

JAVA SHOPPING CART STRUTS2 PROJECT SOURCE CODE

Managing Projects with GNU Make Angular 5 Projects Producing Open Source Software Java Projects The Definitive Guide to SQLite Cracking Codes with Python Mastering OpenCV with Practical Computer Vision Projects Practical Rust Projects Camel in Action Mastering Visual Studio .NET digitalSTS Programming Visual Basic 2008 Python Projects for Beginners Foundation Gatsby Projects Invent Your Own Computer Games with Python, 4th Edition Open Source Software: Mobile Open Source Technologies Xcode Tools Sensei (First Edition) Code Reading Machine Learning for Hackers Software Project Survival Guide Software Project Management Automatic Generation of Program Specifications from C++ Source Code Python Projects Gradle in Action Tiny Python Projects Android Hacker's Handbook Practice C#.NET and SQL SERVER with Accounting System Project Pro Git Sams Teach Yourself WPF in 24 Hours InfoWorld Hands-on Rust C Programming For Dummies CUDA by Example Beyond the Basic Stuff with Python Introduction to 3D Game Programming with DirectX 12 Rust in Action Graphics Programming with GDI+ Mining Software Engineering Data for Software Reuse Modern C New Frontiers in Artificial Intelligence

Recognizing the pretension ways to acquire this ebook JAVA SHOPPING CART STRUTS2 PROJECT SOURCE CODE is additionally useful. You have remained in right site to begin getting this info. acquire the JAVA SHOPPING CART STRUTS2 PROJECT SOURCE CODE belong to that we allow here and check out the link.

You could purchase lead JAVA SHOPPING CART STRUTS2 PROJECT SOURCE CODE or get it as soon as feasible. You could speedily download this JAVA SHOPPING CART STRUTS2 PROJECT SOURCE CODE after getting deal. So, taking into consideration you require the book swiftly, you can straight get it. Its thus certainly simple and for that reason fats, isnt it? You have to favor to in this flavor

Tiny Python Projects Oct 08 2020 "Tiny Python Projects is a gentle and amusing introduction to Python that will firm up key programming concepts while also making you giggle."—Amanda Debler, Schaeffler Key Features Learn new programming concepts through 21-bitesize programs Build an insult generator, a Tic-Tac-Toe AI, a talk-like-a-pirate program, and more Discover testing techniques that will make you a better programmer Code-along with free accompanying videos on YouTube Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book The 21 fun-but-powerful activities in Tiny Python Projects teach Python fundamentals through puzzles and games. You'll be engaged and entertained with every exercise, as you learn about text manipulation, basic algorithms, and lists and dictionaries, and other foundational programming skills. Gain confidence and experience while you create each satisfying project. Instead of going quickly through a wide range of concepts, this

book concentrates on the most useful skills, like text manipulation, data structures, collections, and program logic with projects that include a password creator, a word rhymer, and a Shakespearean insult generator. Author Ken Youens-Clark also teaches you good programming practice, including writing tests for your code as you go. What You Will Learn Write command-line Python programs Manipulate Python data structures Use and control randomness Write and run tests for programs and functions Download testing suites for each project This Book Is Written For For readers familiar with the basics of Python programming. About The Author Ken Youens-Clark is a Senior Scientific Programmer at the University of Arizona. He has an MS in Biosystems Engineering and has been programming for over 20 years. Table of Contents 1 How to write and test a Python program 2 The crow's nest: Working with strings 3 Going on a picnic: Working with lists 4 Jump the Five: Working with dictionaries 5 Howler: Working with files and STDOUT 6 Words count: Reading files and STDIN, iterating lists, formatting strings 7 Gashlycrumb: Looking items up in a dictionary 8 Apples and Bananas: Find and replace 9 Dial-a-Curse: Generating random insults from lists of words 10 Telephone: Randomly mutating strings 11 Bottles of Beer Song: Writing and testing functions 12 Ransom: Randomly capitalizing text 13 Twelve Days of Christmas: Algorithm design 14 Rhymer: Using regular expressions to create rhyming words 15 The Kentucky Friar: More regular expressions 16 The Scrambler: Randomly reordering the middles of words 17 Mad Libs: Using regular expressions 18 Gematria: Numeric encoding of text using ASCII values 19 Workout of the Day: Parsing CSV files, creating text table output 20 Password strength: Generating a secure and memorable password 21 Tic-Tac-Toe: Exploring state 22 Tic-Tac-Toe redux: An interactive version with type hints

Modern C Jul 25 2019 If you think "Modern" and "C" don't belong in the same sentence, think again. The C standards committee actively reviews and extends the language, with updated published C standards as recently as 2018. In Modern C, author Jens Gustedt teaches you the skills and features you need to write relevant programs in this tried-and-true language, including Linux and Windows, device drivers, web servers and browsers, smartphones, and much more! Modern C teaches you to take your C programming skills to new heights, whether you're just starting out with C or have more extensive experience. Organized by level, this comprehensive guide lets you jump in where it suits you best while still reaping the maximum benefits. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Managing Projects with GNU Make Nov 01 2022 The utility simply known as make is one of the most enduring features of both Unix and other operating systems. First invented in the 1970s, make still turns up to this day as the central engine in most programming projects; it even builds the Linux kernel. In the third edition of the classic Managing Projects with GNU make, readers will learn why this utility continues to hold its top position in project build software, despite many younger competitors. The premise behind make is simple: after you change source files and want to rebuild your program or other output files, make checks timestamps to see what has changed and rebuilds just what you need, without wasting time rebuilding other files. But on top of this simple principle, make layers a rich

collection of options that lets you manipulate multiple directories, build different versions of programs for different platforms, and customize your builds in other ways. This edition focuses on the GNU version of make, which has deservedly become the industry standard. GNU make contains powerful extensions that are explored in this book. It is also popular because it is free software and provides a version for almost every platform, including a version for Microsoft Windows as part of the free Cygwin project. *Managing Projects with GNU make, 3rd Edition* provides guidelines on meeting the needs of large, modern projects. Also added are a number of interesting advanced topics such as portability, parallelism, and use with Java. Robert Mecklenburg, author of the third edition, has used make for decades with a variety of platforms and languages. In this book he zealously lays forth how to get your builds to be as efficient as possible, reduce maintenance, avoid errors, and thoroughly understand what make is doing. Chapters on C++ and Java provide makefile entries optimized for projects in those languages. The author even includes a discussion of the makefile used to build the book.

InfoWorld May 03 2020 *InfoWorld* is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. *InfoWorld* also celebrates people, companies, and projects.

Xcode Tools Sensei (First Edition) Jun 15 2021

Mastering Visual Studio .NET Jan 23 2022 A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Practical Rust Projects Mar 25 2022 Go beyond the basics and build complete applications using the Rust programming language. The applications in this book include a high-performance web client, a microcontroller (for a robot, for example), a game, an app that runs on Android, and an application that incorporates AI and machine learning. Each chapter will be organized in the following format: what this kind of application looks like; requirements and user stories of our example program; an introduction to the Rust libraries used; the actual implementation of the example program, including common pitfalls and their solutions; and a brief comparison of libraries for building each application, if there is no clear winner. *Practical Rust Projects* will open your eyes to the world of practical applications of Rust. After reading the book, you will be able to apply your Rust knowledge to build your own projects. What You Will Learn Write Rust code that runs on microcontrollers Build a 2D game Create Rust-based mobile Android applications Use Rust to build AI and machine learning applications Who This Book Is For Someone with basic Rust knowledge, wishing to learn more about how to apply Rust in a real-world scenario.

Software Project Management Feb 09 2021 To build reliable, industry-applicable software products, large-scale software project groups must continuously improve software engineering processes to increase product quality, facilitate cost reductions, and adhere to tight schedules.

Emphasizing the critical components of successful large-scale software projects, *Software Project Management: A*

Graphics Programming with GDI+ Sep 26 2019 & All Windows programmers

developing applications that deal with graphics, monitors, or printers need to use GDI+. & & There is little documentation available on GDI+. There are only two books on the market, and they are both introductory. & & The author uses real world examples and extensive sample code.

Hands-on Rust Apr 01 2020 Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters - and what better way to learn than by making games. Each chapter in this book presents hands-on, practical projects ranging from "Hello, World" to building a full dungeon crawler game. With this book, you'll learn game development skills applicable to other engines, including Unity and Unreal. Rust is an exciting programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters. With Rust, you have a shiny new playground where your game ideas can flourish. Each chapter in this book presents hands-on, practical projects that take you on a journey from "Hello, World" to building a full dungeon crawler game. Start by setting up Rust and getting comfortable with your development environment. Learn the language basics with practical examples as you make your own version of Flappy Bird. Discover what it takes to randomly generate dungeons and populate them with monsters as you build a complete dungeon crawl game. Run game systems concurrently for high-performance and fast game-play, while retaining the ability to debug your program. Unleash your creativity with magical items, tougher monsters, and intricate dungeon design. Add layered graphics and polish your game with style. What You Need: A computer running Windows 10, Linux, or Mac OS X. A text editor, such as Visual Studio Code. A video card and drivers capable of running OpenGL 3.2.

Angular 5 Projects Sep 30 2022 Learn to build single page web apps using Angular 5 and TypeScript by working through 70+ mini-projects. With hundreds of code examples you gain a thorough understanding of the Angular 5 ecosystem and how to work within it. You'll begin by understanding the benefits of Angular 5 vs older versions, and how this benefits your applications. You'll then move onto mini-projects that teach you JavaScript, TypeScript, how to use editors, Node, CLI, components, modules, directives, Webpack, dependency injection, widgets, routes and navigation, observers, reactive programming, and RxJS. Complete with a consistently-updated online code repository, this book is a great way to get started with Angular 5. What You'll Learn Develop single page web applications using Angular 5 Understand the web development ecosystem Use Node, JavaScript and TypeScript Who This Book Is For New or experienced developers who wish to develop single page web applications in Angular and the TypeScript language.

Practice C#.NET and SQL SERVER with Accounting System Project Aug 06 2020 Practice to Working.. Have you always wanted to develop an application by yourself. The video and long book is boring. You just only learning programming to working same as in the enterprises, this book is for you. (Let's download project source code and database at the link in this book) How is this book different... + This project and database is design and coding by expert programmer who more than 10 years experience teaching and working with fact project for enterprises. + The author has also published more than 20,000 paper books and is used as a curriculum for IT students at many prestigious universities. + Bonus download powerful source code project

Read real serial number of HDD, SSD without WMI, Encode, Decode methods that you won't find anywhere. THIS PROJECT IS SYNTHESIZE THE KNOWLEDGE OF THE FOLLOWING 6 BOOKS: Book 1: C# .NET PROGRAMMING FOR BEGINNERS Book 2: C# .NET PROGRAMMING FOR ADVANCED Book 3: C# ADO .NET AND DATABASE Book 4: SQL SERVER T-SQL PROGRAMMING Book 5: SQL SERVER STORED PROCEDURE AND FUNCTION PROGRAMMING Book 6: SQL SERVER ADVANCED PROGRAMMING Warning: To learn this project you must have basic knowledge about C#.NET (Basic) and SQL server (T-SQL). What you'll learn in this project: Section 1: Knowledge about C#, ADO.NET - C# Language (Basic and Advanced): - ADO.NET Section 2: Knowledge about SQL Server Basic T-SQL, View, Function, Stored Procedure, Common Table Express (CTE), Cursor - DML (Data Manipulate Language): Select, Insert, Update, Delete - DDL (Data Definition Language) + Create: Create database or its Object + Alter: Modify structure of database + Drop: Remove/Delete Table, View, Function, Procedure - DCL (Data Control Language) + Permission for definition database objects + Permission for manipulating data - Keywords in SQL Server + Create View + Common Table Expression (CTE) + VIEW, STORED PROCEDURE + Parameters Section 3: Some Knowledge about Accounting ...and so much more.... Our Personal Guarantee If you are not fully satisfied with the product, simply let us know and we will provide a 100% full refund. That's right, a 100% Money-Back Guarantee! What reason do you have to not give this book a try? Scroll Up To The Top Of The Page And Click The Orange "Buy Now" Icon On The Right Side, Right Now! Jack Johnson All Rights Reserved

Java Projects Jul 29 2022 The java projects book enables you to develop java applications using an easy and simple approach. The book is designed for the readers, who are familiar with java programming. The book provides numerous listings and figures for an affective understanding of java concepts. The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

Sams Teach Yourself WPF in 24 Hours Jun 03 2020 Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP

Incorporate audio and video into your applications
Customize controls with styles, templates, and animation
Apply best practices for developing software with WPF
Deploy WPF applications to the desktop and Web
Take advantage of WPF's advanced printing capabilities
Grow as a developer by improving your overall software design skills

Introduction 1
Part I Getting Started 1
What WPF Is and Isn't 5
2 Understanding XAML 17
3 Introducing the Font Viewer 27
4 Handling Application Layout 41
5 Using Basic Controls 59
6 Introducing Data Binding 75
Part II Reaching the User 7
Designing an Application 93
8 Building a Text Document Editor 107
9 Getting a Handle on Events 121
10 Commands 145
11 Output 157
Part III Visualizing Data 12
Building a Contact Manager 177
13 Presenters and Views 193
14 Resources and Styles 211
15 Digging Deeper into Data Binding 229
16 Visualizing Lists 251
Part IV Creating Rich Experiences 17
Building a Media Viewer 267
18 Drawing with Shapes 291
19 Colors and Brushes 315
20 Transforms and Effects 331
21 Using Control Templates 347
22 Triggers 369
23 Animation 383
24 Best Practices 407
Part V Appendixes
Appendix A: Tools and Resources 423
Appendix B: 3D Tutorial Using ZAM 3D 427
Appendix C: Project Source (downloadable) 437
Index 439

Android Hacker's Handbook Sep 06 2020
The first comprehensive guide to discovering and preventing attacks on the Android OS
As the Android operating system continues to increase its share of the smartphone market, smartphone hacking remains a growing threat. Written by experts who rank among the world's foremost Android security researchers, this book presents vulnerability discovery, analysis, and exploitation tools for the good guys. Following a detailed explanation of how the Android OS works and its overall security architecture, the authors examine how vulnerabilities can be discovered and exploits developed for various system components, preparing you to defend against them. If you are a mobile device administrator, security researcher, Android app developer, or consultant responsible for evaluating Android security, you will find this guide is essential to your toolbox. A crack team of leading Android security researchers explain Android security risks, security design and architecture, rooting, fuzz testing, and vulnerability analysis
Covers Android application building blocks and security as well as debugging and auditing Android apps
Prepares mobile device administrators, security researchers, Android app developers, and security consultants to defend Android systems against attack
Android Hacker's Handbook is the first comprehensive resource for IT professionals charged with smartphone security.

Mining Software Engineering Data for Software Reuse Aug 25 2019
This monograph discusses software reuse and how it can be applied at different stages of the software development process, on different types of data and at different levels of granularity. Several challenging hypotheses are analyzed and confronted using novel data-driven methodologies, in order to solve problems in requirements elicitation and specification extraction, software design and implementation, as well as software quality assurance. The book is accompanied by a number of tools, libraries and working prototypes in order to practically illustrate how the phases of the software engineering life cycle can benefit from unlocking the potential of data. Software engineering researchers, experts, and practitioners can benefit from the various methodologies presented and can better understand how

knowledge extracted from software data residing in various repositories can be combined and used to enable effective decision making and save considerable time and effort through software reuse. Mining Software Engineering Data for Software Reuse can also prove handy for graduate-level students in software engineering.

CUDA by Example Jan 29 2020 *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>

Python Projects Dec 10 2020 A guide to completing Python projects for those ready to take their skills to the next level *Python Projects* is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preeminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world functionality, *Python Projects* details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. *Python Projects* is written specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: *How to maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries within and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments and using virtualenv, pip, and more Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, *Python Projects* is a goldmine of information and

expert insight.

Invent Your Own Computer Games with Python, 4th Edition Aug 18 2021 *Invent Your Own Computer Games with Python* will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

New Frontiers in Artificial Intelligence Jun 23 2019 This book constitutes the refereed proceedings of 4 workshops held at the JSAI International Symposia on Artificial Intelligence 2010, in Tokyo, Japan, in November 2009. The 24 revised full papers presented were carefully reviewed and selected from 61 submissions. The papers are organized in the workshop sections Logic and Engineering of Natural Language Semantics (LENLS), Juris-Informatics (JURISIN), Knowledge Collaboration in Software Development (KCS), and Learning with Logics and Logics for Learning (LLLL).

Software Project Survival Guide Mar 13 2021 Equip yourself with SOFTWARE PROJECT SURVIVAL GUIDE. It's for everyone with a stake in the outcome of a development project--and especially for those without formal software project management training. That includes top managers, executives, clients, investors, end-user representatives, project managers, and technical leads. Here you'll find guidance from the acclaimed author of the classics CODE COMPLETE and RAPID DEVELOPMENT. Steve McConnell draws on solid research and a career's worth of hard-won experience to map the surest path to your goal--what he calls "one specific approach to software development that works pretty well most of the time for most projects." Nineteen chapters in four sections cover the concepts and strategies you need for mastering the development process, including planning, design, management, quality assurance, testing, and archiving. For newcomers and seasoned project managers alike, SOFTWARE PROJECT SURVIVAL GUIDE draws on a vast store of techniques to create an elegantly simplified and reliable framework for project management success. So don't worry about wandering among complex sets of project management techniques that require years to sort out and master. SOFTWARE PROJECT SURVIVAL GUIDE goes straight to the heart of the matter to help your projects succeed. And that makes it a required addition to every professional's bookshelf.

Python Projects for Beginners Oct 20 2021 Immerse yourself in learning Python and introductory data analytics with this book's project-based approach. Through the structure of a ten-week coding bootcamp course, you'll

learn key concepts and gain hands-on experience through weekly projects. Each chapter in this book is presented as a full week of topics, with Monday through Thursday covering specific concepts, leading up to Friday, when you are challenged to create a project using the skills learned throughout the week. Topics include Python basics and essential intermediate concepts such as list comprehension, generators and iterators, understanding algorithmic complexity, and data analysis with pandas. From beginning to end, this book builds up your abilities through exercises and challenges, culminating in your solid understanding of Python. Challenge yourself with the intensity of a coding bootcamp experience or learn at your own pace. With this hands-on learning approach, you will gain the skills you need to jumpstart a new career in programming or further your current one as a software developer. What You Will Learn Understand beginning and more advanced concepts of the Python language Be introduced to data analysis using pandas, the Python Data Analysis library Walk through the process of interviewing and answering technical questions Create real-world applications with the Python language Learn how to use Anaconda, Jupyter Notebooks, and the Python Shell Who This Book Is For Those trying to jumpstart a new career into programming, and those already in the software development industry and would like to learn Python programming.

The Definitive Guide to SQLite Jun 27 2022 Outside of the world of enterprise computing, there is one database that enables a huge range of software and hardware to flex relational database capabilities, without the baggage and cost of traditional database management systems. That database is SQLite—an embeddable database with an amazingly small footprint, yet able to handle databases of enormous size. SQLite comes equipped with an array of powerful features available through a host of programming and development environments. It is supported by languages such as C, Java, Perl, PHP, Python, Ruby, TCL, and more. The Definitive Guide to SQLite, Second Edition is devoted to complete coverage of the latest version of this powerful database. It offers a thorough overview of SQLite's capabilities and APIs. The book also uses SQLite as the basis for helping newcomers make their first foray into database development. In only a short time you can be writing programs as diverse as a server-side browser plug-in or the next great iPhone or Android application! Learn about SQLite extensions for C, Java, Perl, PHP, Python, Ruby, and Tcl. Get solid coverage of SQLite internals. Explore developing iOS (iPhone) and Android applications with SQLite. SQLite is the solution chosen for thousands of products around the world, from mobile phones and GPS devices to set-top boxes and web browsers. You almost certainly use SQLite every day without even realizing it!

Machine Learning for Hackers Apr 13 2021 If you're an experienced programmer interested in crunching data, this book will get you started with machine learning—a toolkit of algorithms that enables computers to train themselves to automate useful tasks. Authors Drew Conway and John Myles White help you understand machine learning and statistics tools through a series of hands-on case studies, instead of a traditional math-heavy presentation. Each chapter focuses on a specific problem in machine learning, such as classification, prediction, optimization, and recommendation. Using the R programming language, you'll learn how to analyze sample datasets and write simple machine learning algorithms.

Machine Learning for Hackers is ideal for programmers from any background, including business, government, and academic research. Develop a naïve Bayesian classifier to determine if an email is spam, based only on its text Use linear regression to predict the number of page views for the top 1,000 websites Learn optimization techniques by attempting to break a simple letter cipher Compare and contrast U.S. Senators statistically, based on their voting records Build a "whom to follow" recommendation system from Twitter data

Gradle in Action Nov 08 2020 Summary Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to build a full-fledged, real-world project. Along the way, it touches on advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. About the Technology Gradle is a general-purpose build automation tool. It extends the usage patterns established by its forerunners, Ant and Maven, and allows builds that are expressive, maintainable, and easy to understand. Using a flexible Groovy-based DSL, Gradle provides declarative and extendable language elements that let you model your project's needs the way you want. About the Book Gradle in Action is a comprehensive guide to end-to-end project automation with Gradle. Starting with the basics, this practical, easy-to-read book discusses how to establish an effective build process for a full-fledged, real-world project. Along the way, it covers advanced topics like testing, continuous integration, and monitoring code quality. You'll also explore tasks like setting up your target environment and deploying your software. The book assumes a basic background in Java, but no knowledge of Groovy. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. Whats Inside A comprehensive guide to Gradle Practical, real-world examples Transitioning from Ant and Maven In-depth plugin development Continuous delivery with Gradle About the Author Benjamin Muschko is a member of the Gradleware engineering team and the author of several popular Gradle plugins. Table of Contents PART 1 INTRODUCING GRADLE Introduction to project automation Next-generation builds with Gradle Building a Gradle project by example PART 2 MASTERING THE FUNDAMENTALS Build script essentials Dependency management Multiproject builds Testing with Gradle Extending Gradle Integration and migration PART 3 FROM BUILD TO DEPLOYMENT IDE support and tooling Building polyglot projects Code quality management and monitoring Continuous integration Artifact assembly and publishing Infrastructure provisioning and deployment

Rust in Action Oct 27 2019 "This well-written book will help you make the most of what Rust has to offer." - Ramnivas Laddad, author of AspectJ in Action Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. Summary Rust in Action introduces the Rust programming language by exploring numerous systems programming concepts and techniques. You'll be learning Rust by delving into how computers work under the hood. You'll find yourself playing with persistent storage, memory, networking and even tinkering with CPU instructions. The book takes you through using Rust to extend other applications and teaches you tricks

to write blindingly fast code. You'll also discover parallel and concurrent programming. Filled to the brim with real-life use cases and scenarios, you'll go beyond the Rust syntax and see what Rust has to offer in real-world use cases. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Rust is the perfect language for systems programming. It delivers the low-level power of C along with rock-solid safety features that let you code fearlessly. Ideal for applications requiring concurrency, Rust programs are compact, readable, and blazingly fast. Best of all, Rust's famously smart compiler helps you avoid even subtle coding errors. About the book Rust in Action is a hands-on guide to systems programming with Rust. Written for inquisitive programmers, it presents real-world use cases that go far beyond syntax and structure. You'll explore Rust implementations for file manipulation, networking, and kernel-level programming and discover awesome techniques for parallelism and concurrency. Along the way, you'll master Rust's unique borrow checker model for memory management without a garbage collector. What's inside Elementary to advanced Rust programming Practical examples from systems programming Command-line, graphical and networked applications About the reader For intermediate programmers. No previous experience with Rust required. About the author Tim McNamara uses Rust to build data processing pipelines and generative art. He is an expert in natural language processing and data engineering. Table of Contents 1 Introducing Rust PART 1 RUST LANGUAGE DISTINCTIVES 2 Language foundations 3 Compound data types 4 Lifetimes, ownership, and borrowing PART 2 DEMYSTIFYING SYSTEMS PROGRAMMING 5 Data in depth 6 Memory 7 Files and storage 8 Networking 9 Time and timekeeping 10 Processes, threads, and containers 11 Kernel 12 Signals, interrupts, and exceptions

Programming Visual Basic 2008 Nov 20 2021 Ever since Visual Basic was merged into .NET, it's become the core language for creating business applications with Windows. The latest version, VB 2008, is even more useful -- and provides even more incentive for migrating from VB 6. All it lacks is a good book on how to harness its power. Programming Visual Basic 2008 fills the void. Written in a lively and engaging style by a developer who's grown up with Visual Basic, including both VB 6 and VB .NET, this hands-on guide addresses the core topics of the new VB, from basic to complex, with plenty of code examples. Programming Visual Basic 2008 also examines .NET programming from the application level with a chapter-by-chapter plan for developing, documenting, and deploying a full data-driven application. You learn, step-by-step, how to build and deploy a library management system, complete with patron, inventory, and barcode support. The book's broad range of topics include: VB language and its syntax An overview of the .NET Framework Object-oriented development in VB and .NET Generic objects, collections, and nullable types Design and management of software projects Integrating desktop features with Windows Forms Database design with SQL Server 2008 Database interface design with ADO.NET The new LINQ feature, and how to use it within VB and .NET Embedding XML within application source code Encryption and authentication in .NET Interacting with data stored in files and directories Web development using ASP.NET Deploying an application to a user's workstation And much more Programming Visual Basic 2008 is ideal for VB 6 programmers who are ready to move to .NET, as well as VB.NET

programmers who wish to improve their project-focused software development skills. Programming novices and developers coming from other languages will find the book valuable because of its language instruction and project design knowledge. Once you finish the book, you will have a firm grasp of VB 2008's core concepts and language elements, and understand how to build VB projects as they were intended -- as complete, cohesive solutions.

Automatic Generation of Program Specifications from C++ Source Code Jan 11 2021

Foundation Gatsby Projects Sep 18 2021 Roll your sleeves up and master Gatsby development by building four production-ready websites. This project-focused book teaches you how to use Gatsby alongside the latest technologies, including Contentful, Twillio, and Stackbit. In the first project, you will create a simple agency site with a contact form and deploy it to Netlify. You'll then quickly be able to create other basic client sites. Next, you will learn to set up a blog site using Stackbit and Dev CMS. Other projects include a large site built with Contentful and a video chat using Twilio. Many Gatsby tutorials out there today only cover how to create blog sites – get ahead of the crowd using this book today. What You'll Learn Use Contentful CMS with Gatsby Build sites quickly with Stackbit service Develop a video chat site similar to Skype with Twilio services Deploy all sites in Netlify Add functionalities with the powerful Gatsby plugin ecosystem Integrate advertisements Who This Book Is For Anyone who wants to create a site using Gatsby, from a simple blog site to a complicated commerce site. A little knowledge of React is expected but is not a necessity. You will need to be familiar with JavaScript concepts and be confident with basic web development.

Beyond the Basic Stuff with Python Dec 30 2019 BRIDGE THE GAP BETWEEN NOVICE AND PROFESSIONAL You've completed a basic Python programming tutorial or finished Al Sweigart's bestseller, Automate the Boring Stuff with Python. What's the next step toward becoming a capable, confident software developer? Welcome to Beyond the Basic Stuff with Python. More than a mere collection of advanced syntax and masterful tips for writing clean code, you'll learn how to advance your Python programming skills by using the command line and other professional tools like code formatters, type checkers, linters, and version control. Sweigart takes you through best practices for setting up your development environment, naming variables, and improving readability, then tackles documentation, organization and performance measurement, as well as object-oriented design and the Big-0 algorithm analysis commonly used in coding interviews. The skills you learn will boost your ability to program--not just in Python but in any language. You'll learn:

- Coding style, and how to use Python's Black auto-formatting tool for cleaner code
- Common sources of bugs, and how to detect them with static analyzers
- How to structure the files in your code projects with the Cookiecutter template tool
- Functional programming techniques like lambda and higher-order functions
- How to profile the speed of your code with Python's built-in timeit and cProfile modules
- The computer science behind Big-0 algorithm analysis
- How to make your comments and docstrings informative, and how often to write them
- How to create classes in object-oriented programming, and why they're used to organize code

Toward the end of the book you'll read a detailed source-code breakdown of two classic

command-line games, the Tower of Hanoi (a logic puzzle) and Four-in-a-Row (a two-player tile-dropping game), and a breakdown of how their code follows the book's best practices. You'll test your skills by implementing the program yourself. Of course, no single book can make you a professional software developer. But *Beyond the Basic Stuff with Python* will get you further down that path and make you a better programmer, as you learn to write readable code that's easy to debug and perfectly Pythonic
Requirements: Covers Python 3.6 and higher

Cracking Codes with Python May 27 2022 Learn how to program in Python while making and breaking ciphers—algorithms used to create and send secret messages! After a crash course in Python programming basics, you'll learn to make, test, and hack programs that encrypt text with classical ciphers like the transposition cipher and Vigenère cipher. You'll begin with simple programs for the reverse and Caesar ciphers and then work your way up to public key cryptography, the type of encryption used to secure today's online transactions, including digital signatures, email, and Bitcoin. Each program includes the full code and a line-by-line explanation of how things work. By the end of the book, you'll have learned how to code in Python and you'll have the clever programs to prove it! You'll also learn how to: - Combine loops, variables, and flow control statements into real working programs - Use dictionary files to instantly detect whether decrypted messages are valid English or gibberish - Create test programs to make sure that your code encrypts and decrypts correctly - Code (and hack!) a working example of the affine cipher, which uses modular arithmetic to encrypt a message - Break ciphers with techniques such as brute-force and frequency analysis There's no better way to learn to code than to play with real programs. *Cracking Codes with Python* makes the learning fun!

Mastering OpenCV with Practical Computer Vision Projects Apr 25 2022 Each chapter in the book is an individual project and each project is constructed with step-by-step instructions, clearly explained code, and includes the necessary screenshots. You should have basic OpenCV and C/C++ programming experience before reading this book, as it is aimed at Computer Science graduates, researchers, and computer vision experts widening their expertise.

Code Reading May 15 2021 CD-ROM contains cross-referenced code.

C Programming For Dummies Mar 01 2020 Get an A grade in C As with any major language, mastery of C can take you to some very interesting new places. Almost 50 years after it first appeared, it's still the world's most popular programming language and is used as the basis of global industry's core systems, including operating systems, high-performance graphics applications, and microcontrollers. This means that fluent C users are in big demand at the sharp end in cutting-edge industries—such as gaming, app development, telecommunications, engineering, and even animation—to translate innovative ideas into a smoothly functioning reality. To help you get to where you want to go with C, this 2nd edition of *C Programming For Dummies* covers everything you need to begin writing programs, guiding you logically through the development cycle: from initial design and testing to deployment and live iteration. By the end you'll be au fait with the do's and don'ts of good clean writing and easily able to produce the basic—and not-so-basic—building blocks of an elegant and efficient source code. Write

and compile source code Link code to create the executable program Debug and optimize your code Avoid common mistakes Whatever your destination: tech industry, start-up, or just developing for pleasure at home, this easy-to-follow, informative, and entertaining guide to the C programming language is the fastest and friendliest way to get there!

Producing Open Source Software Aug 30 2022 The corporate market is now embracing free, "open source" software like never before, as evidenced by the recent success of the technologies underlying LAMP (Linux, Apache, MySQL, and PHP). Each is the result of a publicly collaborative process among numerous developers who volunteer their time and energy to create better software. The truth is, however, that the overwhelming majority of free software projects fail. To help you beat the odds, O'Reilly has put together *Producing Open Source Software*, a guide that recommends tried and true steps to help free software developers work together toward a common goal. Not just for developers who are considering starting their own free software project, this book will also help those who want to participate in the process at any level. The book tackles this very complex topic by distilling it down into easily understandable parts. Starting with the basics of project management, it details specific tools used in free software projects, including version control, IRC, bug tracking, and Wikis. Author Karl Fogel, known for his work on CVS and Subversion, offers practical advice on how to set up and use a range of tools in combination with open mailing lists and archives. He also provides several chapters on the essentials of recruiting and motivating developers, as well as how to gain much-needed publicity for your project. While managing a team of enthusiastic developers -- most of whom you've never even met -- can be challenging, it can also be fun. *Producing Open Source Software* takes this into account, too, as it speaks of the sheer pleasure to be had from working with a motivated team of free software developers.

Camel in Action Feb 21 2022 Summary Camel in Action, Second Edition is the most complete Camel book on the market. Written by core developers of Camel and the authors of the highly acclaimed first edition, this book distills their experience and practical insights so that you can tackle integration tasks like a pro. Forewords by James Strachan and Dr. Mark Little Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Apache Camel is a Java framework that implements enterprise integration patterns (EIPs) and comes with over 200 adapters to third-party systems. A concise DSL lets you build integration logic into your app with just a few lines of Java or XML. By using Camel, you benefit from the testing and experience of a large and vibrant open source community. About the Book Camel in Action, Second Edition is the definitive guide to the Camel framework. It starts with core concepts like sending, receiving, routing, and transforming data. It then goes in depth on many topics such as how to develop, debug, test, deal with errors, secure, scale, cluster, deploy, and monitor your Camel applications. The book also discusses how to run Camel with microservices, reactive systems, containers, and in the cloud. What's Inside Coverage of all relevant EIPs Camel microservices with Spring Boot Camel on Docker and Kubernetes Error handling, testing, security, clustering, monitoring, and deployment Hundreds of examples in Java and XML About the Reader Readers

should be familiar with Java. This book is accessible to beginners and invaluable to experts. About the Author Claus Ibsen is a senior principal engineer working for Red Hat specializing in cloud and integration. He has worked on Apache Camel for the last nine years where he heads the project. Claus lives in Denmark. Jonathan Anstey is an engineering manager at Red Hat and a core Camel contributor. He lives in Newfoundland, Canada. Table of Contents Part 1 - First steps Meeting Camel Routing with Camel Part 2 - Core Camel Transforming data with Camel Using beans with Camel Enterprise integration patterns Using components Part 3 - Developing and testing Microservices Developing Camel projects Testing RESTful web services Part 4 - Going further with Camel Error handling Transactions and idempotency Parallel processing Securing Camel Part 5 - Running and managing Camel Running and deploying Camel Management and monitoring Part 6 - Out in the wild Clustering Microservices with Docker and Kubernetes Camel tooling Bonus online chapters Available at <https://www.manning.com/books/camel-in-action-second-edition> and in electronic versions of this book: Reactive Camel Camel and the IoT by Henryk Konsek

Pro Git Jul 05 2020 Pro Git (Second Edition) is your fully-updated guide to Git and its usage in the modern world. Git has come a long way since it was first developed by Linus Torvalds for Linux kernel development. It has taken the open source world by storm since its inception in 2005, and this book teaches you how to use it like a pro. Effective and well-implemented version control is a necessity for successful web projects, whether large or small. With this book you'll learn how to master the world of distributed version workflow, use the distributed features of Git to the full, and extend Git to meet your every need. Written by Git pros Scott Chacon and Ben Straub, Pro Git (Second Edition) builds on the hugely successful first edition, and is now fully updated for Git version 2.0, as well as including an indispensable chapter on GitHub. It's the best book for all your Git needs.

Open Source Software: Mobile Open Source Technologies Jul 17 2021 This book constitutes the refereed proceedings of the 10th International IFIP WG 2.13 Conference on Open Source Systems, OSS 2014, held in San José, Costa Rica, in May 2014. The 16 revised full papers and 16 short papers presented together with 5 poster papers were carefully reviewed and selected from 61 submissions. They have been organized in the following topical sections: open source visualization and reporting; open source in business modeling; open source in mobile and web technologies; open source in education and research; development processes of open source products; testing and assurance of open source projects; and global impact on open source communities and development. The last section consists of five case studies and demonstrations of open source projects.

Introduction to 3D Game Programming with DirectX 12 Nov 28 2019 This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It shows how to use new Direct12 features such as command lists, pipeline state objects, descriptor heaps and tables, and explicit resource management to reduce CPU overhead and increase scalability across multiple CPU cores. The book covers modern special effects and techniques such as hardware

tessellation, writing compute shaders, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, and character animation. Includes a companion DVD with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. FEATURES: • Provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12 • Uses new DirectX 12 features to reduce CPU overhead and take advantage of multiple CPU cores • Contains detailed explanations of popular real-time game effects • Includes a DVD with source code and all the images (including 4-color) from the book • Learn advanced rendering techniques such as ambient occlusion, real-time reflections, normal and displacement mapping, shadow rendering, programming the geometry shader, and character animation • Covers a mathematics review and 3D rendering fundamentals such as lighting, texturing, blending and stenciling • Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12

digitalSTS Dec 22 2021 New perspectives on digital scholarship that speak to today's computational realities Scholars across the humanities, social sciences, and information sciences are grappling with how best to study virtual environments, use computational tools in their research, and engage audiences with their results. Classic work in science and technology studies (STS) has played a central role in how these fields analyze digital technologies, but many of its key examples do not speak to today's computational realities. This groundbreaking collection brings together a world-class group of contributors to refresh the canon for contemporary digital scholarship. In twenty-five pioneering and incisive essays, this unique digital field guide offers innovative new approaches to digital scholarship, the design of digital tools and objects, and the deployment of critically grounded technologies for analysis and discovery. Contributors cover a broad range of topics, including software development, hackathons, digitized objects, diversity in the tech sector, and distributed scientific collaborations. They discuss methodological considerations of social networks and data analysis, design projects that can translate STS concepts into durable scientific work, and much more. Featuring a concise introduction by Janet Vertesi and David Ribes and accompanied by an interactive microsite, this book provides new perspectives on digital scholarship that will shape the agenda for tomorrow's generation of STS researchers and practitioners.