to determine the nature and extent of the problem, evaluate the potential human health and ecological risks, and design and implement remedial systems as necessary. Featuring numerous worked examples using actual data and "ready-made" software scripts, Statistical Applications for Environmental Analysis and Risk Assessment also includes:

- Descriptions of basic statistical concepts and principles in an informal style that does not presume prior familiarity with the subject
- Detailed illustrations of statistical applications in the environmental and related water resources fields using real-world data in the contexts that would typically be encountered by practitioners
- Software scripts using the high-powered statistical software system, R, and supplemented by USEPA's ProUCL and USDOE's VSP software packages, which are all freely available
- Coverage of frequent data sample issues such as non-detects, outliers, skewness, sustained and cyclical trend that habitually plague environmental data samples
- Clear demonstrations of the crucial, but often overlooked, role of statistics in environmental sampling design and subsequent exposure risk assessment.

Supercharge Your Applications with GraalVM Packt Publishing Ltd Understand the internals and architecture of GraalVM with the help of hands-on experiments and gain deep knowledge that you can apply to improve your application's performance, interoperability, and throughput. Key Features Generate faster and leaner code with minimum computing resources for high performance Compile Java applications faster than ever to a standalone executable called native image Create high-performance polyglot applications that are compatible across various JVM and non-JVM languages Book Description GraalVM is a universal virtual machine that allows programmers to compile and run applications written in both JVM and non-JVM languages. It improves the performance and efficiency of applications, making it an ideal companion for cloud-native or microservices-based applications. This book is a hands-on guide, with step-by-step instructions on how to work with GraalVM. Starting with a quick introduction to the GraalVM architecture and how things work under the hood, you'll discover the performance benefits of running your Java applications on GraalVM. You'll then learn how to create native images and understand how AOT (ahead-of-time) can improve application performance significantly. The book covers examples of building polyglot applications that will help you explore the interoperability between languages running on the same VM. You'll also see how you can use the Truffle framework to implement any language of your choice to run optimally on GraalVM. By the end of this book, you'll not only have learned how GraalVM is beneficial in cloud-native and microservices development but also how to leverage its capabilities to create high-performing polyglot applications. What you will learn Gain a solid understanding of GraalVM and how it works under the hood Work with GraalVM's high performance optimizing compiler and see how it can be used in both JIT (just-in-time) and AOT (ahead-of-time) modes Get to grips with the various optimizations that GraalVM performs at runtime Use advanced tools to analyze and diagnose performance issues in the code Compile, embed, run, and interoperate between languages using Truffle on GraalVM Build optimum microservices using popular frameworks such as Micronaut and Quarkus to create cloud-native applications Who this book is for This book is for JVM developers looking to optimize their application's performance. You'll also find this book useful if you're a JVM developer looking to explore options to develop polyglot applications using tools from the Python, R, Ruby, or Node.js ecosystem. A solid understanding of software development concepts and prior experience working with programming languages is necessary to get started. Visual Studio Condensed Apress Visual Studio 2013 is one of the most sophisticated integrated development environments in the world today. With hundreds of features and several different editions available, it can be hard to learn your way around, and hard to know whether you're using it

to its full potential. Visual Studio Condensed gives you a quick and systematic guide to the features that matter most, tagged clearly according to their availability. The book starts by familiarizing you with the main features of Visual Studio and how to configure the user interface depending on your needs. You'll then dive into each key developer tool in turn, starting with the editor window and going through the navigation pane, documentation, and the NuGet package manager. Debugging is a difficult skill to master with a range of approaches and tools at your disposal, so you'll see how to make best use of breakpoints, the debugging windows, tracing and managed memory analysis, as well as tips and tricks on advanced debugging techniques that can make a real difference to your productivity. Visual Studio 2013 comes with sophisticated code improvement tools. You can visualize relationships in your code with the Code Map feature, find duplicated code to maximize your code reuse, and use Visual Studio's inbuilt list of metrics to figure out just how healthy your code is and how difficult or easy it will be to maintain. Testing is also made easy with unit testing and web performance tests as well as a Test Manager to organize your tests into test plans and suites. The final chapters of the book cover team work with Team Foundation Server, framework-specific features, and how to build your own Visual Studio extensions. Visual Studio Condensed is the ideal manual for busy developers who just want to get on with what matters: writing code. Whether you're new to Visual Studio or brushing up on the latest features, this book will get you up to speed in no time. The Antivirus Hacker's Handbook John Wiley & Sons Hack your antivirus software to stamp out future vulnerabilities The Antivirus Hacker's Handbook guides you through the process of reverse engineering antivirus software. You explore how to detect and exploit vulnerabilities that can be leveraged to improve future software design, protect your network, and anticipate attacks that may sneak through your antivirus' line of defense. You'll begin building your knowledge by diving into the reverse engineering process, which details how to start from a finished antivirus software program and work your way back through its development using the functions and other key elements of the software. Next, you leverage your new knowledge about software development to evade, attack, and exploit antivirus software—all of which can help you strengthen your network and protect your data. While not all viruses are damaging, understanding how to better protect your computer against them can help you maintain the integrity of your network. Discover how to reverse engineer your antivirus software Explore methods of antivirus software evasion Consider different ways to attack and exploit antivirus software Understand the current state of the antivirus software market, and get recommendations for users and vendors who are leveraging this software The Antivirus Hacker's Handbook is the essential reference for software reverse engineers, penetration testers, security researchers, exploit writers, antivirus vendors, and software engineers who want to understand how to leverage current antivirus software to improve future applications. Data Science from Scratch O'Reilly Media Data science libraries, frameworks, modules, and toolkits are great for doing data science, but they're also a good way to dive into the discipline without actually understanding data science. With this updated second edition, you'll learn how many of the most fundamental data science tools and algorithms work by implementing them from scratch. If you have an aptitude for mathematics and some programming skills, author Joel Grus will help you get comfortable with the math and statistics at the core of data science, and with hacking skills you need to get started as a data scientist. Today's messy glut of data holds answers to questions no one's even thought to ask. This book provides you with the know-how to dig those answers out. Ubuntu 9.04 Packaging Guide Fultus Corporation The Official Ubuntu Packaging Guide is primarily addressed to those who would like to make and maintain Ubuntu packages. Although many of the concepts in this guide could be used to make binary packages for personal use, it is designed for those people wanting to distribute their packages to and for others. Advanced Applied Deep Learning Apress Develop and optimize deep learning models with advanced architectures. This book teaches you the intricate details and subtleties of the algorithms that are at the core of convolutional neural networks. In Advanced Applied Deep Learning, you will study advanced topics on CNN and object detection using Keras and TensorFlow. Along the way, you will look at the fundamental operations in CNN, such as convolution and pooling, and then look at more advanced architectures such as inception networks, resnets, and many more. While the book discusses theoretical topics, you will discover how to work efficiently with Keras with many tricks and tips, including how to customize logging in Keras with custom callback classes, what is eager execution, and how to use it in your models. Finally, you will study how object detection works, and build a complete implementation of the YOLO (you only look once) algorithm in Keras and TensorFlow. By the end of the book you will have implemented various models in Keras and learned many advanced tricks that will bring your skills to the next level. What You Will Learn

See how convolutional neural networks and object detection work Save weights and models on disk Pause training and restart it at a later stage Use hardware acceleration (GPUs) in your code Work with the Dataset TensorFlow abstraction and use pre-trained models and transfer learning Remove and add layers to pre-trained networks to adapt them to your specific project Apply pre-trained models such as Alexnet and VGG16 to new datasets Who This Book Is For Scientists and researchers with intermediate-to-advanced Python and machine learning know-how. Additionally, intermediate knowledge of Keras and TensorFlow is expected. SQL QuickStart Guide ClydeBank Media LLC "THE BEST SQL BOOK FOR BEGINNERS IN 2020 - HANDS DOWN!" *INCLUDES FREE ACCESS TO A SAMPLE DATABASE, SQL BROWSER APP, COMPREHENSION QUIZES & SEVERAL OTHER DIGITAL RESOURCES! * #1 NEW RELEASE & #1 BEST SELLER | * Not sure how to prepare for the data-driven future? This book shows you EXACTLY what you need to know to successfully use the SQL programming language to enhance your career! Are you a developer who wants to expand your mastery to database management? Then you NEED this book. Buy now and start reading today! Are you a project manager who needs to better understand your development team's needs? A decision maker who needs to make deeper data-driven analysis? Everything you need to know is included in these pages! The ubiquity of big data means that now more than ever there is a burning need to warehouse, access, and understand the contents of massive databases quickly and efficiently. That's where SQL comes in. SQL is the workhorse programming language that forms the backbone of modern data management and interpretation. Any database management professional will tell you that despite trendy data management languages that come and go, SQL remains the most widely used and most reliable to date, with no signs of stopping. In this comprehensive guide, experienced mentor and SQL expert Walter Shields draws on his considerable knowledge to make the topic of relational database management accessible, easy to understand, and highly actionable. SQL QuickStart Guide is ideal for those seeking to increase their job prospects and enhance their careers, for developers looking to expand their programming capabilities, or for anyone who wants to take advantage of our inevitably data-driven future—even with no prior coding experience! SQL QuickStart Guide Is For: - Professionals looking to augment their job skills in preparation for a data-driven future - Job seekers who want to pad their skills and resume for a durable employability edge - Beginners with zero prior experience Managers, decision makers, and business owners looking to manage data-driven business insights - Developers looking to expand their mastery beyond the full stack Anyone who wants to be better prepared for our data-driven future! In SQL QuickStart Guide You'll Discover: - The basic structure of databases—what they are, how they work, and how to successfully navigate them - How to use SQL to retrieve and understand data no matter the scale of a database (aided by numerous images and examples) - The most important SQL queries, along with how and when to use them for best effect - Professional applications of SQL and how to "sell" your new SQL skills to your employer, along with other career-enhancing considerations *LIFETIME ACCESS TO FREE RESOURCES & BUSINESS SUPPORT* Each book comes with free lifetime access to tons of exclusive online resources to help you become a better business owner such as workbooks, cheat sheets and reference guides. You also receive lifetime access to our online coaching community to help you achieve all of your financial goals! *GIVING BACK* ClydeBank Media proudly supports the non-profit Adopt A Classroom whose mission is to advance equity in K-12 education by supplementing dwindling school funding for vital classroom materials and resources. *Alan Turing: Life and Legacy of a Great Thinker Springer Science & Business Media Written by a distinguished cast of contributors, Alan Turing: Life and Legacy of a Great Thinker is the definitive collection of essays in commemoration of the 90th birthday of Alan Turing. This fascinating text covers the rich facets of his life, thoughts, and legacy, but also sheds some light on the future of computing science with a chapter contributed by visionary Ray Kurzweil, winner of the 1999 National Medal of Technology. Further, important contributions come from the philosopher Daniel Dennett, the Turing biographer Andrew Hodges, and from the distinguished logician Martin Davis, who provides a first critical essay on an emerging and controversial field termed "hypercomputation". 30 Arduino Projects for the Evil Genius McGraw Hill Professional 30 Ways to Have Some Computer-Controlled Evil Fun! "The steps are easy to follow...text is precise and understandable...uses very clear pictures and schematics to show what needs doing...Most importantly these projects are fun!" --Boing Boing This wickedly inventive guide shows you how to program and build a variety of projects with the Arduino microcontroller development system. Covering Windows, Mac, and Linux platforms, 30 Arduino Projects for the Evil Genius gets you up to speed with the simplified C programming you need to know--no prior programming experience necessary. Using easy-to-find components and equipment, this do-it-yourself book explains how to attach an Arduino board to your

computer, program it, and connect electronics to it to create fiendishly fun projects. The only limit is your imagination! 30 Arduino Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations Provides full schematic and construction details for every project Covers the scientific principles behind the projects Removes the frustration factor--all required parts are listed along with sources Build these and other devious devices: Morse code translator High-powered strobe light Seasonal affective disorder light LED dice Keypad security code Pulse rate monitor USB temperature logger Oscilloscope Light harp LCD thermostat Computer-controlled fan Hypnotizer Servo-controlled laser Lie detector Magnetic door lock Infrared remote Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. In December 2011, Arduino 1.0 was released. This changed a few things that have caused the sketches for Projects 10, 27, and 28 in this book to break. To fix this, you will need to get the latest versions of the Keypad and IRRemote libraries. The Keypad library has been updated for Arduino 1.0 by its original creators and can be downloaded from here: <http://www.arduino.cc/playground/Code/Keypad> Ken Shirriff's IRRemote library has been updated and can be downloaded from here: <http://www.arduinoevilgenius.com/new-downloads> Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists. Big Data Analytics Packt Publishing Ltd A handy reference guide for data analysts and data scientists to help to obtain value from big data analytics using Spark on Hadoop clusters About This Book This book is based on the latest 2.0 version of Apache Spark and 2.7 version of Hadoop integrated with most commonly used tools. Learn all Spark stack components including latest topics such as DataFrames, DataSets, GraphFrames, Structured Streaming, DataFrame based ML Pipelines and SparkR. Integrations with frameworks such as HDFS, YARN and tools such as Jupyter, Zeppelin, NiFi, Mahout, HBase Spark Connector, GraphFrames, H2O and Hivemall. Who This Book Is For Though this book is primarily aimed at data analysts and data scientists, it will also help architects, programmers, and practitioners. Knowledge of either Spark or Hadoop would be beneficial. It is assumed that you have basic programming background in Scala, Python, SQL, or R programming with basic Linux experience. Working experience within big data environments is not mandatory. What You Will Learn Find out and implement the tools and techniques of big data analytics using Spark on Hadoop clusters with wide variety of tools used with Spark and Hadoop Understand all the Hadoop and Spark ecosystem components Get to know all the Spark components: Spark Core, Spark SQL, DataFrames, DataSets, Conventional and Structured Streaming, MLlib, ML Pipelines and GraphX See batch and real-time data analytics using Spark Core, Spark SQL, and Conventional and Structured Streaming Get to grips with data science and machine learning using MLlib, ML Pipelines, H2O, Hivemall, GraphX, SparkR and Hivemall. In Detail Big Data Analytics book aims at providing the fundamentals of Apache Spark and Hadoop. All Spark components - Spark Core, Spark SQL, DataFrames, Data sets, Conventional Streaming, Structured Streaming, MLlib, GraphX and Hadoop core components - HDFS, MapReduce and Yarn are explored in greater depth with implementation examples on Spark + Hadoop clusters. It is moving away from MapReduce to Spark. So, advantages of Spark over MapReduce are explained at great depth to reap benefits of in-memory speeds. DataFrames API, Data Sources API and new Data set API are explained for building Big Data analytical applications. Real-time data analytics using Spark Streaming with Apache Kafka and HBase is covered to help building streaming applications. New Structured streaming concept is explained with an IOT (Internet of Things) use case. Machine learning techniques are covered using MLlib, ML Pipelines and SparkR and Graph Analytics are covered with GraphX and GraphFrames components of Spark. Readers will also get an opportunity to get started with web based notebooks such as Jupyter, Apache Zeppelin and data flow tool Apache NiFi to analyze and visualize data. Style and approach This step-by-step pragmatic guide will make life easy no matter what your level of experience. You will deep dive into Apache Spark on Hadoop clusters through ample exciting real-life examples. Practical tutorial explains data science in simple terms to help programmers and data analysts get started with Data Science Bootstrap for Rails Packt Publishing Ltd If you are a web developer who has a basic understanding of Ruby on Rails, this is the book for you. You should definitely have previous knowledge about HTML and how it works. However, CSS and JavaScript knowledge is optional for this book. Teach Yourself Programming With Java™ in 24 Days. Programmers Mind Inc. Essential Java Skills--Made Easy! What Special - In this book I covered and explained several topics of latest Java 8 Features in detail for Developers & Fresher's, Topics Like- Lambdas. || Java 8 Functional interface, || Stream and Time API in Java 8. This Java book does-

not require previous programming experience. However, if you come from a C or C++ programming background, then you will be able to learn faster. Learn the all basics and advanced features of Java programming in no time from Bestseller Java Programming Author Harry. H. Chaudhary (More than 1,67,000 Books Sold !). This Java Guide, starts with the basics and Leads to Advance features of Java in detail with thousands of Java Codes and new features of Java 8 like Lambdas. Java 8 Functional interface, || Stream and Time API in Java 8. , I promise this book will make you expert level champion of java. Anyone can learn java through this book at expert level. The main objective of this java book is not to give you just Java Programming Knowledge, I have followed a pattern of improving the question solution of thousands of Codes with clear theory explanations with different Java complexities for each java topic problem, and you will find multiple solutions for complex java problems. Engineering Students and fresh developers can also use this book. This book covers common core syllabus for all Computer Science Professional Degrees If you are really serious then go ahead and make your day with this ultimate java book. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Learning a new language is no easy task especially when it's an oop's programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1. (Overview of Java) 2.(Java Language) 3.(Control Statements) 4.(Scanner class, Arrays & Command Line Args) 5.(Class & Objects in Java) 6.(Inheritance in Java) 7.(Object oriented programming) 8.(Packages in Java) 9.(Interface in Java) 10.(String and StringBuffer) 11.(Exception Handling) 12.(Multi-Threaded Programming) 13.(Modifiers/Visibility modes) 14.(Wrapper Class) 15.(Input/Output in Java) 16.(Applet Fundamentals) 17.(Abstract Windows Toolkit)(AWT) 18.(Introduction To AWT Events) 19.(Painting in AWT) 20.(java.lang.Object Class) 21.(Collection Framework) PART - II (Java 8 Features for Developers) 22. Java 8 Features for Developers - Lambdas. 23. Java 8 Functional interface,Stream & Time API. 24. Key Features that Make Java More Secure than Other Languages.Oracle Service Bus 11g Development Cookbook-Packt Publishing LtdThis cookbook is full of immediately useable recipes showing you how to develop op service and message-oriented (integration) applications on the Oracle Service Bus. In addition to its cookbook style, which ensures the solutions are presented in a clear step-by-step manner, the explanations go into great detail, which makes it good learning material for everyone who has experience in OSB and wants to improve. Most of the recipes are designed in such a way that each recipe is presented as a separate, standalone entity and reading of prior recipes is not required. The finished solution of each recipe is also made available electronically. If you are an intermediate SOA developer who is using Oracle Service Bus to develop service and message-orientated applications on the Oracle Service Bus, then this book is for you. This book assumes that you have a working knowledge of fundamental SOA concepts and Oracle Service Bus. PostgreSQL O'Reilly Media, Inc."A practical guide to the Advanced Open Source Database"--Cover.Large-scale Distributed Systems and Energy EfficiencyJohn Wiley & SonsAddresses innovations in technology relating to the energy efficiency of a wide variety of contemporary computer systems and networks With concerns about global energy consumption at an all-time high, improving computer networks energy efficiency is becoming an increasingly important topic. Large-Scale Distributed Systems and Energy Efficiency: A Holistic View addresses innovations in technology relating to the energy efficiency of a wide variety of contemporary computer systems and networks. After an introductory overview of the energy demands of current Information and Communications Technology (ICT), individual chapters offer in-depth analyses of such topics as cloud computing, green networking (both wired and wireless), mobile computing, power modeling, the rise of green data centers and high-performance computing, resource allocation, and energy efficiency in peer-to-peer (P2P) computing networks. Discusses measurement and modeling of the energy consumption method Includes methods for energy consumption reduction in diverse computing environments Features a variety of

case studies and examples of energy reduction and assessment Timely and important, Large-Scale Distributed Systems and Energy Efficiency is an invaluable resource for ways of increasing the energy efficiency of computing systems and networks while simultaneously reducing the carbon footprint.How to Do Everything with Online VideoMcGraw Hill ProfessionalCreate great videos and post them on the Web Here is the ultimate guide to planning, creating, editing, and sharing video content online. You will discover how to shoot professional-quality videos, edit the files, prepare clips for posting online, and share video projects through a variety of websites, blogs, and podcasts. Hands-on tutorials for the easiest and best video editing software for use on PCs and Macs are included. The book also features a valuable overview of camera techniques, story-telling concepts, and advice on lighting and sound.Parallel and Concurrent Programming in HaskellO'Reilly Media, Inc."If you have a working knowledge of Haskell, this hands-on book shows you how to use the language's many APIs and frameworks for writing both parallel and concurrent programs. You'll learn how parallelism exploits multicore processors to speed up computation-heavy programs, and how concurrency enables you to write programs with threads for multiple interactions. Author Simon Marlow walks you through the process with lots of code examples that you can run, experiment with, and extend. Divided into separate sections on Parallel and Concurrent Haskell, this book also includes exercises to help you become familiar with the concepts presented: Express parallelism in Haskell with the Eval monad and Evaluation Strategies Parallelize ordinary Haskell code with the Par monad Build parallel array-based computations, using the Repa library Use the Accelerate library to run computations directly on the GPU Work with basic interfaces for writing concurrent code Build trees of threads for larger and more complex programs Learn how to build high-speed concurrent network servers Write distributed programs that run on multiple machines in a network-JAVA 9.0 To 13.0 New FeaturesBPB PublicationsComprehensive guide to study the version updates from JDK9.0 to JDK13.0Key features Learn the journey of Java from its initial days till date. Learn how to implement modular programming in java9. Study the updates in different versions of Java from version 9.0 to 13.0. Understand the need and working of reactive programming. Learn to migrate the pre-existing Java code to new versions. Learn how to use jshell to test a new API before using in a project.DescriptionVersion release is one of the important phases of success of any programming language. Over the years, Java had made many improvements in its API to make to reliable and flexible to use. This book aims at providing you information related to all the updates from JDK9.0 to JDK13.0 in one place.This book starts with a brief history of Java. It covers how Java has evolved as a complete programming language over the years by launching different versions. You will learn the concept of module system and other important concepts introduced in JSE9 .0 and JSE10.0. Moving ahead, the book will take you through updates in JDK11.0. Concepts like Epsilon, ZGC, and Nest-Based access control have also been discussed.Though the version updates are good to learn, they create complexities in updating the existing code to make it compatible with the new version. This book talks in detail about how you can migrate your legacy code to match up with the new versions. It also covers how to use jshell, a tool used to test your code snippet without writing the complete application class, with numerous examples. Further, this book covers in detail the concept of reactive programming. Concepts like publisher, subscriber, subscription and back-pressure have been discussed with examples.At the end of the book, you will learn about the very recent updates which have been released by Java. The chapters talk about JDK12.0 and JDK13.0. They cover concepts like Shenandoah, microbenchmark suit, modified switch expression from JDK12.0. Though, Java13 is still a hot-plated dish, this book gives you a fair idea about what are the new updates which have been proposed in this version.What will you learnBy the end of this book, you will be able to implement the updates provided in different versions of Java. This book has covered the updates from version 9.0 to 13.0. You will be able to work with the Java Module System. You will be able to test the new API using jshell. Along with this, you will be able to migrate your legacy code to match the recommendations of new versions of Java.Who this book is for- This book covers the new version updates in Java. So, prior knowledge of Java is recommended before reading this book. Though we are covering the versions from JSE9.0 onwards, it is not necessary that the reader should be expert in the earlier versions. If you are keen to know the recent developments in Java API, this is the perfect book for you.Table of contents1. Insights of Versioning2. What's new in Java93. Understanding JDK10 - Step towards JDK114. Dive in JDK115. Migrating the code6. Working with JShell7. Reactive Programming and Concurrency Updates8. What next in Java129. Introduction to Java13About the authorMandar Jog is a passionate Java Trainer with over 15 years of experience in retail and corporate training. He has global certifications like SCJP and SCWCD. His areas of expertise are Java, J2EE (Spring, Hibernate). He has delivered more than 500

training sessions on Core Java, Web Technologies, Hibernate, Spring Boot, Angular, etc. Augmented Reality with Unity AR Foundation Packt Publishing Ltd. Explore the world of augmented reality development with the latest features of Unity and step-by-step tutorial-style examples with easy-to-understand explanations. Key Features: Build functional and interactive augmented reality applications using the Unity 3D game engine. Learn to use Unity's XR and AR components, including AR Foundation and other standard Unity features. Implement common AR application user experiences needed to build engaging applications. Book Description: Augmented reality applications allow people to interact meaningfully with the real world through digitally enhanced content. The book starts by helping you set up for AR development, installing the Unity 3D game engine, required packages, and other tools to develop for Android (ARCore) and/or iOS (ARKit) mobile devices. Then we jump right into the building and running AR scenes, learning about AR Foundation components, other Unity features, C# coding, troubleshooting, and testing. We create a framework for building AR applications that manages user interaction modes, user interface panels, and AR onboarding graphics that you will save as a template for reuse in other projects in this book. Using this framework, you will build multiple projects, starting with a virtual photo gallery that lets you place your favorite framed photos on your real-world walls, and interactively edit these virtual objects. Other projects include an educational image tracking app for exploring the solar system, and a fun selfie app to put masks and accessories on your face. The book provides practical advice and best practices that will have you up and running quickly. By the end of this AR book, you will be able to build your own AR applications, engaging your users in new and innovative ways. What you will learn: Discover Unity engine features for building AR applications and games. Get up to speed with Unity AR Foundation components and the Unity API. Build a variety of AR projects using best practices and important AR user experiences. Understand the core concepts of augmented reality technology and development for real-world projects. Set up your system for AR development and learn to improve your development workflow. Create an AR user framework with interaction modes and UI, saved as a template for new projects. Who this book is for: This augmented reality book is for game developers interested in adding AR capabilities to their games and apps. The book assumes beginner-level knowledge of Unity development and C# programming, familiarity with 3D graphics, and experience in using existing AR applications. Beginner-level experience in developing mobile applications will be helpful to get the most out of this AR Unity book. iPod and iTunes For Dummies: John Wiley & Sons. The iPod, Apple's breakthrough MP3 music player, boasts a contact list, calendar, alarm clock, notes reader, and a handful of games. In its first year, iTunes has sold more than 70 million songs; since hitting the market in November 2001, the iPod has sold more than 3 million units. This updated edition covers cool new third-party accessories, new iTunes features, iPod functions, troubleshooting, and more. Covers naming an iPod, setting preferences, connecting and sharing an iPod, organizing a digital jukebox, playing music, copying files, burning an audio CD, searching for and downloading songs from the music store, and much more. Updated and revised to include coverage on both the Windows and Mac Platforms. Innovations and Advances in Computer Sciences and Engineering: Springer Science & Business Media. Innovations and Advances in Computer Sciences and Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Innovations and Advances in Computer Sciences and Engineering includes selected papers from the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2008) which was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2008).

Addresses innovations in technology relating to the energy efficiency of a wide variety of contemporary computer systems and networks. With concerns about global energy consumption at an all-time high, improving computer networks energy efficiency is becoming an increasingly important topic. Large-Scale Distributed Systems and Energy Efficiency: A Holistic View addresses innovations in technology relating to the energy efficiency of a wide variety of contemporary computer systems and networks. After an introductory overview of the energy demands of current Information and Communications Technology (ICT), individual chapters offer in-depth analyses of such topics as cloud computing, green networking (both wired and wireless), mobile computing, power modeling, the rise of green data centers and high-performance computing, resource allocation, and energy efficiency in peer-to-peer (P2P) computing networks. Discusses measurement and modeling of the energy consumption method. Includes methods for energy consumption reduction in diverse computing environments. Features a variety of case studies and examples of energy reduction and

assessment. Timely and important, Large-Scale Distributed Systems and Energy Efficiency is an invaluable resource for ways of increasing the energy efficiency of computing systems and networks while simultaneously reducing the carbon footprint. Visual Studio 2013 is one of the most sophisticated integrated development environments in the world today. With hundreds of features and several different editions available, it can be hard to learn your way around, and hard to know whether you're using it to its full potential. Visual Studio Condensed gives you a quick and systematic guide to the features that matter most, tagged clearly according to their availability. The book starts by familiarizing you with the main features of Visual Studio and how to configure the user interface depending on your needs. You'll then dive into each key developer tool in turn, starting with the editor window and going through the navigation pane, documentation, and the NuGet package manager. Debugging is a difficult skill to master with a range of approaches and tools at your disposal, so you'll see how to make best use of breakpoints, the debugging windows, tracing and managed memory analysis, as well as tips and tricks on advanced debugging techniques that can make a real difference to your productivity. Visual Studio 2013 comes with sophisticated code improvement tools. You can visualize relationships in your code with the Code Map feature, find duplicated code to maximize your code reuse, and use Visual Studio's inbuilt list of metrics to figure out just how healthy your code is and how difficult or easy it will be to maintain. Testing is also made easy with unit testing and web performance tests as well as a Test Manager to organize your tests into test plans and suites. The final chapters of the book cover team work with Team Foundation Server, framework-specific features, and how to build your own Visual Studio extensions. Visual Studio Condensed is the ideal manual for busy developers who just want to get on with what matters: writing code. Whether you're new to Visual Studio or brushing up on the latest features, this book will get you up to speed in no time.

Information Technology - New Generations: Springer

Explore the world of augmented reality development with the latest features of Unity and step-by-step tutorial-style examples with easy-to-understand explanations. Key Features: Build functional and interactive augmented reality applications using the Unity 3D game engine. Learn to use Unity's XR and AR components, including AR Foundation and other standard Unity features. Implement common AR application user experiences needed to build engaging applications. Book Description: Augmented reality applications allow people to interact meaningfully with the real world through digitally enhanced content. The book starts by helping you set up for AR development, installing the Unity 3D game engine, required packages, and other tools to develop for Android (ARCore) and/or iOS (ARKit) mobile devices. Then we jump right into the building and running AR scenes, learning about AR Foundation components, other Unity features, C# coding, troubleshooting, and testing. We create a framework for building AR applications that manages user interaction modes, user interface panels, and AR onboarding graphics that you will save as a template for reuse in other projects in this book. Using this framework, you will build multiple projects, starting with a virtual photo gallery that lets you place your favorite framed photos on your real-world walls, and interactively edit these virtual objects. Other projects include an educational image tracking app for exploring the solar system, and a fun selfie app to put masks and accessories on your face. The book provides practical advice and best practices that will have you up and running quickly. By the end of this AR book, you will be able to build your own AR applications, engaging your users in new and innovative ways. What you will learn: Discover Unity engine features for building AR applications and games. Get up to speed with Unity AR Foundation components and the Unity API. Build a variety of AR projects using best practices and important AR user experiences. Understand the core concepts of augmented reality technology and development for real-world projects. Set up your system for AR development and learn to improve your development workflow. Create an AR user framework with interaction modes and UI, saved as a template for new projects. Who this book is for: This augmented reality book is for game developers interested in adding AR capabilities to their games and apps. The book assumes beginner-level knowledge of Unity development and C# programming, familiarity with 3D graphics, and experience in using existing AR applications. Beginner-level experience in developing mobile applications will be helpful to get the most out of this AR Unity book.

Written by a distinguished cast of contributors, Alan Turing: Life and Legacy of a Great Thinker is the definitive collection of essays in commemoration of the 90th birthday of Alan Turing. This fascinating text covers the rich facets of his life, thoughts, and legacy, but also sheds some light on the future of computing science with a chapter contributed by visionary Ray Kurzweil, winner of the 1999 National Medal of Technology. Further, important contributions come from the philosopher Daniel Dennett, the Turing biographer Andrew Hodges, and from the distinguished logician Martin

Davis, who provides a first critical essay on an emerging and controversial field termed "hypercomputation".

This book is for everybody who would like to learn modern Java web development based on PrimeFaces and is looking for a quick introduction to this matter. Prerequisites for this book are basic JSF, jQuery, and CSS skills.

This volume provides the audience with an updated, in-depth and highly coherent material on the conceptually appealing and practically sound information technology of Computational Intelligence applied to the analysis, synthesis and evaluation of social networks. The volume involves studies devoted to key issues of social networks including community structure detection in networks, online social networks, knowledge growth and evaluation, and diversity of collaboration mechanisms. The book engages a wealth of methods of Computational Intelligence along with well-known techniques of linear programming, Formal Concept Analysis, machine learning, and agent modeling. Human-centricity is of paramount relevance and this facet manifests in many ways including personalized semantics, trust metric, and personal knowledge management; just to highlight a few of these aspects. The contributors to this volume report on various essential applications including cyber attacks detection, building enterprise social networks, business intelligence and forming collaboration schemes. Given the subject area, this book is aimed at a broad audience of researchers and practitioners. Owing to the nature of the material being covered and a way it is organized, the volume will appeal to the well-established communities including those active in various disciplines in which social networks, their analysis and optimization are of genuine relevance. Those involved in operations research, management, various branches of engineering, and economics will benefit from the exposure to the subject matter.

A handy reference guide for data analysts and data scientists to help to obtain value from big data analytics using Spark on Hadoop clusters. About This Book: This book is based on the latest 2.0 version of Apache Spark and 2.7 version of Hadoop integrated with most commonly used tools. Learn all Spark stack components including latest topics such as DataFrames, DataSets, GraphFrames, Structured Streaming, DataFrame based ML Pipelines and SparkR. Integrations with frameworks such as HDFS, YARN and tools such as Jupyter, Zeppelin, NiFi, Mahout, HBase Spark Connector, GraphFrames, H2O and Hivemall. Who This Book Is For: Though this book is primarily aimed at data analysts and data scientists, it will also help architects, programmers, and practitioners. Knowledge of either Spark or Hadoop would be beneficial. It is assumed that you have basic programming background in Scala, Python, SQL, or R programming with basic Linux experience. Working experience within big data environments is not mandatory. What You Will Learn: Find out and implement the tools and techniques of big data analytics using Spark on Hadoop clusters with wide variety of tools used with Spark and Hadoop. Understand all the Hadoop and Spark ecosystem components. Get to know all the Spark components: Spark Core, Spark SQL, DataFrames, DataSets, Conventional and Structured Streaming, MLlib, ML Pipelines and GraphX. See batch and real-time data analytics using Spark Core, Spark SQL, and Conventional and Structured Streaming. Get to grips with data science and machine learning using MLlib, ML Pipelines, H2O, Hivemall, GraphX, SparkR and Hivemall. In Detail: Big Data Analytics book aims at providing the fundamentals of Apache Spark and Hadoop. All Spark components - Spark Core, Spark SQL, DataFrames, Data sets, Conventional Streaming, Structured Streaming, MLlib, GraphX and Hadoop core components - HDFS, MapReduce and Yarn are explored in greater depth with implementation examples on Spark + Hadoop clusters. It is moving away from MapReduce to Spark. So, advantages of Spark over MapReduce are explained at great depth to reap benefits of in-memory speeds. DataFrames API, Data Sources API and new Data set API are explained for building Big Data analytical applications. Real-time data analytics using Spark Streaming with Apache Kafka and HBase is covered to help building streaming applications. New Structured streaming concept is explained with an IOT (Internet of Things) use case. Machine learning techniques are covered using MLlib, ML Pipelines and SparkR and Graph Analytics are covered with GraphX and GraphFrames components of Spark. Readers will also get an opportunity to get started with web based notebooks such as Jupyter, Apache Zeppelin and data flow tool Apache NiFi to analyze and visualize data. Style and approach: This step-by-step pragmatic guide will make life easy no matter what your level of experience. You will deep dive into Apache Spark on Hadoop clusters through ample exciting real-life examples. Practical tutorial explains data science in simple terms to help programmers and data analysts get started with Data Science.

30 Ways to Have Some Computer-Controlled Evil Fun! "The steps are easy to follow...text is precise and understandable...uses very clear pictures and schematics to show what needs doing...Most im-

importantly these projects are fun!"--Boing Boing This wickedly inventive guide shows you how to program and build a variety of projects with the Arduino microcontroller development system. Covering Windows, Mac, and Linux platforms, 30 Arduino Projects for the Evil Genius gets you up to speed with the simplified C programming you need to know--no prior programming experience necessary. Using easy-to-find components and equipment, this do-it-yourself book explains how to attach an Arduino board to your computer, program it, and connect electronics to it to create fiendishly fun projects. The only limit is your imagination! 30 Arduino Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations Provides full schematic and construction details for every project Covers the scientific principles behind the projects Removes the frustration factor--all required parts are listed along with sources Build these and other devious devices: Morse code translator High-powered strobe light Seasonal affective disorder light LED dice Keypad security code Pulse rate monitor USB temperature logger Oscilloscope Light harp LCD thermostat Computer-controlled fan Hypnotizer Servo-controlled laser Lie detector Magnetic door lock Infrared remote Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger work-book-style layout and convenient two-column format make following the step-by-step instructions a breeze. In December 2011, Arduino 1.0 was released. This changed a few things that have caused the sketches for Projects 10, 27, and 28 in this book to break. To fix this, you will need to get the latest versions of the Keypad and IRRemote libraries. The Keypad library has been updated for Arduino 1.0 by its original creators and can be downloaded from here: <http://www.arduino.cc/playground/Code/Keypad> Ken Shirriff's IRRemote library has been updated and can be downloaded from here: <http://www.arduinoevilgenius.com/new-downloads> Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Learn how to schedule and run application containers using Kubernetes. About This Book Get well-versed with the fundamentals of Kubernetes and get it production-ready for deployments Confidently manage your container clusters and networks using Kubernetes This practical guide will show you container application examples throughout to illustrate the concepts and features of Kubernetes Who This Book Is For This book is for developers, sys admins, and DevOps engineers who want to automate the deployment process and scale their applications. You do not need any knowledge about Kubernetes. What You Will Learn Download, install, and configure the Kubernetes code-base Understand the core concepts of a Kubernetes cluster Be able to set up and access monitoring and logging for Kubernetes clusters Set up external access to applications running in the cluster Understand how CoreOS and Kubernetes can help you achieve greater performance and container implementation agility Run multiple clusters and manage from a single control plane Explore container security as well as securing Kubernetes clusters Work with third-party extensions and tools In Detail Kubernetes has continued to grow and achieve broad adoption across various industries, helping you to orchestrate and automate container deployments on a massive scale. This book will give you a complete understanding of Kubernetes and how to get a cluster up and running. You will develop an understanding of the installation and configuration process. The book will then focus on the core Kubernetes constructs such as pods, services, replica sets, replication controllers, and labels. You will also understand how cluster level networking is done in Kubernetes. The book will also show you how to manage deployments and perform updates with minimal downtime. Additionally, you will learn about operational aspects of Kubernetes such as monitoring and logging. Advanced concepts such as container security and cluster federation will also be covered. Finally, you will learn about the wider Kubernetes ecosystem with OCP, CoreOS, and Tectonic and explore the third-party extensions and tools that can be used with Kubernetes. By the end of the book, you will have a complete understanding of the Kubernetes platform and will start deploying applications on it. Style and approach This straightforward guide will help you understand how to move your container applications into production through best practices and a step-by-step walk-through tied to real-world operational strategies.

Comprehensive guide to study the version updates from JDK9.0 to JDK13.0 Key features Learn the journey of Java from its initial days till date. Learn how to implement modular programming in java9. Study the updates in different versions of Java from version 9.0 to 13.0. Understand the need and working of reactive programming. Learn to migrate the pre-existing Java code to new versions. Learn how to use jshell to test a new API before using in a project. Description Version release is one of the important phases of success of any programming language. Over the years, Java had made many improvements in its API to make to reliable and flexible to use. This book aims at providing

you information related to all the updates from JDK9.0 to JDK13.0 in one place. This book starts with a brief history of Java. It covers how Java has evolved as a complete programming language over the years by launching different versions. You will learn the concept of module system and other important concepts introduced in JSE9 .0 and JSE10.0. Moving ahead, the book will take you through updates in JDK11.0. Concepts like Epsilon, ZGC, and Nest-Based access control have also been discussed. Though the version updates are good to learn, they create complexities in updating the existing code to make it compatible with the new version. This book talks in detail about how you can migrate your legacy code to match up with the new versions. It also covers how to use jshell, a tool used to test your code snippet without writing the complete application class, with numerous examples. Further, this book covers in detail the concept of reactive programming. Concepts like publisher, subscriber, subscription and back-pressure have been discussed with examples. At the end of the book, you will learn about the very recent updates which have been released by Java. The chapters talk about JDK12.0 and JDK13.0. They cover concepts like Shenandoah, microbenchmark suite, modified switch expression from JDK12.0. Though, Java13 is still a hot-plated dish, this book gives you a fair idea about what are the new updates which have been proposed in this version. What will you learn By the end of this book, you will be able to implement the updates provided in different versions of Java. This book has covered the updates from version 9.0 to 13.0. You will be able to work with the Java Module System. You will be able to test the new API using jshell. Along with this, you will be able to migrate your legacy code to match the recommendations of new versions of Java. Who this book is for This book covers the new version updates in Java. So, prior knowledge of Java is recommended before reading this book. Though we are covering the versions from JSE9.0 onwards, it is not necessary that the reader should be expert in the earlier versions. If you are keen to know the recent developments in Java API, this is the perfect book for you. Table of contents 1. Insights of Versioning 2. What's new in Java 9 3. Understanding JDK10 - Step towards JDK11 4. Dive in JDK11 5. Migrating the code 6. Working with JShell 7. Reactive Programming and Concurrency Updates 8. What next in Java 12 9. Introduction to Java 13 About the author Mandar Jog is a passionate Java Trainer with over 15 years of experience in retail and corporate training. He has global certifications like SCJP and SCWCD. His areas of expertise are Java, J2EE (Spring, Hibernate), Spring Boot, Angular, etc.

Make log processing a real asset to your organization with powerful and free open source tools. In Logging in Action you will learn how to: Deploy Fluentd and Fluent Bit into traditional on-premises, IoT, hybrid, cloud, and multi-cloud environments, both small and hyperscaled Configure Fluentd and Fluent Bit to solve common log management problems Use Fluentd within Kubernetes and Docker services Connect a custom log source or destination with Fluentd's extensible plugin framework Logging best practices and common pitfalls Logging in Action is a guide to optimize and organize logging using the CNCF Fluentd and Fluent Bit projects. You'll use the powerful log management tool Fluentd to solve common log management, and learn how proper log management can improve performance and make management of software and infrastructure solutions easier. Through useful examples like sending log-driven events to Slack, you'll get hands-on experience applying structure to your unstructured data. About the technology Don't fly blind! An effective logging system can help you see and correct problems before they cripple your software. With the Fluentd log management tool, it's a snap to monitor the behavior and health of your software and infrastructure in real time. Designed to collect and process log data from multiple sources using the industry-standard JSON format, Fluentd delivers a truly unified logging layer across all your systems. About the book Logging in Action teaches you to record and analyze application and infrastructure data using Fluentd. Using clear, relevant examples, it shows you exactly how to transform raw system data into a unified stream of actionable information. You'll discover how logging configuration impacts the way your system functions and set up Fluentd to handle data from legacy IT environments, local data centers, and massive Kubernetes-driven distributed systems. You'll even learn how to implement complex log parsing with RegEx and output events to MongoDB and Slack. What's inside Capture log events from a wide range of systems and software, including Kubernetes and Docker Connect to custom log sources and destinations Employ Fluentd's extensible plugin framework Create a custom plugin for niche problems About the reader For developers, architects, and operations professionals familiar with the basics of monitoring and logging. About the author Phil Wilkins has spent over 30 years in the software industry. Has worked for small startups through to international brands. Table of Contents PART 1 FROM ZERO TO "HELLO WORLD" 1 Introduction to Fluentd 2 Concepts, architecture, and deployment of Fluentd PART 2 FLUENTD IN DEPTH

3 Using Fluentd to capture log events 4 Using Fluentd to output log events 5 Routing log events 6 Filtering and extrapolation PART 3 BEYOND THE BASICS 7 Performance and scaling 8 Driving logs with Docker and Kubernetes 9 Creating custom plugins PART 4 GOOD LOGGING PRACTICES AND FRAMEWORKS TO MAXIMIZE LOG VALUE 10 Logging best practices 11 Logging frameworks Data science libraries, frameworks, modules, and toolkits are great for doing data science, but they're also a good way to dive into the discipline without actually understanding data science. With this updated second edition, you'll learn how many of the most fundamental data science tools and algorithms work by implementing them from scratch. If you have an aptitude for mathematics and some programming skills, author Joel Grus will help you get comfortable with the math and statistics at the core of data science, and with hacking skills you need to get started as a data scientist. Today's messy glut of data holds answers to questions no one's even thought to ask. This book provides you with the know-how to dig those answers out.

Books for All Kinds of Readers ReadHowYouWant offers the widest selection of on-demand, accessible format editions on the market today. Each edition has been optimized for maximum readability, using our patent-pending conversion technology. We are partnering with leading publishers around the globe to create accessible editions of their titles. Our goal is to have accessible editions simultaneously released with publishers' new books so that all readers can have access to the books they want to read today. To find more books in your format visit www.readhowyouwant.com

Hack your antivirus software to stamp out future vulnerabilities The Antivirus Hacker's Handbook guides you through the process of reverse engineering antivirus software. You explore how to detect and exploit vulnerabilities that can be leveraged to improve future software design, protect your network, and anticipate attacks that may sneak through your antivirus' line of defense. You'll begin building your knowledge by diving into the reverse engineering process, which details how to start from a finished antivirus software program and work your way back through its development using the functions and other key elements of the software. Next, you leverage your new knowledge about software development to evade, attack, and exploit antivirus software—all of which can help you strengthen your network and protect your data. While not all viruses are damaging, understanding how to better protect your computer against them can help you maintain the integrity of your network. Discover how to reverse engineer your antivirus software Explore methods of antivirus software evasion Consider different ways to attack and exploit antivirus software Understand the current state of the antivirus software market, and get recommendations for users and vendors who are leveraging this software The Antivirus Hacker's Handbook is the essential reference for software reverse engineers, penetration testers, security researchers, exploit writers, antivirus vendors, and software engineers who want to understand how to leverage current antivirus software to improve future applications.

Implement a SOHO or SMB Linux infrastructure to expand your business and associated IT capabilities. Backed by the expertise and experienced guidance of the authors, this book provides everything you need to move your business forward. Pro Linux System Administration makes it easy for small- to medium-sized businesses to enter the world of zero-cost software running on Linux and covers all the distros you might want to use, including Red Hat, Ubuntu, Debian, and CentOS. Pro Linux System Administration takes a layered, component-based approach to open source business systems, while training system administrators as the builders of business infrastructure. Completely updated for this second edition, Dennis Matotek takes you through an infrastructure-as-code approach, seamlessly taking you through steps along the journey of Linux administration with all you need to master complex systems. This edition now includes Jenkins, Ansible, Logstash and more. What You'll Learn: Understand Linux architecture Build, back up, and recover Linux servers Create basic networks and network services with Linux Build and implement Linux infrastructure and services including mail, web, databases, and file and print Implement Linux security Resolve Linux performance and capacity planning issues Who This Book Is For: Small to medium-sized business owners looking to run their own IT, system administrators considering migrating to Linux, and IT systems integrators looking for an extensible Linux infrastructure management approach.

HTML5 is a markup language used to structure and present content for the World Wide Web and is a core technology of the Internet. It is supported across different platforms and is also supported by various browsers. Its innovative features, such as canvas, audio, and video elements, make it an excellent game building tool. HTML5 Game Development by Example Beginner's Guide Second Edition is a step-by-step tutorial that will help you create several games from scratch, with useful examples. Starting with an introduction to HTML5, the chapters of this book help you gain a better understanding of the various concepts and features of HTML5. By the end of the book, you'll have

the knowledge, skills, and level of understanding you need to efficiently develop games over the network using HTML5.

If you have a working knowledge of Haskell, this hands-on book shows you how to use the language's many APIs and frameworks for writing both parallel and concurrent programs. You'll learn how parallelism exploits multicore processors to speed up computation-heavy programs, and how concurrency enables you to write programs with threads for multiple interactions. Author Simon Marlow walks you through the process with lots of code examples that you can run, experiment with, and extend. Divided into separate sections on Parallel and Concurrent Haskell, this book also includes exercises to help you become familiar with the concepts presented: Express parallelism in Haskell with the Eval monad and Evaluation Strategies Parallelize ordinary Haskell code with the Parallel Monad Build parallel array-based computations, using the Repa library Use the Accelerate library to run computations directly on the GPU Work with basic interfaces for writing concurrent code Build trees of threads for larger and more complex programs Learn how to build high-speed concurrent network servers Write distributed programs that run on multiple machines in a network

Unlock the power of the MEAN stack by creating attractive and real-world projects About This Book Learn about the different components that comprise a MEAN application to construct a fully functional MEAN application using the best third-party modules A step-by-step guide to developing the MEAN stack components from scratch to achieve maximum flexibility when building an e-commerce application Build optimum end-to-end web applications using the MEAN stack Who This Book Is For This learning path is for web developers who are experienced in developing applications using JavaScript. This course is for developers who are interested in learning how to build modern and multiple web applications using MongoDB, Express, AngularJS, and Node.js. What You Will Learn Build modern, end-to-end web applications by employing the full-stack web development solution of MEAN Connect your Express application to MongoDB and use a Mongoose model and build a complex application from start to finish in MongoDB Employ AngularJS to build responsive UI components Implement multiple authentication strategies such as OAuth, JsonWebToken, and Sessions Enhance your website's usability with social logins such as Facebook, Twitter, and Google Secure your app by creating SSL certificates and run payment platforms in a live environment Implement a chat application from scratch using Socket.IO Create distributed applications and use the power of server-side rendering in your applications Extend a project with a real-time bidding system using WebSockets In Detail The MEAN stack is a collection of the most popular modern tools for web development. This course will help you to build a custom e-commerce app along with several other applications. You will progress to creating several applications with MEAN. The first module in this course will provide you with the skills you need to successfully create, maintain, and test a MEAN application. Starting with MEAN core frameworks, this course will explain each framework key concepts of MongoDB, Express, AngularJS, and Node.js. We will walk through the different tools and frameworks that will help expedite your daily development cycles. After this, the next module will show you how to create your own e-commerce application using the MEAN stack. It takes you step by step through the parallel process of learning and building to develop a production-ready, high-quality e-commerce site from scratch. It also shows you how to manage user authentication and authorization, check multiple payment platforms, add a product search and navigation feature, deploy a production-ready e-commerce site, and finally add your own high-quality feature to the site. The final step in this course will enable you to build a better foundation for your AngularJS apps. You'll learn how to build complex real-life applications with the MEAN stack and a few more advanced projects. You will become familiar with WebSockets, build real-time web applications, create auto-destructing entities, and see how to work with monetary data in Mongo. You will also find out how to build real-time e-commerce application. This learning path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: MEAN Web Development by Amos Haviv Building an E-Commerce Application with MEAN by Adrian Mejia MEAN Blueprints by Robert Onodi Style and approach This course will begin with the introduction to MEAN, gradually progressing with building applications in each framework. Each transition is well explained, and each chapter begins with the required background knowledge.

"This book covers strategies on using and evaluating open source products for online teaching and learning systems"--Provided by publisher.

Essential Java Skills--Made Easy! What Special - In this book I covered and explained several topics of latest Java 8 Features in detail for Developers & Fresher's, Topics Like- Lambdas. || Java 8 Functional interface, || Stream and Time API in Java 8. This Java book doesn't require previous program-

ming experience. However, if you come from a C or C++ programming background, then you will be able to learn faster. Learn the all basics and advanced features of Java programming in no time from Bestseller Java Programming Author Harry. H. Chaudhary (More than 1,67,000 Books Sold !). This Java Guide, starts with the basics and Leads to Advance features of Java in detail with thousands of Java Codes and new features of Java 8 like Lambdas. Java 8 Functional interface, || Stream and Time API in Java 8. , I promise this book will make you expert level champion of java. Anyone can learn java through this book at expert level. The main objective of this java book is not to give you just Java Programming Knowledge, I have followed a pattern of improving the question solution of thousands of Codes with clear theory explanations with different Java complexities for each java topic problem, and you will find multiple solutions for complex java problems. Engineering Students and fresh developers can also use this book. This book covers common core syllabus for all Computer Science Professional Degrees If you are really serious then go ahead and make your day with this ultimate java book. First Part- Teach you how to compile and run a Java program, shows you everything you need to develop, compile, debug, and run Java programs. And then discusses the keywords, syntax, and constructs that form the core of the Java language. After that it leads you to advanced features of java, including multithreaded programming and Applets. Learning a new language is no easy task especially when it's an oop's programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. This Java Book is very serious java stuff: A complete introduction to Java. You'll learn everything from the fundamentals to advanced topics, if you've read this book, you know what to expect--a visually rich format designed for the way your brain works. To use this book does not require any previous programming experience. However, if you come from a C/C++ background, then you will be able to advance a bit more rapidly. As most readers will know, Java is similar, in form and spirit, to C/C++. Thus, knowledge of those languages helps, but is not necessary. Even if you have never programmed before, you can learn to program in Java using this book. Inside Contents (Chapters): 1. (Overview of Java) 2.(Java Language) 3.(Control Statements) 4.(Scanner class, Arrays & Command Line Args) 5.(Class & Objects in Java) 6.(Inheritance in Java) 7.(Object oriented programming) 8.(Packages in Java) 9.(Interface in Java) 10.(String and StringBuffer) 11.(Exception Handling) 12.(Multi-Threaded Programming) 13.(Modifiers/Visibility modes) 14.(Wrapper Class) 15.(Input/Output in Java) 16.(Applet Fundamentals) 17.(Abstract Windows Toolkit)(AWT) 18.(Introduction To AWT Events) 19.(Painting in AWT) 20.(java.lang.Object Class) 21.(Collection Framework) PART - II (Java 8 Features for Developers) 22. Java 8 Features for Developers - Lambdas. 23. Java 8 Functional interface,Stream & Time API. 24. Key Features that Make Java More Secure than Other Languages.

Swift is Apple's new programming language and the future of iOS and OS X app development. At its surface, Swift is easy to jump into, but it has complex elements that are critical to becoming proficient at turning an idea into reality. Develop the skills and confidence to dive passionately into creating compelling, maintainable, and elegant apps in Swift. This book provides an approachable, step-by-step introduction into programming with Swift. Each topic is separated into comprehensive sections that are full of practical examples and easy-to-understand explanations. Each section builds on the previous topics to develop a comprehensive understanding of app development in Swift. It begins by giving an overview of the key features with practical examples and progresses to more advanced topics that help differentiate the skillful developers from the mediocre ones. It covers topics, such as variables, optionals, closures, generics, and memory management. In addition, this book also covers the art of programming, such as maintainability, useful design patterns, and resources for furthering your knowledge. This all culminates in writing a basic iOS app that will get you well on your way to turning your own app ideas into a reality.

Develop and optimize deep learning models with advanced architectures. This book teaches you the intricate details and subtleties of the algorithms that are at the core of convolutional neural networks. In Advanced Applied Deep Learning, you will study advanced topics on CNN and object detection using Keras and TensorFlow. Along the way, you will look at the fundamental operations in CNN, such as convolution and pooling, and then look at more advanced architectures such as inception networks, resnets, and many more. While the book discusses theoretical topics, you will discover how to work efficiently with Keras with many tricks and tips, including how to customize logging in Keras with custom callback classes, what is eager execution, and how to use it in your models. Finally, you will study how object detection works, and build a complete implementation of the YOLO (you only look once) algorithm in Keras and TensorFlow. By the end of the book you will have imple-

mented various models in Keras and learned many advanced tricks that will bring your skills to the next level. What You Will Learn See how convolutional neural networks and object detection work-Save weights and models on diskPause training and restart it at a later stage Use hardware acceleration (GPUs) in your codeWork with the Dataset TensorFlow abstraction and use pre-trained models and transfer learningRemove and add layers to pre-trained networks to adapt them to your specific projectApply pre-trained models such as Alexnet and VGG16 to new datasets Who This Book Is For Scientists and researchers with intermediate-to-advanced Python and machine learning know-how. Additionally, intermediate knowledge of Keras and TensorFlow is expected.

If you are a web developer who has a basic understanding of Ruby on Rails, this is the book for you. You should definitely have previous knowledge about HTML and how it works. However, CSS and JavaScript knowledge is optional for this book.

This cookbook is full of immediately useable recipes showing you how to develop service and message-oriented (integration) applications on the Oracle Service Bus. In addition to its cookbook style, which ensures the solutions are presented in a clear step-by-step manner, the explanations go into great detail, which makes it good learning material for everyone who has experience in OSB and wants to improve. Most of the recipes are designed in such a way that each recipe is presented as a separate, standalone entity and reading of prior recipes is not required. The finished solution of each recipe is also made available electronically. If you are an intermediate SOA developer who is using Oracle Service Bus to develop service and message-orientated applications on the Oracle Service Bus, then this book is for you. This book assumes that you have a working knowledge of fundamental SOA concepts and Oracle Service Bus.

The iPod, Apple's breakthrough MP3 music player, boasts a contact list, calendar, alarm clock, notes reader, and a handful of games In its first year, iTunes has sold more than 70 million songs; since hitting the market in November 2001, the iPod has sold more than 3 million units This updated edition covers cool new third-party accessories, new iTunes features, iPod functions, troubleshooting, and more Covers naming an iPod, setting preferences, connecting and sharing an iPod, organizing a digital jukebox, playing music, copying files, burning an audio CD, searching for and downloading songs from the music store, and much more Updated and revised to include coverage on both the Windows and Mac Platforms

The Official Ubuntu Packaging Guide is primarily addressed to those who would like to make and maintain Ubuntu packages. Although many of the concepts in this guide could be used to make binary packages for personal use, it is designed for those people wanting to distribute their packages to and for others.

Create great videos and post them on the Web Here is the ultimate guide to planning, creating, editing, and sharing video content online. You will discover how to shoot professional-quality videos, edit the files, prepare clips for posting online, and share video projects through a variety of websites, blogs, and podcasts. Hands-on tutorials for the easiest and best video editing software for use on PCs and Macs are included. The book also features a valuable overview of camera techniques, story-telling concepts, and advice on lighting and sound.

Understand the internals and architecture of GraalVM with the help of hands-on experiments and gain deep knowledge that you can apply to improve your application's performance, interoperability, and throughput. Key FeaturesGenerate faster and leaner code with minimum computing resources for high performanceCompile Java applications faster than ever to a standalone executable called native imagesCreate high-performance polyglot applications that are compatible across various JVM and non-JVM languagesBook Description GraalVM is a universal virtual machine that allows programmers to compile and run applications written in both JVM and non-JVM languages. It improves the performance and efficiency of applications, making it an ideal companion for cloud-native or microservices-based applications. This book is a hands-on guide, with step-by-step instructions on how to work with GraalVM. Starting with a quick introduction to the GraalVM architecture and how things work under the hood, you'll discover the performance benefits of running your Java applications on GraalVM. You'll then learn how to create native images and understand how AOT (ahead-of-time) can improve application performance significantly. The book covers examples of building polyglot applications that will help you explore the interoperability between languages running on the same VM. You'll also see how you can use the Truffle framework to implement any language of your choice to run optimally on GraalVM. By the end of this book, you'll not only have learned how GraalVM is beneficial in cloud-native and microservices development but also how to leverage its capabilities to create high-performing polyglot applications. What you will learnGain a solid understanding of GraalVM and how it works under the hoodWork with GraalVM's high perfor-

mance optimizing compiler and see how it can be used in both JIT (just-in-time) and AOT (ahead-of-time) modes. Get to grips with the various optimizations that GraalVM performs at runtime. Use advanced tools to analyze and diagnose performance issues in the code. Compile, embed, run, and interoperate between languages using Truffle on GraalVM. Build optimum microservices using popular frameworks such as Micronaut and Quarkus to create cloud-native applications. Who this book is for: This book is for JVM developers looking to optimize their application's performance. You'll also find this book useful if you're a JVM developer looking to explore options to develop polyglot applications using tools from the Python, R, Ruby, or Node.js ecosystem. A solid understanding of software development concepts and prior experience working with programming languages is necessary to get started.

"A practical guide to the Advanced Open Source Database"--Cover.

Essential Computer and its Fundamentals for Engineering And S

Beginning AngularJS is your step-by-step guide to learning the powerful AngularJS JavaScript framework. AngularJS is one of the most respected and innovative frameworks for building properly structured, easy-to-develop web applications. This book will teach you the absolute essentials, from downloading and installing AngularJS, to using modules, controllers, expressions, filters, and directives. Unlike many other books, you don't need experience with AngularJS or deep JavaScript knowledge to get started here. This book will begin by teaching you the JavaScript you need to know, and then you'll get into the basics of AngularJS. You'll learn powerful AngularJS techniques through clear instructions. With what you learn you'll be able to properly structure your code into manageable modules, understand the MVC design patterns, create expressive and adaptive HTML forms, communicate with servers and use other AngularJS services, use the powerful built-in directives, and learn how to create your own. This might all seem unknown now, but with this book you'll understand it all. AngularJS is a powerful framework, and one which may require you to think a little differently. This book will help you avoid the common pitfalls and get you up to speed, and building

solid AngularJS applications, quickly and painlessly.

This volume presents a collection of peer-reviewed, scientific articles from the 15th International Conference on Information Technology - New Generations, held at Las Vegas. The collection addresses critical areas of Machine Learning, Networking and Wireless Communications, Cybersecurity, Data Mining, Software Engineering, High Performance Computing Architectures, Computer Vision, Health, Bioinformatics, and Education.

Innovations and Advances in Computer Sciences and Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Innovations and Advances in Computer Sciences and Engineering includes selected papers from the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2008) which was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2008).