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Compilers and operating systems constitute the basic interfaces between a programmer and the machine for which he is developing software. In this book we are concerned with the construction of the former. Our intent is to provide the reader with a firm theoretical basis for compiler construction and sound engineering principles for selecting alternate methods, implementing them, and integrating them

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into a reliable, economically viable product. The emphasis is upon a clean decomposition employing modules that can be re-used for many compilers, separation of concerns to facilitate team programming, and flexibility to accommodate hardware and system constraints. A reader should be able to understand the questions he must ask when designing a compiler for language X on machine Y, what tradeoffs are possible, and what performance might be obtained. He should not feel that any part of the design rests on whim; each decision must be based upon specific, identifiable

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characteristics of the source and target languages or upon design goals of the compiler. The vast majority of computer professionals will never write a compiler. Nevertheless, study of compiler technology provides important benefits for almost everyone in the field . •

It focuses attention on the basic relationships between languages and machines. Understanding of these relationships eases the inevitable transitions to new hardware and programming languages and improves a person's ability to make appropriate tradeoffs in design and implementation .

The first edition won the award for Best 1990

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Professional and Scholarly Book in Computer Science and Data Processing by the Association of American Publishers. There are books on algorithms that are rigorous but incomplete and others that cover masses of material but lack rigor. Introduction to Algorithms combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be

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readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became the standard reference for professionals and a widely used text in universities worldwide. The second edition features new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming, as well as extensive revisions to virtually every section of the book. In a subtle but important change, loop invariants are introduced early and used throughout

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the text to prove algorithm correctness. Without changing the mathematical and analytic focus, the authors have moved much of the mathematical foundations material from Part I to an appendix and have included additional motivational material at the beginning.

• This textbook provides a perfect amalgam of the basics of computer architecture, intricacies of modern assembly languages and advanced concepts such as multiprocessor memory systems and I/O technologies. It shows the design of a processor from first principles including its instruction

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set, assembly-language specification, functional units, microprogrammed implementation and 5-stage pipeline. Computer Organisation and Architecture can serve as a textbook in both basic as well as advanced courses on computer architecture, systems programming, and microprocessor design. Additionally, it can also serve as a reference book for courses on digital electronics and communication. Salient Features: ? Balanced presentation of theoretical, qualitative and quantitative aspects of computer architecture ? Extensive coverage of the ARM and x86 assembly languages ? Extensive

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software support: Instruction set emulators, assembler, Logisim and VHDL design of the SimpleRisc processor

Data in all domains is getting bigger. How can you work with it efficiently? Recently updated for Spark 1.3, this book introduces Apache Spark, the open source cluster computing system that makes data analytics fast to write and fast to run. With Spark, you can tackle big datasets quickly through simple APIs in Python, Java, and Scala. This edition includes new information on Spark SQL, Spark Streaming, setup, and Maven coordinates. Written

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by the developers of Spark, this book will have data scientists and engineers up and running in no time. You'll learn how to express parallel jobs with just a few lines of code, and cover applications from simple batch jobs to stream processing and machine learning. Quickly dive into Spark capabilities such as distributed datasets, in-memory caching, and the interactive shell Leverage Spark's powerful built-in libraries, including Spark SQL, Spark Streaming, and MLlib Use one programming paradigm instead of mixing and matching tools like Hive, Hadoop, Mahout, and Storm Learn how to deploy interactive,

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batch, and streaming applications Connect to data sources including HDFS, Hive, JSON, and S3 Master advanced topics like data partitioning and shared variables

Introduction to Parallel Computing

Lightning-Fast Big Data Analysis

Fundamentals of Computer Programming with C#

Finite Difference Computing with Exponential Decay Models

Mining of Massive Datasets

The Java Tutorial

Maximize the impact and precision of your message! Now in

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its fourth edition, the Microsoft Manual of Style provides essential guidance to content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Editorial Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft; clear, concise usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for writing content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for ease of use, the Microsoft Manual of Style is designed to help

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you communicate clearly, consistently, and accurately about technical topics—across a range of audiences and media. Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human

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accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and

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generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow

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machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks

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Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-learning best practices Generative deep learning Conclusions appendix A - Installing Keras and its dependencies on Ubuntu appendix B - Running Jupyter notebooks on an EC2 GPU instance

To sustain and stay at the top of the market and give absolute comfort to the consumers, industries are using different strategies and technologies. Natural language processing (NLP) is a technology widely penetrating the market, irrespective of the industry and domains. It is

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extensively applied in businesses today, and it is the buzzword in every engineer's life. NLP can be implemented in all those areas where artificial intelligence is applicable either by simplifying the communication process or by refining and analyzing information. Neural machine translation has improved the imitation of professional translations over the years. When applied in neural machine translation, NLP helps educate neural machine networks. This can be used by industries to translate low-impact content including emails, regulatory texts, etc. Such machine translation tools speed up communication with partners while enriching other business interactions. Deep Natural

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Language Processing and AI Applications for Industry 5.0 provides innovative research on the latest findings, ideas, and applications in fields of interest that fall under the scope of NLP including computational linguistics, deep NLP, web analysis, sentiments analysis for business, and industry perspective. This book covers a wide range of topics such as deep learning, deepfakes, text mining, blockchain technology, and more, making it a crucial text for anyone interested in NLP and artificial intelligence, including academicians, researchers, professionals, industry experts, business analysts, data scientists, data analysts, healthcare system designers, intelligent system designers, practitioners,

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and students.

This text provides a very simple, initial introduction to the complete scientific computing pipeline: models, discretization, algorithms, programming, verification, and visualization. The pedagogical strategy is to use one case study – an ordinary differential equation describing exponential decay processes – to illustrate fundamental concepts in mathematics and computer science. The book is easy to read and only requires a command of one-variable calculus and some very basic knowledge about computer programming. Contrary to similar texts on numerical methods and programming, this text has a much stronger

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focus on implementation and teaches testing and software engineering in particular.

Your Guide to Easily Learn Angular JS In 7 Days

Smart and Sustainable Engineering for Next Generation Applications

Crafting Interpreters

An Introduction to Neural Networks

Software-Defined Radio for Engineers

A Short Course on the Basics

This book collects research works of data-driven medical diagnosis done via Artificial Intelligence based solutions, such as Machine Learning, Deep Learning and Intelligent

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Optimization. Physical devices powered with Artificial Intelligence are gaining importance in diagnosis and healthcare. Medical data from different sources can also be analyzed via Artificial Intelligence techniques for more effective results.

Introduction to Network Simulator NS2 is a primer providing materials for NS2 beginners, whether students, professors, or researchers for understanding the architecture of Network Simulator 2 (NS2) and for incorporating simulation modules into NS2. The authors discuss the simulation architecture and the key components of NS2 including simulation-related objects, network objects, packet-related objects, and helper objects. The NS2 modules included within are nodes, links, SimpleLink objects, packets, agents, and applications.

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Further, the book covers three helper modules: timers, random number generators, and error models. Also included are chapters on summary of debugging, variable and packet tracing, result compilation, and examples for extending NS2. Two appendices provide the details of scripting language Tcl, OTcl and AWK, as well object oriented programming used extensively in NS2.

Html tutorial is a educational book on hyper text language
The original Struts project revolutionized Java web development and its rapid adoption resulted in the thousands of Struts-based applications deployed worldwide. Keeping pace with new ideas and trends, Apache Struts 2 has emerged as the product of a merger between the Apache Struts and OpenSymphony WebWork projects, united in their

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goal to develop an easy-to-use yet feature-rich framework. Struts 2 represents a revolution in design and ease of use when compared to classic Struts. It adds exciting and powerful features such as a plugin framework, JavaServer Faces integration, and XML-free configuration. Struts 2 In Action introduces the Apache Struts 2 web application framework and shows you how to quickly develop professional, production-ready modern web applications. Written by Don Brown, one of the leading developers of Struts 2, Chad Davis, a passionate Struts 2 developer, along with Scott Stanlick, this book gently walks you through the key features of Struts 2 in example-driven, easy-to-digest sections. Struts 2 in Action delivers accurate, seasoned information that can immediately be put to work. This book is

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designed for working Java web developers-especially those with some background in Struts 1 or WebWork. The core content, covering key framework components such as Actions, Results, and Interceptors, includes new features like the annotation-based configuration options. You'll find chapters on Struts 2 plugins, FreeMarker, and migration from Struts 1 and WebWork 2. Finally, new topics such as the Ajax tags, Spring Framework integration, and configuration by convention give familiar subjects new depth. 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.

Python Tutorial

Release 3. 6. 6rc1

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Learning Spark

The Bulgarian C# Book

An Introduction to General-Purpose GPU Programming,
Portable Documents

Understanding the DOM — Document Object Model

Build real-world Artificial Intelligence

applications with Python to intelligently

interact with the world around you About This

Book Step into the amazing world of

intelligent apps using this comprehensive

guide Enter the world of Artificial

Intelligence, explore it, and create your own

applications Work through simple yet

insightful examples that will get you up and

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running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to

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automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything

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is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will

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see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an

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algorithm, implement it, and then build a smart application.

Microsoft Azure Essentials from Microsoft Press is a series of free ebooks designed to help you advance your technical skills with Microsoft Azure. The first ebook in the series, Microsoft Azure Essentials:

Fundamentals of Azure, introduces developers and IT professionals to the wide range of capabilities in Azure. The authors - both Microsoft MVPs in Azure - present both conceptual and how-to content for key areas, including: Azure Websites and Azure Cloud Services Azure Virtual Machines Azure Storage

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Azure Virtual Networks Databases Azure Active Directory Management tools Business scenarios Watch Microsoft Press's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the "Microsoft Azure Essentials" series.

A complete source of information on almost all aspects of parallel computing from introduction, to architectures, to programming paradigms, to algorithms, to programming standards. It covers traditional Computer Science algorithms, scientific computing algorithms and data intensive algorithms.

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This book contains the steps, strategies, and techniques you need to learn and use AngularJS, a well-supported and widely-used JavaScript framework for single page applications development. This training material was conceptualized and developed to help beginners of diverse backgrounds to master the powerful features of AngularJS and use them to make rich and dynamic web pages. Web developers, absolute beginners, and programmers will find this book a practical, engaging, and reliable resource material for learning AngularJS. Whether you want to launch a career in web applications

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development or you want to put up your own interactive website using the single page concept, this training offers a quick, straightforward, and inexpensive way to achieve your objectives. This instructional book provides a thorough step-by-step guide to help you understand and optimize the tools, connectivity features, and potentials of AngularJS. It presents the precise steps from the beginning and discusses the key concepts involved in each step. It uses visual aids and screenshots to make learning intuitive and easy. This book offers a comprehensive discussion of AngularJS

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features and functionalities and provides real world examples that go beyond the basics.

Clean Architecture

Introduction to Storage Area Networks

Kubernetes for Full-Stack Developers

App Inventor 2

Theory and Practice

Microsoft Azure Essentials - Fundamentals of
Azure

A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-

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friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. Software Testing and Quality Assurance: Theory and Practice equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting

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and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering. Despite using them every day, most software engineers know little about how programming languages are designed and implemented. For

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many, their only experience with that corner of computer science was a terrifying "compilers" class that they suffered through in undergrad and tried to blot from their memory as soon as they had scribbled their last NFA to DFA conversion on the final exam. That fearsome reputation belies a field that is rich with useful techniques and not so difficult as some of its practitioners might have you believe. A better understanding of how programming languages are built will make you a stronger software engineer and teach you concepts and data structures you'll use the rest of your coding days. You might even

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have fun. This book teaches you everything you need to know to implement a full-featured, efficient scripting language. You'll learn both high-level concepts around parsing and semantics and gritty details like bytecode representation and garbage collection. Your brain will light up with new ideas, and your hands will get dirty and calloused. Starting from main(), you will build a language that features rich syntax, dynamic typing, garbage collection, lexical scope, first-class functions, closures, classes, and inheritance. All packed into a few thousand lines of clean, fast code that

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you thoroughly understand because you wrote each one yourself.

Learn iOS Design Patterns! Design patterns are reusable solutions to common development problems. They aren't project specific, so you can adapt and use them in countless apps. By learning design patterns, you'll become a better developer, save time and work less. Design Patterns by Tutorials is here to help! This book is the easiest and fastest way to get hands-on experience with the iOS design patterns you need to know. Who This Book Is For Whether you're a beginner, intermediate or advanced iOS developer, this book is for

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you. You can either read this book from cover to cover, or skip around to just the patterns you want to learn. Topics Covered in Design Patterns by Tutorials Getting Started: You'll first learn about how design patterns work and how they can help you build better, cleaner apps. Fundamental Patterns: You'll progress onto fundamental design patterns, such as MVC, Delegation, and Strategy, which you're likely to use on every iOS app. Intermediate Patterns: You'll then learn about intermediate design patterns, such as MVVM, Factory, and Adapter, which are less common than fundamental patterns but still

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very useful for most apps. You'll finish off by learning about advanced design patterns, including Flyweight, Mediator and Command. You likely won't use these on every app, but they may be just what you need to solve a difficult problem. One thing you can count on: after reading this book, you'll be well-prepared to use design patterns in your own apps!

Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of

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any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin (“Uncle Bob”) reveals those rules and helps you apply them. Martin’s Clean Architecture doesn’t merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you’ve come to expect from Uncle Bob, this book is packed with direct, no-nonsense solutions for the real challenges you’ll face—the ones that

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will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why

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designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

*Artificial Intelligence for Data-Driven
Medical Diagnosis*

*Deep Natural Language Processing and AI
Applications for Industry 5.0*

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Writing Software Documentation

Ruby on Rails Tutorial

Compiler Construction

Deep Learning with Python

This book reports on advanced theories and methods in two related engineering fields: electrical and electronic engineering, and communications engineering and computing. It highlights areas of global and growing importance, such as renewable energy, power systems, mobile communications, security and the Internet of Things (IoT). The contributions cover a number of current research issues,

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including smart grids, photovoltaic systems, wireless power transfer, signal processing, 4G and 5G technologies, IoT applications, mobile cloud computing and many more. Based on the proceedings of the Second International Conference on Emerging Trends in Electrical, Electronic and Communications Engineering (ELECOM 2018), held in Mauritius from November 28 to 30, 2018, the book provides graduate students, researchers and professionals with a snapshot of the state-of-the-art and a source of new ideas for future research and collaborations.

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Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Providing code examples in python, this book introduces the concepts of machine learning with mathematical explanations and programming fundamentals. --

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures

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and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented

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principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the

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major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video

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lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title:

Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book)

ISBN: 9789544007737 ISBN-13:

978-954-400-773-7 (9789544007737) ISBN-10:

954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English

Published: Sofia, 2013 Publisher: Faber

Publishing, Bulgaria Web site:

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<http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files,

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linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous

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types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology,

9789544007737, 9544007733

Machine Learning with Python

Software Testing and Quality Assurance

Proceeding of the Second International

Conference on Emerging Trends in Electrical,

Electronic and Communications Engineering

(ELECOM 2018), November 28-30, 2018,

Mauritius

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Design Patterns

Design Patterns by Tutorials (Third Edition):

Learning Design Patterns in Swift

Learn OpenGL

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling

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author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique

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solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need

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Create high-quality site layouts and data models
Implement registration and authentication systems,
including validation and secure passwords Update,
display, and delete users Upload images in production
using a cloud storage service Implement account
activation and password reset, including sending email
with Rails Add social features and microblogging,
including an introduction to Ajax Record version
changes with Git and create a secure remote repository
at Bitbucket Deploy your applications early and often
with Heroku

A catalog of solutions to commonly occurring design
problems, presenting 23 patterns that allow designers to
create flexible and reusable designs for object-oriented

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software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

Based on the popular Artech House classic, Digital Communication Systems Engineering with Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype

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wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with

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OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

Now in its second edition, this book focuses on practical algorithms for mining data from even the largest datasets.

Elements of Reusable Object-Oriented Software
Html Tutorial

Artificial Intelligence with Python

Computer Organisation & Architecture

Learn Web Development with Rails

CUDA by Example

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Learn OpenGL will teach you the basics, the intermediate, and tons of advanced knowledge, using modern (core-profile) OpenGL. The aim of this book is to show you all there is to modern OpenGL in an easy-to-understand fashion, with clear examples and step-by-step instructions, while also providing a useful reference for later studies.

Master the Shiny web framework—and take your R skills to a whole new level. By letting you move beyond static reports, Shiny helps you create fully interactive web apps for data analyses. Users will be able to jump between datasets, explore different subsets or facets of the data, run models with parameter values of their choosing, customize

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visualizations, and much more. Hadley Wickham from RStudio shows data scientists, data analysts, statisticians, and scientific researchers with no knowledge of HTML, CSS, or JavaScript how to create rich web apps from R. This in-depth guide provides a learning path that you can follow with confidence, as you go from a Shiny beginner to an expert developer who can write large, complex apps that are maintainable and performant. Get started: Discover how the major pieces of a Shiny app fit together Put Shiny in action: Explore Shiny functionality with a focus on code samples, example apps, and useful techniques Master reactivity: Go deep into the theory and practice of reactive

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programming and examine reactive graph components Apply best practices: Examine useful techniques for making your Shiny apps work well in production

Python is an easy to learn, powerful programming language. It has efficient high-level data structures and a simple but effective approach to object-oriented programming. Python's elegant syntax and dynamic typing, together with its interpreted nature, make it an ideal language for scripting and rapid application development in many areas on most platforms. The Python interpreter and the extensive standard library are freely available in source or binary form for all major platforms from the Python

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Web site, <https://www.python.org/>, and may be freely distributed. The same site also contains distributions of and pointers to many free third party Python modules, programs and tools, and additional documentation. The Python interpreter is easily extended with new functions and data types implemented in C or C++ (or other languages callable from C). Python is also suitable as an extension language for customizable applications. This tutorial introduces the reader informally to the basic concepts and features of the python language and system. It helps to have a Python interpreter handy for hands-on experience, but all examples are self contained, so the tutorial can be read off-line as

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well. For a description of standard objects and modules, see `library-index`. `reference-index` gives a more formal definition of the language. To write extensions in C or C++, read `extending-index` and `c-api-index`. There are also several books covering Python in depth. This tutorial does not attempt to be comprehensive and cover every single feature, or even every commonly used feature. Instead, it introduces many of Python's most noteworthy features, and will give you a good idea of the language's flavor and style. After reading it, you will be able to read and write Python modules and programs, and you will be ready to learn more about the various Python library modules described in

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library-index. The Glossary is also worth going through.

The Java EE 7 Tutorial: Volume 2, Fifth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 7 (Java EE 7). Written by members of the Java EE documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide includes descriptions of platform features and provides instructions for using the latest versions of NetBeans IDE and GlassFish Server Open Source Edition. The book introduces Enterprise JavaBeans components, the Java Persistence API, the

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Java Message Service (JMS) API, Java EE security, transactions, resource adapters, Java EE Interceptors, Batch Applications for the Java Platform, and Concurrency Utilities for Java EE. The book culminates with three case studies that illustrate the use of multiple Java EE 7 APIs.

Learn Modern OpenGL Graphics Programming in a Step-by-step Fashion.

Angular JS for Beginners

Microsoft Manual of Style

Introduction To Algorithms

Introduction to Network Simulator NS2

A Craftsman's Guide to Software Structure and Design

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This book is designed to help newcomers and experienced users alike learn about Kubernetes. Its chapters are designed to introduce core Kubernetes concepts and to build on them to a level where running an application on a production cluster is a familiar, repeatable, and automated process. From there, more advanced topics are introduced, like how to manage a Kubernetes cluster itself.

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

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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

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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

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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](http://developer.nvidia.com/object/cuda-by-example.html)

Though mathematical ideas underpin the study of
neural networks, the author presents the
fundamentals without the full mathematical
apparatus. All aspects of the field are tackled,
including artificial neurons as models of their real
counterparts; the geometry of network action in
pattern space; gradient descent methods, including

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back-propagation; associative memory and Hopfield nets; and self-organization and feature maps. The traditionally difficult topic of adaptive resonance theory is clarified within a hierarchical description of its operation. The book also includes several real-world examples to provide a concrete focus. This should enhance its appeal to those involved in the design, construction and management of networks in commercial environments and who wish to improve their understanding of network simulator packages. As a comprehensive and highly accessible introduction to one of the most important topics in

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cognitive and computer science, this volume should interest a wide range of readers, both students and professionals, in cognitive science, psychology, computer science and electrical engineering.

The superabundance of data that is created by today's businesses is making storage a strategic investment priority for companies of all sizes. As storage takes precedence, the following major initiatives emerge: Flatten and converge your network: IBM® takes an open, standards-based approach to implement the latest advances in the flat, converged data center network designs of today.

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IBM Storage solutions enable clients to deploy a high-speed, low-latency Unified Fabric Architecture. Optimize and automate virtualization: Advanced virtualization awareness reduces the cost and complexity of deploying physical and virtual data center infrastructure. Simplify management: IBM data center networks are easy to deploy, maintain, scale, and virtualize, delivering the foundation of consolidated operations for dynamic infrastructure management. Storage is no longer an afterthought. Too much is at stake. Companies are searching for more ways to efficiently manage expanding volumes

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of data, and to make that data accessible throughout the enterprise. This demand is propelling the move of storage into the network. Also, the increasing complexity of managing large numbers of storage devices and vast amounts of data is driving greater business value into software and services. With current estimates of the amount of data to be managed and made available increasing at 60% each year, this outlook is where a storage area network (SAN) enters the arena. SANs are the leading storage infrastructure for the global economy of today. SANs offer simplified storage management,

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scalability, flexibility, and availability; and improved data access, movement, and backup. Welcome to the cognitive era. The smarter data center with the improved economics of IT can be achieved by connecting servers and storage with a high-speed and intelligent network fabric. A smarter data center that hosts IBM Storage solutions can provide an environment that is smarter, faster, greener, open, and easy to manage. This IBM® Redbooks® publication provides an introduction to SAN and Ethernet networking, and how these networks help to achieve a smarter data center. This book is

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intended for people who are not very familiar with IT,
or who are just starting out in the IT world.

Mastering Shiny

The C Programming Language

A Task-oriented Approach

Struts 2 in Action

The Java EE 7 Tutorial

Create Your Own Android Apps

**The Java® Tutorial, Fifth Edition, is
based on Release 7 of the Java Platform
Standard Edition. This revised and updated
edition introduces the new features added**

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to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as “Doing More with Rich Internet Applications” and “Deployment in Depth,” and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a

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single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language Certification," lists the three exams available, details the items covered on each exam, and provides cross-references

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to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date. Part of the new Allyn & Bacon series in technical communication, *Writing Software Documentation* features a step-by-step strategy to writing and describing procedures. This task-oriented book is designed to support both college students taking a course and professionals working in the field. Teaching apparatus includes

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complete programs for students to work on and a full set of project tracking forms, as well as a broad range of examples including Windows-style pages and screens and award-winning examples from STC competitions.

Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a

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dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and

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animation Make a custom tour of your city,
school, or workplace Control a LEGO®
MINDSTORMS® NXT robot with your phone
Build location-aware apps by working with
your phone's sensors Explore apps that
incorporate information from the Web