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Pharo is a modern, dynamically-typed, reflective,

and pure object-oriented programming language. It offers strong productivity via a fully live programming environment. It supports Xtreme TDD, a powerful development technique that puts live objects at the center of the coding experience. More information at http://www.pharo.org. Pharoers are used to say that programmers will never program the same once they coded seriously in Pharo. Learning Pharo is easy. Software developers learn Pharo in a couple of days. In addition, you can follow an excellent online free lecture available at: http://mooc.pharo.org. This book covers all the key aspects of Pharo: its syntax and its core libraries such as collections and streams. It also takes the user over simple tutorials that present all the aspects of code development with tests and git management with Pharo. In addition, it presents advanced topics such as reflective facilities and meta-level. Thought-provoking and accessible in approach, this updated and expanded second edition of the CUDA by Example: An Introduction to General-Purpose GPU Programming provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing

writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press Python is today's fastest growing programming language. This engaging and refreshingly different guide breaks down the skills into clear step-by-step chunks and explains the theory using brief easy-to-understand language. Rather than bamboozling readers with pages of mind-numbing technical jargon, this book includes 150 practical challenges, putting the power in the reader's hands. Through creating programs to solve these challenges the reader will quickly progress from mastering the basics to confidently using subroutines, a graphical user interface, and linking to external text, csv and SQL files. This book is perfect for anyone who wants to learn how to program with Python. In particular, students starting out in computer science and teachers who want to improve their confidence in Python will find here

a set of ready-made challenges for classroom use. In PROC SQL by Example: Using SQL within SAS, author Howard Schreier illustrates the use of PROC SQL in the context of the SAS DATA step and other SAS procedures (such as SORT, FREQ, MEANS, SUMMARY, APPEND, DATASETS, and TRANSPOSE) whose functionality overlaps and complements that of SQL. Using a side-by-side approach, this concise reference guide includes many extensively explained examples showing equivalent DATA step and SQL code, enabling SAS users to take advantage of existing SAS skills and knowledge while learning about SQL. Discussions cover the differences between SQL and the DATA step as well as situations where SQL and the DATA step are used together to benefit from the strengths of each. Topics addressed include working with joins and merges; using subqueries; understanding set operators; using the Macro Facility with PROC SQL; maintaining tables; working with views; using PROC SQL as a report generator; and more. This text is ideal for SAS programmers seeking to add PROC SQL to their SAS toolkits as well as SQL programmers striving to better integrate the SAS DATA step and SQL. This book is part of the SAS Press program. • in-depth coverage of

syllabus • comprehensive examples and solutions for quick revision • helps students to familiarise with various exam question-types • complete edition and concise edition eBooks available Use MFC, ActiveX, ATL, ADO and COM+ to develop COM applications Implement client/server applications with ease with this example-oriented approach to the details and implementation of COM technology in network applications. If there was ever a subject th This book uses practical examples to teach readers, and imparts the key skills and techniques of working in Construct 2 through building complete game projects. This book is for complete beginners who have always wanted to learn how to make games and have never tried. It is the perfect introduction to game development, design, and production. The great Seneca once warned, "If we do not know to which port we are sailing, no wind will be favorable to us." This wise quote speaks to the importance of developing purpose, direction, and motivation not from others, but from within. By Example is a pathway toward that goal. Whether in leadership, or in life, these twelve missions will empower you to influence widespread positive change, and to maximize your own unique human potential. As the title suggests, this program will challenge

you to focus primarily on yourself, and to accept responsibility for your own legacy. By completing each of our training exercises, you will learn to combat challenges with both insight, and healthy habits. To live and lead this way requires a lifelong process of learning and growth. Therefore, why wait another day? Begin where you are, open this thought-provoking guide, and strive to live life... By Example. Java Beans portends a revolution in enterprise software development, allowing organizations to build small, reusable, platform-independent components that substantially enhance the value of existing computing and database resources. The enclosed CD-ROM includes all source code needed to get started, as well as a full version of VisualAge for Java. If you are a JavaScript developer with no experience with Node.js or server-side web development, this book is for you. It will lead you through creating a fairly complex social network. You will learn how to work with a database and create real-time communication channels. "PHP By Example" provides web-publishing oriented individuals the opportunity to learn a new, flexible Internet scripting language, PHP. This book will take the reader through step-by-step examples that will

help them gain an understanding of PHP and explains concepts in simple, understandable tasks with multiple approaches to concepts that need clarification. As with other By Example books, this book teaches the Access Basic programming language through the liberal use of examples. There are three levels of examples: beginning, intermediate, and advanced. Each tutorial section within a chapter includes a number of code examples for the topic. Each chapter concludes with Review Questions and Review Exercises. 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. CUDA is a computing architecture designed to facilitate the development of parallel programs. In conjunction with a comprehensive software platform, the CUDA Architecture enables programmers to draw on the immense power of graphics processing units (GPUs) when building high-performance applications. GPUs, of course, have long been available for demanding graphics and game applications. CUDA now brings this valuable resource to programmers working on applications in other domains, including science, engineering, and finance. No knowledge of graphics programming is required—just the ability to program in a modestly extended version of C. CUDA by Example, written by two senior members of the CUDA software platform team, shows programmers how to employ this new technology. The authors introduce each area of CUDA development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the book details the techniques and trade-offs associated with each key CUDA feature. You'll discover when to use each CUDA C extension and how to write CUDA

software that delivers truly outstanding performance. Major topics covered include Parallel programming Thread cooperation Constant memory and events Texture memory Graphics interoperability Atomics Streams CUDA C on multiple GPUs Advanced atomics Additional CUDA resources All the CUDA software tools you'll need are freely available for download from NVIDIA. http://developer.nvidia.com/object/cuda-by-example.html The spreadsheet has become a ubiquitous engineering tool, and Microsoft Excel is the standard spreadsheet software package. Over the years, Excel has become such a complex program that most engineers understand and use only a tiny part of its power and features. This book is aimed at electronics engineers and technicians in particular, showing them how to best use Excel's features for computations, circuit modeling, graphing, and data analysis as applied to electronics design. Separate chapters cover lookup tables and file I/O, using macros, graphing, controls, using Analysis Toolpak for statistical analysis, databases, and linking into Excel from other sources, such as data from a serial port. The book is basically an engineering cookbook, with each chapter providing tutorial information along with several Excel "recipes" of

interest to electronics engineers. The accompanying CD-ROM features ready-to-run, customizable Excel worksheets derived from the book examples, which will be useful tools to add to any electronics engineer's spreadsheet toolbox. Engineers are looking for any and all means to increase their efficiency and add to their "bag of design tricks." Just about every electronics engineer uses Excel but most feel that the program has many more features to offer, if they only knew what they were! The Excel documentation is voluminous and electronics engineers don't have the time to read it all and sift through looking for those features that are directly applicable to their jobs and figure out how to use them. This book does that task for them-pulls out those features that they need to know about and shows them how to make use of them in specific design examples that they can then tailor to their own design needs. *This is the ONLY book to deal with Excel specifically in the electronics field *Distills voluminous and time-consuming Excel documentation down to nitty-gritty explanations of those features that are directly applicable to the electronics engineer's daily job duties *The accompanying CD-ROM provides ready-to-use, fully-customizable

worksheets from the book's examples Reselman teaches readers how to create dynamic Web sites with Active Server Pages, covering such topics as XML and ASP, objects, cookies, applications and database access. Master Windows 8.1/Windows Runtime Programming Through 80 Expert Projects This is the most complete, hands-on, solutions-focused guide to programming modern Windows applications with the Windows Runtime. Leading Windows development consultants Jeremy Likness and John Garland present easy-to-adapt C# and XAML example code for more than 80 projects. Their real-world application examples help you apply Windows 8.1's best improvements, including large tiles, the new search control, flyouts, command bars, native WinRT networking, and new deployment and sideloading options. Drawing on their pioneering experience, they illuminate key areas of the Windows Runtime API, offering uniquely detailed coverage of encryption, cloud connectivity, devices, printers, and media integration. You'll find cutting-edge tips and tricks available in no other book. This is an indispensable resource for all intermediate-to-advanced Windows developers, and for any architect building desktop, tablet, or mobile

solutions with Microsoft technologies. Its focus on both C# and XAML will make it valuable to millions of Windows developers already familiar with Silverlight, WPF, and/or .NET. Coverage includes • Creating robust app interfaces with the newest XAML controls, including flyouts and command bars • Saving data in a persistent "roaming zone" for syncing across Windows 8.1 devices • Using Visual State Manager (VSM) to build apps that adapt to various device resolutions and orientations • Integrating virtually any form of data into your apps • Connecting with web services, RSS, Atom feeds, and social networks • Securing apps via authentication, encrypting, signing, and single sign-on with Microsoft Account, Facebook, Google, and more • Leveraging Windows 8.1 media enhancements that improve battery life and app performance • Networking more effectively with Windows 8.1's revamped HTTP implementation and new location APIs • Using Tiles and Toasts to keep apps alive and connected, even when they aren't running • Enabling users to send content between devices via NFC tap and send • Ensuring accessibility and globalizing your apps • Efficiently debugging, optimizing, packaging, and deploying your apps •

Building sideloadable apps that don't have to be published in Windows Store "This book doesn't just focus on singular concepts, it also provides end-to-end perspective on building an app in WinRT. It is one of those essential tools for Windows developers that will help you complete your software goals sooner than without it!"
—Tim Heuer, Principal Program Manager Lead, XAML Platform, Microsoft Corporation NULL PROC REPORT by Example: Techniques for Building Professional Reports Using SAS provides real-world examples using PROC REPORT to create a wide variety of professional reports. Written from the point of view of the programmer who produces the reports, this book explains and illustrates creative techniques used to achieve the desired results. Each chapter focuses on a different concrete example, shows an image of the final report, and then takes you through the process of creating that report. You will be able to break each report down to find out how it was produced, including any data manipulation you have to do. The book clarifies solutions to common, everyday programming challenges and typical daily tasks that programmers encounter. For example: obtaining desired report formats using style templates

supplied by SAS and PROC TEMPLATE, PROC REPORT STYLE options, and COMPUTE block features employing different usage options (DISPLAY, ORDER, GROUP, ANALYSIS, COMPUTED) to create a variety of detail and summary reports using BREAK statements and COMPUTE blocks to summarize and report key findings producing reports in various Output Delivery System (ODS) destinations including RTF, PDF, XML, TAGSETS.RTF embedding images in a report and combining graphical and tabular data with SAS 9.2 and beyond Applicable to SAS users from all disciplines, the real-life scenarios will help elevate your reporting skills learned from other books to the next level. With PROC REPORT by Example: Techniques for Building Professional Reports Using SAS, what seemed complex will become a matter of practice. This book is part of the SAS Press program. Summary Specification by Example is an emerging practice for creating software based on realistic examples, bridging the communication gap between business stakeholders and the dev teams building the software. In this book, author Gojko Adzic distills interviews with successful teams worldwide, sharing how they specify, develop, and deliver

software, without defects, in short iterative delivery cycles. About the Technology Specification by Example is a collaborative method for specifying requirements and tests. Seven patterns, fully explored in this book, are key to making the method effective. The method has four main benefits: it produces living, reliable documentation; it defines expectations clearly and makes validation efficient; it reduces rework; and, above all, it assures delivery teams and business stakeholders that the software that's built is right for its purpose. About the Book This book distills from the experience of leading teams worldwide effective ways to specify, test, and deliver software in short, iterative delivery cycles. Case studies in this book range from small web startups to large financial institutions, working in many processes including XP, Scrum, and Kanban. This book is written for developers, testers, analysts, and business people working together to build great software. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Common process patterns How to avoid bad practices Fitting SBE in your process 50+ case studies ==================

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Table of Contents Part 1 Getting started Part 2 Key process patterns Part 3 Case studies Key benefits Key process patterns Living documentation Initiating the changes Deriving scope from goals Specifying collaboratively Illustrating using examples Refining the specification Automating validation without changing specifications Validating frequently Evolving a documentation system uSwitch RainStor Iowa Student Loan Sabre Airline Solutions ePlan Services Songkick Concluding thoughts This book introduces software developers to Java, the object-oriented programming language of choice for Internet development. Extend and modify MFC code to meet your needs! Author John Swanke delivers studied examples to give you a jump-start on creating more sophisticated and powerful applications. Each example is fully annotated and ready to insert into the your application -- Updated for Excel 2019 and based on the bestselling editions from previous versions, Microsoft Excel 2019 Programming by Example with VBA, XML and ASP is a practical, how-to book on Excel programming, suitable for readers already proficient with the Excel user interface

(UI). If you are looking to automate Excel routine tasks, this book will progressively introduce you to programming concepts via numerous illustrated hands-on exercises. More advanced topics are demonstrated via custom projects. From recording and editing a macro and writing VBA code to working with XML documents and using Classic ASP pages to access and display data on the Web, this book takes you on a programming journey that will change the way you work with Excel. The book provides information on performing automatic operations on files, folders, and other Microsoft Office applications. It also covers proper use of event procedures, testing and debugging, and guides you through programming advanced Excel features such as PivotTables, PivotCharts, and the Ribbon interface. Features: Contains 28 chapters loaded with illustrated "Hands-On" exercises and projects that guide you through the VBA programming language. Each example tells you exactly where to enter code, how to test it, and then run it. Takes you from introductory topics--including recording and editing macros, using variables, and constants, writing subroutines/functions, conditional statements, and various methods of coding loops to repeat

actions--to intermediate and advanced topics that include working with collections, class modules, arrays, file and database access, custom forms, error handling and debugging. Includes comprehensive coverage of native file handling in VBA, Windows Scripting Host (WSH), and low-level File Access. Demonstrates how to interact with Microsoft Access databases using both ADO and DAO Object Libraries to access and manipulate data. Includes chapters on programming charts, PivotTables, dialog boxes, custom forms, the Ribbon, Backstage View, context/shortcut menu customizations, as well as proper use of event procedures and callbacks. Provides a quick, "Hands-On" introduction to the data analysis and transformation processes using the Power Query feature and the "M" language formulas. Provides a practical coverage of using Web queries, HTML, XML, and VBScript in Classic ASP to retrieve and publish Excel data to the Web. ON THE COMPANION FILES (also available for download from the publisher by emailing proof of purchase to info@merclearning.com) All source code and supplemental files for the "Hands-On" exercises and custom projects All images from the text (including 4-color screenshots) This book is a

*practical guide to Backbone.js programming and provides how to integrate with several web technology such as HTML5, Bootstrap CSS, RequireJS, PHP, Node.js and Socket.io. It describes all the elements of the Backbone API and illustrates their use with code examples. The following is a list of highlight topics: * Preparing development environment * Model, View, and Collection * Events and Model Validation * Backbone View Templates and Data Binding with case study: Underscore.js, Handlebars, Mustache.js * Backbone Router * Interacting with Server: Backbone Sync * Building Backbone mdular: Backbone.js, Handlebars, and RequireJS * Case study 1: Building web application with Backbone.js, PHP RESTful and MySQL * Case study 2: Building web application with Backbone.js, Node.js, Express RESTful, Require.js and MongoDB * Case study 3: Building web application with Backbone.js, Node.js, Express and Socket.io • covers latest MOE syllabus • comprehensive examples and solutions for quick revision • helps students to familiarise with various exam question-types • Complete edition and concise edition eBooks available Learn to create fully functional web applications with authentication, content management*

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e-commerce application: Build a product catalog, a shopping cart, and asynchronous tasks with Celery and RabbitMQ. Process payments with Stripe and manage payment notifications via webhooks. Build a product recommendation engine with Redis. Create PDF invoices and export orders to CSV. An e-learning platform: Create a content management system to manage polymorphic content. Cache content with Memcached and Redis. Build and consume a RESTful API. Implement a real-time chat using WebSockets with ASGI. Create a production environment using NGINX, uWSGI and Daphne with Docker Compose. This is a practical book that will have you creating web apps quickly. What you will learn Learn Django essentials, including models, ORM, views, templates, URLs, forms, authentication, signals and middleware Implement different modules of the Django framework to solve specific problems Integrate third-party Django applications into your project Build asynchronous (ASGI) applications with Django Set up a production environment for your projects Easily create complex web applications to solve real use cases Who this book is for This book is for readers with basic Python knowledge and programmers transitioning from other web

frameworks who wish to learn Django by doing. If you already use Django or have in the past, and want to learn best practices and integrate other technologies to scale your applications, then this book is for you too. This book will help you master the most relevant areas of the framework by building practical projects from scratch. Some previous knowledge of HTML and JavaScript is assumed. CD-ROM contains: all source code and datafiles from the book Learn how to build physical computing systems using BeagleBone Black and Python About This Book Get to grips with the fundamentals of BeagleBone Leverage Python scripts to program BeagleBone for your requirements Build four exciting projects, from home automation to a tele-controlled robot Who This Book Is For This book is intended for hobbyists and consumers who wish to create impressive projects using BeagleBone. You must be familiar with Python programming. What You Will Learn Program on BeagleBone Black using Python Interface sensors and actuators to BeagleBone Black Build your own real-time physical computing systems Connect physical computing systems to cloud servers Build your own home automation and home security system Build your own tele-controlled robot with real-

time video streaming In Detail BeagleBone is a low cost, community-supported development platform to develop a variety of electronic projects. This book will introduce you to BeagleBone and get you building fun, cool, and innovative projects with it. Start with the specifications of BeagleBone Black and its operating systems, then get to grips with the GPIOs available in BeagleBone Black. Work through four types of exciting projects: building real-time physical computing systems, home automation, image processing for a security system, and building your own tele-controlled robot and learn the fundamentals of a variety of projects in a single book. By the end of this book, you will be able to write code for BeagleBone in order to operate hardware and impart decision-making capabilities with the help of efficient coding in Python. Style and approach This book is a step by step guide that will walk you through the fundamentals of building different projects using BeagleBone Black. Avrum Stroll accepts the ancient tradition that one of the tasks of philosophy is to give an accurate account of the world's features, both animate and inanimate. But, he contends, because these features are inexhaustibly complex, no single theory or

conceptual model can provide a complete account. Stroll's approach is piecemeal and example-oriented. In stressing the importance of examples, his work runs counter to one of the most powerful and seductive ways of thinking about the world—the Platonic tradition, which denigrates examples in the search for qualities or essences. Stroll favors pluralism, on the ground that this is how the world is.The "landscapes" of the title refers to various conceptual landscapes. Using the methodological approach he calls philosophy by example, the author discusses seven major problems of epistemology, metaphysics, and the philosophy of language: skepticism, direct reference theories and natural kinds, the relationship between the microscopic and macroscopic, the logic of examples, direct reference and fiction, holistic theories of meaning, and direct versus indirect realism in perception. It is the author's method that binds together the different topics, but the method is not the message. What matters are the substantive results. His unique analyses reveal new understandings of some difficult problems. Paul Cook- historian and author of Siege at the White House has once again covered literary ground where few writers dare to tip toe, much

less tread. In this revealing irreverent accomplishment, he has established a report card by which all of the Presidents have been graded. What makes Presidential Leadership by Example so unique is that each Chief Executive is not so much graded according to their political achievements or failures in the White House, but according to their personal values and perception by others as a proper role model. The following questions are now answered with historical honesty regardless of how popular the President may have been with society. Did they lead by example? Did they practice in their personal lives what they preached in their political life? Who was a real hypocrite? Was their political ambition dangerous not only to themselves, but to their families and nation as well? So, sit back, relax and get ready to meet the Presidents and many First Ladies, as you have never seen them before and held accountable for their personal actions in their first presidential report card on ethics. The federal government operates six major health care programs that serve nearly 100 million Americans. Collectively, these programs significantly influence how health care is provided by the private sector. Leadership by Example explores how the federal government

can leverage its unique position as regulator, purchaser, provider, and research sponsor to improve care - not only in these six programs but also throughout the nation's health care system. The book describes the federal programs and the populations they serve: Medicare (elderly), Medicaid (low income), SCHIP (children), VHA (veterans), TRICARE (individuals in the military and their dependents), and IHS (native Americans). It then examines the steps each program takes to assure and improve safety and quality of care. The Institute of Medicine proposes a national quality enhancement strategy focused on performance measurement of clinical quality and patient perceptions of care. The discussion on which this book focuses includes recommendations for developing and pilot-testing performance measures, creating an information infrastructure for comparing performance and disseminating results, and more. Leadership by Example also includes a proposed research agenda to support quality enhancement. The third in the series of books from the Quality of Health Care in America project, this well-targeted volume will be important to all readers of To Err Is Human and Crossing the Quality Chasm - as well as new

readers interested in the federal government's role in health care. Build exciting 2D/3D games and virtual reality applications with the help of hands-on examples Key Features Create five different types of games from scratch with Unity 2018 Import custom content into Unity from third-party tools such as Maya and Blender Learn to build NPCs with artificial intelligent behavior. Book Description Unity is the most exciting and popular engine used for developing games. With its 2018 release, Unity has become the primary source of both game development and virtual reality content. In Unity 2018 By Example, you'll learn how to use Unity in order to make amazing games from popular genres - from action shooters to mind-bending puzzle games to adventure and Virtual Reality (VR) games. Even if you have no previous experience of using Unity, this book will help you understand the toolsets it provides in depth. In addition to this, you'll understand how to create time-critical collection games, twin-stick space shooters, platformers, and action-fest games with intelligent enemies. Finally, you'll get to grips with creating VR games with the new toolsets introduced by Unity to help you develop amazing VR experiences. To make things easier, you will be provided with

step-by-step tutorials for making five great games in Unity 2018, along with a detailed explanation of all the fundamental concepts. By the end of this book, you'll have established a strong foundation in making games with Unity 2018. What you will learn Understand core Unity concepts, such as game objects, components, and scenes Study level-design techniques for building immersive and interesting worlds Make functional games with C# scripting Use the toolset creatively to build games with different themes and styles Handle player controls and input functionality Work with terrains and world-creation tools Get to grips with making both 2D and 3D games Who this book is for You don't need to have any previous experience with Unity to enjoy Unity 2018 By Example, although you need to have basic knowledge of C#. The best way to learn anything is by doing. The author uses a friendly tone and fun examples to ensure that you learn the basics of application development. Once you have read this book, you should have the necessary skills to build your own applications.If you have no experience but want to learn how to create applications in HTML5, this book is the only help you'll need. Using practical examples, HTML5 Web

Application Development by Example will develop your knowledge and confidence in application development. Build real-world computer vision applications and develop cool demos using OpenCV for PythonAbout This Book• Learn how to apply complex visual effects to images using geometric transformations and image filters• Extract features from an image and use them to develop advanced applications• Build algorithms to help you understand the image content and perform visual searchesWho This Book Is ForThis book is intended for Python developers who are new to OpenCV and want to develop computer vision applications with OpenCV-Python. This book is also useful for generic software developers who want to deploy computer vision applications on the cloud. It would be helpful to have some familiarity with basic mathematical concepts such as vectors, matrices, and so on.What You Will Learn• Apply geometric transformations to images, perform image filtering, and convert an image into a cartoon-like image• Detect and track various body parts such as the face, nose, eyes, ears, and mouth• Stitch multiple images of a scene together to create a panoramic image• Make an object disappear from an image• Identify different

shapes, segment an image, and track an object in a live video• Recognize an object in an image and build a visual search engine• Reconstruct a 3D map from images• Build an augmented reality applicationIn DetailComputer vision is found everywhere in modern technology. OpenCV for Python enables us to run computer vision algorithms in real time. With the advent of powerful machines, we are getting more processing power to work with. Using this technology, we can seamlessly integrate our computer vision applications into the cloud. Web developers can develop complex applications without having to reinvent the wheel.This book will walk you through all the building blocks needed to build amazing computer vision applications with ease. We start off with applying geometric transformations to images. We then discuss affine and projective transformations and see how we can use them to apply cool geometric effects to photos. We will then cover techniques used for object recognition, 3D reconstruction, stereo imaging, and other computer vision applications.This book will also provide clear examples written in Python to build OpenCV applications. The book starts off with simple beginner's level tasks such as basic processing

and handling images, image mapping, and detecting images. It also covers popular OpenCV libraries with the help of examples.The book is a practical tutorial that covers various examples at different levels, teaching you about the different functions of OpenCV and their actual implementation.Style and approachThis is a conversational-style book filled with hands-on examples that are really easy to understand. Each topic is explained very clearly and is followed by a programmatic implementation so that the concept is solidified. Each topic contributes to something bigger in the following chapters, which helps you understand how to piece things together to build something big and complex. Prolog has a declarative style. A predicate definition includes both the input and output parameters, and it allows a programmer to define a desired result without being concerned about the detailed instructions of how it is to be computed. Such a declarative language offers a solution to the software crisis, because it is shorter and more concise, more powerful and understandable than present-day languages. Logic highlights novel aspects of programming, namely using the same program to compute a relation and its inverse, and supporting

deductive retrieval of informa tion. This is a book about using Prolog. Its real point is the examples introduced from Chapter 3 onwards, and so a Prolog programmer does not need to read Chapters 1 and 2, which are oriented more to teachers and to students, respec tively. The book is recommended for introductory and advanced university courses, where students may need to remember the basics about logic program ming and Prolog, before starting doing. Chapters 1 and 2 were also kept for the sake of unity of the whole material. In Chapter 1 a teaching strategy is explained based on the key concepts of Pro log which are novel aspects of programming. Prolog is enhanced as a computer programming language used for solving problems that involve objects and the relationships between objects. This chapter provides a pedagogical tour of pre scriptions for the organization of Prolog programs, by pointing out the main draw backs novices may encounter. Design, develop, and publish your own mobile apps for iOS and Android using C# and Xamarin Studio About This Book Explore the exciting features of Xamarin Studio while learning to develop your own applications Develop a complete application from conceptualization through to publishing it on the

app store The book walks you through the basics of cross-platform development with Xamarin using examples and best practices and tips for cross platform solutions. Who This Book Is For If you want to develop your own applications and want to explore the features of Xamarin Studio, then this is the book for you. It is expected that you have a basic understanding of technologies in mobile development, but prior knowledge of Xamarin is not required. What You Will Learn Understand the software development lifecycle for mobile applications Use Xamarin Studio and its wide range of features to write your programs in C# Use different options to create multi-platform applications using Xamarin and develop a cross-platform extension method Work with Xamarin forms and various UI controls Integrate synchronous and asynchronous communication module within your app Render images to work with Android and iOS Link a third-party application to your solution In Detail The mobile app market is increasing exponentially every year. Xamarin Studio with its modern and powerful IDEs makes creating applications a lot easier by simplifying the development process. Xamarin will allow you and your team to create native applications by taking advantage of one of

the most evolved programming language in the world: C#. This book will provide you with the basic skills you need to start developing mobile apps using C# and Xamarin. By working through the examples in each chapter, you will gain hands-on experience of creating a complete app that is fully functional by all means. Finally, you will learn to publish the app you created on the app market. Each project in this book will take you one step closer to becoming a professional app developer. Style and approach The step-by-guide will walk you through the process of creating an application of with the help of small projects that will teach you everything you need to know to build a complete application of your own.

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