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Android Programming Android Boot Camp for Developers Using Java: A Guide to Creating Your First Android Apps Offers instructions on creating applications for Android tablets, covering such topics as coding, handling user input, data storage, and updating the Android status bar.

HTML5 for iOS and Android: A Beginner's Guide Academic Press Given the increase in usage of mobile devices, mobile app development is in huge demand. This book provides you with the skills you need to successfully create, develop, debug, and deploy a cross-platform mobile application with PhoneGap 5. The book starts with the basics of PhoneGap, covering setting up your development environment, creating a simple project, and debugging and deploying it to your mobile devices. By sequentially working through the sections in each chapter, you will quickly get to know about the available features of various mobile frameworks and the various PhoneGap plugins you can utilize to create your apps. You will then learn how to build a hybrid application using PhoneGap. Finally, by the end of the book, you will be able to implement the most common features of modern mobile apps and build rich, native-style applications.

How to Build Android Apps with Kotlin Packt Publishing Ltd

In less than ten years touchscreen smartphones and their apps have created an unprecedented technological revolution. Yet they are rife with serious potential for breaches of privacy and security, and a lack of uniform rules makes navigation of the legal landscape extremely difficult. Addressing this unstable regulatory environment, this concise, practical guide for the first time provides a measure

of legal certainty. It examines case law and legislation in Europe and the United States to highlight the rights and obligations of all actors involved in the marketing of mobile apps, bring to light essential principles and recommend some viable solutions. Nine experts, all versed in the latest developments in international and national laws and regulations affecting digital mobile technology, examine such key topics as the following: contract law as applied to the sale and use of smartphone apps; intellectual property rights in mobile apps; protection of users; data protection; European Union (EU) medical device legislation and its safety implications for app users; fitness or wellness apps; apps' collection of personal data; apps as hostile code and malware delivery mechanisms; competition law issues; taxation of mobile apps; liability issues for app developers and distributors; and implications of the EU's new regulatory framework on online platforms. Because it is difficult for a basic user to understand how vulnerable everyday apps can be, and because every new information technology platform delivers new risks along with its benefits, legal practitioners working in a wide variety of fields will be increasingly called upon to engage with both personal and enterprise security and privacy breach cases arising from the use of mobile apps. This deeply informed practical analysis goes a long way toward ensuring appropriate handling of legal issues which arise in the mobile app context. Every practitioner, government official and software developer will welcome this much-needed volume.

Android app development guide Cengage Learning

Now, one book can help you master mobile app development with both market-leading platforms: Apple's iOS and Google's Android. Perfect for both students and professionals, Learning Mobile App Development is the only tutorial with complete parallel coverage of both iOS and Android. With this guide, you can master either platform, or both--and gain a deeper understanding of the issues associated with developing mobile apps. You'll develop an actual working app on both iOS and Android, mastering the entire mobile app development lifecycle, from planning through licensing and distribution. Each tutorial in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses. If you're new to iOS, you'll also find an easy, practical introduction to Objective-C, Apple's native language.

How to Analyze Any Single-Family, Multifamily, or Commercial Property Edward Mitchell

Summary Hello App Inventor! introduces creative young readers to the world of mobile programming—no experience required! Featuring more than 30 fun invent-it-yourself projects, this full-color, fun-to-read book starts with the building blocks you need to create a few practice apps. Then you'll learn the skills you need to bring your own app ideas to life. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Have you ever wondered how apps are made? Do you have a great idea for an app that you want to make reality? This book can teach you how to create apps for any Android device, even if you have never programmed before. With App Inventor, if you can imagine it, you can create it. Using this free, friendly tool, you can decide what you want your app to do and then click together colorful jigsaw-puzzle blocks to make it happen. App Inventor turns your project into an Android app that you can test on your computer, run on your phone, share with your friends, and even sell in the Google Play store. Hello App Inventor! introduces young readers to the world of mobile programming. It assumes no previous experience. Featuring more than 30 invent-it-yourself projects, this book starts with basic apps and gradually builds the skills you need to bring your own ideas to life. We've provided the graphics and sounds to get you started right away. And a special Learning Points feature connects the example you're following to important computing concepts you'll use in any programming language. App Inventor is developed and maintained by MIT. What's Inside Covers MIT App Inventor 2 How to create animated characters, games, experiments, magic tricks, and a Zombie Alarm clock Use advanced phone features like: Movement sensors Touch screen interaction GPS Camera Text Web connectivity About the Authors Paula Beerand Carl Simmons are professional educators and authors who spend most of their time training new teachers and introducing children to programming. Table

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your phone Web-enabled apps Location-
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Android Programming: The Big Nerd Ranch
Guide is an introductory Android book for
programmers with Kotlin experience. Based on
Big Nerd Ranch's popular Android Bootcamp,
this guide will lead you through the wilderness
using hands-on example apps combined with clear
explanations of key concepts and APIs. This book
focuses on practical techniques for developing
apps in Kotlin compatible with Android 5.0
(Lollipop) through Android 8.1 (Oreo) and
beyond. Write and run code every step of the way,
using Android Studio to create apps that integrate
with other apps, download and display pictures
from the web, play sounds, and more. Each chapter
and app has been designed and tested to provide
the knowledge and experience you need to get
started in Android development. The Android team
is constantly improving and updating Android
Studio and other tools. As a result, some of the
instructions provided in the book have changed.
You can find an addendum addressing breaking
changes at: <https://github.com/bignerdranch/AndroidCourseResources/raw/master/4thEdition/Errata/4eAddendum.pdf>.

Android: App Development & Programming Guide: Learn In A Day! John Wiley & Sons

In the era of the mobility accessing apps on mobile for day to day operation are very common. Software development drastically move towards mobile application development for each enterprise software. With this high demand of mobile apps in the market creates new opportunity for software developers to come up with new ideas. In mobile domain two major platforms plays important role in the market. One is android and second one is iOS. Being open source android becomes very popular in short amount of time. We are talking about android app development in this book. This book will help you to learn android app development from setting up development environment to bare minimal android app. It covers from basic to advance for no voice android developer. You will find most of the topics which covers android app development. Like: 1. Basics of android studio IDE 2. Project setup 3. Various Layouts 4. Widgets like buttons, text box ,checkbox and radio buttons 5. Events handling 6. Navigation patterns for a large scale app 7. Data Storage mechanism 8. Rest API 9. Access device contents like contacts In general book covers a very comprehensive guide for a beginner for getting started android development and

discuss each topics step by step. We have also demonstrated some practical example for each concepts listed above.

Guide to Automotive Connectivity and Cybersecurity Apress

This is the eBook edition of the Certified Ethical Hacker (CEH) Version 9 Cert Guide. This eBook does not include the practice exam that comes with the print edition. In this best-of-breed study guide, Certified Ethical Hacker (CEH) Version 9 Cert Guide, leading expert Michael Gregg helps you master all the topics you need to know to succeed on your Certified Ethical Hacker Version 9 exam and advance your career in IT security. Michael's concise, focused approach explains every exam objective from a real-world perspective, helping you quickly identify weaknesses and retain everything you need to know. Every feature of this book is designed to support both efficient exam preparation and long-term mastery: · Opening Topics Lists identify the topics you need to learn in each chapter and list EC-Council's official exam objectives · Key Topics figures, tables, and lists call attention to the information that's most crucial for exam success · Exam Preparation Tasks enable you to review key topics, complete memory tables, define key terms, work through scenarios, and answer review questions...going beyond mere facts to master the concepts that are crucial to passing the exam and enhancing your career · Key Terms are listed in each chapter and defined in a complete glossary, explaining all the field's essential terminology This study guide helps you master all the topics on the latest CEH exam, including · Ethical hacking basics · Technical foundations of hacking · Footprinting and scanning · Enumeration and system hacking · Linux distro's, such as Kali and automated assessment tools · Trojans and backdoors · Sniffers, session hijacking, and denial of service · Web server hacking, web applications, and database attacks · Wireless technologies, mobile security, and mobile attacks · IDS, firewalls, and honeypots · Buffer overflows, viruses, and worms · Cryptographic attacks and defenses · Cloud security and social engineering

Wack-A Mole: Learn App Develop by Creating Apps for IOS, Android and the Web Packt Publishing Ltd

Presents a guide to Android application development using the app-driven approach for seven fully coded apps that include syntax, code walkthroughs, and sample outputs.

Hello App Inventor! McGraw Hill Professional
Are you an Android Java programmer who needs more performance? Are you a C/C++ developer who doesn't want to bother with the complexity of Java and its out-of-control garbage collector? Do you want to create fast intensive multimedia applications or games? If you've answered yes to any of these questions then this book is for you. With some general knowledge of C/C++ development, you will be able to dive headfirst

into native Android development.

A Hands-On Guide to Building Your Own Android Apps Kluwer Law International B.V.
What will you learn from this book? If you have an idea for a killer Android app, this book will help you build your first working application in a jiffy. You'll learn hands-on how to structure your app, design interfaces, create a database, make your app work on various smartphones and tablets, and much more. It's like having an experienced Android developer sitting right next to you! All you need is some Java know-how to get started. Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First Android Development* uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Android Essentials John Wiley & Sons
Mobile Applications Development with Android: Technologies and Algorithms presents advanced techniques for mobile app development, and addresses recent developments in mobile technologies and wireless networks. The book covers advanced algorithms, embedded systems, novel mobile app architecture, and mobile cloud computing paradigms. Divided into three sections, the book explores three major dimensions in the current mobile app development domain. The first section describes mobile app design and development skills, including a quick start on using Java to run an Android application on a real phone. It also introduces 2D graphics and UI design, as well as multimedia in Android mobile apps. The second part of the book delves into advanced mobile app optimization, including an overview of mobile embedded systems and architecture. Data storage in Android, mobile optimization by dynamic programming, and mobile optimization by loop scheduling are also covered. The last section of the book looks at emerging technologies, including mobile cloud computing, advanced techniques using Big Data, and mobile Big Data storage. About the Authors
Meikang Qiu is an Associate Professor of Computer Science at Pace University, and an adjunct professor at Columbia University. He is an IEEE/ACM Senior Member, as well as Chair of the IEEE STC (Special Technical Community) on Smart Computing. He is an Associate Editor of a dozen of journals including IEEE Transactions on Computers and IEEE Transactions on Cloud Computing. He has published 320+ peer-reviewed journal/conference papers and won 10+ Best Paper Awards. Wenyun Dai is pursuing his PhD at Pace University. His research interests include high performance computing, mobile data privacy, resource management optimization, cloud computing, and mobile networking. His paper about mobile app privacy has been published in IEEE Transactions on Computers. Keke Gai is pursuing his PhD at Pace University. He has published over 60 peer-reviewed journal or conference papers, and has received three IEEE Best Paper Awards. His research interests include cloud computing, cyber security, combinatorial optimization, business process modeling,

enterprise architecture, and Internet computing. . . [A Hands-on Guide to Building Apps with IOS and Android](#) John Wiley & Sons Beginning Java 7 guides you through version 7 of the Java language and a wide assortment of platform APIs. New Java 7 language features that are discussed include switch-on-string and try-with-resources. APIs that are discussed include Threading, the Collections Framework, the Concurrency Utilities, Swing, Java 2D, networking, JDBC, SAX, DOM, StAX, XPath, JAX-WS, and SAAJ. This book also presents an introduction to Android app development so that you can apply some of its knowledge to the exciting world of Android app development. This book presents the following table of contents: Chapter 1 introduces you to Java and begins to cover the Java language by focusing on fundamental concepts such as comments, identifiers, variables, expressions, and statements. Chapter 2 continues to explore this language by presenting all of its features for working with classes and objects. You learn about features related to class declaration and object creation, encapsulation, information hiding, inheritance, polymorphism, interfaces, and garbage collection. Chapter 3 focuses on the more advanced language features related to nested classes, packages, static imports, exceptions, assertions, annotations, generics, and enums. Additional chapters introduce you to the few features not covered in Chapters 1 through 3. Chapter 4 largely moves away from covering language features (although it does introduce class literals and strictfp) while focusing on language-oriented APIs. You learn about Math, StrictMath, Package, Primitive Type Wrapper Classes, Reference, Reflection, String, StringBuffer and StringBuilder, Threading, BigDecimal, and BigInteger in this chapter. Chapter 5 begins to explore Java's utility APIs by focusing largely on the Collections Framework. However, it also discusses legacy collection-oriented APIs and how to create your own collections. Chapter 6 continues to focus on utility APIs by presenting the concurrency utilities along with the Objects and Random classes. Chapter 7 moves you away from the command-line user interfaces that appear in previous chapters and toward graphical user interfaces. You first learn about the Abstract Window Toolkit foundation, and then explore the Java Foundation Classes in terms of Swing and Java 2D. Appendix C explores Accessibility and Drag and Drop. Chapter 8 explores filesystem-oriented I/O

in terms of the File, RandomAccessFile, stream, and writer/reader classes. Chapter 9 introduces you to Java's network APIs (e.g., sockets). It also introduces you to the JDBC API for interacting with databases along with the Java DB database product. Chapter 10 dives into Java's XML support by first presenting an introduction to XML (including DTDs and schemas). It next explores the SAX, DOM, StAX, XPath, and XSLT APIs. It even briefly touches on the Validation API. While exploring XPath, you encounter namespace contexts, extension functions and function resolvers, and variables and variable resolvers. Chapter 11 introduces you to Java's support for SOAP-based and RESTful web services. As well as providing you with the basics of these web service categories, Chapter 11 presents some advanced topics, such as working with the SAAJ API to communicate with a SOAP-based web service without having to rely on JAX-WS. You will appreciate having learned about XML in Chapter 10 before diving into this chapter. Chapter 12 helps you put to use some of the knowledge you've gathered in previous chapters by showing you how to use Java to write an Android app's source code. This chapter introduces you to Android, discusses its architecture, shows you how to install necessary tools, and develops a simple app. Appendix A presents the solutions to the programming exercises that appear near the end of Chapters 1 through 12. Appendix B introduces you to Java's Scripting API along with Java 7's support for dynamically typed languages. Appendix C introduces you to additional APIs and architecture topics. Examples include Accessibility, classloaders, Console, Drag and Drop, Java Native Interface, and System Tray. Appendix D presents a gallery of significant applications that demonstrate various aspects of Java. Unfortunately, there are limits to how much knowledge can be crammed into a print book. For this reason, Appendixes A, B, C, and D are not included in this book's pages. Instead, these appendixes are freely distributed as PDF files. Appendixes A and B are bundled with the book's associated code file at the Apress website (<http://www.apress.com/9781430239093>). Appendixes C and D are bundled with their respective code files at my TutorTutor.ca website (<http://tutortutor.ca/cgi-bin/makepage.cgi?/books/bj7>). [Accounting for Real Estate Transactions](#) John Wiley & Sons Android Wireless Application Development has earned a reputation as the

most useful real-world guide to building robust, commercial-grade Android apps. To accommodate their extensive new coverage, the authors have split the book into two leaner, cleaner volumes. This Volume II focuses on advanced techniques for the entire app development cycle, covers hot topics ranging from tablet development to protecting against piracy, and demonstrates advanced techniques for everything from data integration and UI development to in-app billing. Every chapter has been thoroughly updated to reflect the latest SDKs, tools, and devices. The sample code has been completely overhauled and is available on the CD. Drawing on decades of in-the-trenches experience as professional mobile developers, the authors also provide even more tips and best practices for highly efficient development. This new edition covers Advanced app design with async processing, services, SQLite databases, content providers, intents, and notifications Sophisticated UI development, including input gathering via gestures and voice recognition Developing accessible and internationalized mobile apps Maximizing integrated search, cloud-based services, and other exclusive Android features Leveraging Android 4.0 APIs for networking, web, location services, the camera, telephony, and hardware sensors Building richer apps with 2D/3D graphics (OpenGL ES and RenderScript), animation, and the Android NDK Tracking app usage patterns with Google Analytics Streamlining testing with the Android Debug Bridge This book is an indispensable resource for every intermediate- to advanced-level Java developer now participating in Android development and for every seasoned mobile developer who wants to take full advantage of the newest Android platform and hardware. This book includes a fully functional application and two exclusive appendixes: a rundown of the Java syntax commonly used in Android and a walkthrough of the application. About the CD-ROM: The accompanying CD-ROM contains all the sample code that is presented in the book, organized by chapter. *A Guide For Public Accountants and Corporate Financial Professionals* "O'Reilly Media, Inc." Wi>Android Apps with App Inventor provides hands-on walkthroughs that cover every area of App Inventor development, including the Google and MIT versions of App Inventor. Kloss begins with the absolute basics of program structure, syntax, flow, and function, and then demonstrates simple ways to solve today's most common mobile development problems. Along the way, you'll build a dozen real Android apps, from games and geotrackers to navigation systems and news tickers. By the time you're done, you'll be

comfortable implementing advanced apps and mashups integrating realtime multimedia data from all kinds of Web services with the communication and sensor-based features of your smartphone. Topics covered include Installing and configuring App Inventor Building modern, attractive mobile user interfaces Controlling Android media hardware, including the camera Saving data locally with TinyDB, or in the cloud with TinyWebDB Streamlining and automating phone, text, and email communications Tracking orientation, acceleration, and geolocation Integrating text-to-speech and speech-to-text in your apps Controlling other apps and Web services with ActivityStarter Building mobile mashups by exchanging data with Web APIs Testing your apps for diverse hardware with the Android Emulator Example apps, including multimedia center, online vocabulary trainer, finger painting, squash game, compass, geocacher, navigator, stock market ticker, and many more This book will empower you to explore, experiment, build your skills and confidence, and start writing professional-quality Android apps—for yourself, and for everyone else! Companion files for this title can be found at informit.com/title/9780321812704

Android User Interface Design Pearson Education

Tired of learning to code by watching endless lectures, or reading long narratives? Are you the type who likes to dive right in and start coding and creating? Do typical coding books bore you? If you answered "yes" to any of these questions, this book is for you! The best way to learn is to learn by doing. In this guide you'll learn HTML, Javascript and CSS as you develop an entire app based on the game "Wack-A-Mole." All of the assets you need are provided in the book, and via convenient download. The game includes three different levels, sounds, animations, background music, score keeping and much more. As you quickly progress through the book you'll learn the HTML, Javascript and CSS used to make an arcade-style video game. About the App Development Guide series The App Development Guide series from LearnToProgram Media is designed to provide you with guides to creating interesting apps. The app development guides provide all of the code, assets, and other materials you will need to create complete applications. Some apps in this series are designed to work within a web browser-others are designed to be deployed to mobile devices-either as a native iOS or Android App or as a HTML5 based app that works on both platforms. I think that, naturally, the best way to learn app development is to actually build apps. Our goal is not to provide an exhaustive explanation for every tag, method and property we use in building the apps. In this series, it is our hope that the guides will provide context to integrate what you've

learned previously, and, perhaps, set you up for future learning. Table of Contents Introduction Playing the Game Assets - Images, Animations, and Sounds The Container - `index.html` and `mole.css` CreateJS - `createjs.js` Helper Files - `constants.js`, `display.js`, and `globals.js` The Game Logic - `game.js` Mise en Place - `window.onload`, `init`, `setupCanvas`, and `preloadAssets` Welcoming the Player - `assetsLoaded()` and `registerSpriteSheets()` Loading Each Level - `loadLevel()` Starting the Level - `startLevel()`, `createLevelGrid()`, and `displayLevelGrid()` Starting the Gameplay - `playGame()` and `displayScore()` The Game Loop - `playLoop()` and `endLevel()` Popping Up Moles - `createRandomMole()` Wacking the Mole - `hit(mole)` Ending the Game - `gameOver()` *Android programming for kids and the rest of us* Google Play Books

Create Android mobile apps, no programming required! Even with limited programming experience, you can easily learn to create apps for the Android platform with this complete guide to App Inventor for Android. App Inventor for Android is a visual language that relies on simple programming blocks that users can drag and drop to create apps. This handy book gives you a series of fully worked-out apps, complete with their programming blocks, which you can customize for your own use or use as a starting point for creating the next killer app. And it's all without writing a single line of code. Don't miss the book's special section on Apps Inventor Design Patterns, which explains computer terms in simple terms and is an invaluable basic reference. Teaches programmers and non-programmers alike how to use App Inventor for Android to create Android apps Provides a series of fully worked-out apps that you can customize, download, and use on your Android phone or use as a starting point for building the next great app Includes a valuable reference section on App Inventor Design Patterns and general computer science concepts Shows you how to create apps that take advantage of the Android smartphone's handy features, such as GPS, messaging, contacts, and more With App Inventor for Android and this complete guide, you'll soon be creating apps that incorporate all of the Android smartphone's fun features, such as the accelerometer, GPS, messaging, and more.

A Beginner's Guide Addison-Wesley Professional

Build Android Apps That Are Stunningly Attractive, Functional, and Intuitive In

today's crowded Android marketplace, it's more important than ever to differentiate your apps. Great design is the best way to do that. Now, leading Android app design expert Ian G. Clifton shows you how to make your apps come alive and how to deliver apps that users will want, love, and buy! Reflecting the Android 4.2 SDK, this book serves both as a tutorial for the entire design and implementation process and as a handy reference you'll rely on for every Android development project. Clifton shows how to create effective designs, organize them into Android components, and move gracefully from idea, to wireframe, to comp, to finished app. You'll learn how to bring your own voice, personality, and style to your app designs; how to leverage advanced drawing techniques such as PorterDuff compositing; how to test designs on diverse Android devices; and much more. Android User Interface Design details each step of the design and development process and contains extensive downloadable sample code, including complete finished apps. Learn how Android has evolved to support outstanding app design Integrate app design with development, from idea through deployment Understand views, the building blocks of Android user interfaces Make the most of wireframes and prototypes Build efficient layouts and integrate smooth animations Make apps more useful by automatically updating ListViews Combine views into custom components Use image compositing and other advanced techniques Work with the canvas and advanced drawing Leverage Google Play and Amazon Appstore assets One step at a time, this guide helps you bridge the gap between Android developers and designers so you can work with colleagues to create world-class app designs...or do it yourself!

John Wiley & Sons

This comprehensive text/reference presents an in-depth review of the state of the art of automotive connectivity and cybersecurity with regard to trends, technologies, innovations, and applications. The text describes the challenges of the global automotive market, clearly showing where the multitude of innovative activities fit within the overall effort of cutting-edge automotive innovations, and provides an ideal framework for understanding the complexity of automotive connectivity and cybersecurity. Topics and features: discusses the automotive market, automotive research and development, and automotive electrical/electronic and software technology; examines connected cars and autonomous vehicles, and methodological approaches to cybersecurity to avoid cyber-

attacks against vehicles; provides an overview on the automotive industry that introduces the trends driving the automotive industry towards smart mobility and autonomous driving; reviews automotive research and development, offering background on the complexity involved in developing new vehicle models; describes the technologies essential for the evolution of connected cars, such as cyber-physical systems and the Internet of Things; presents case studies on Car2Go and car sharing, car hailing and ridesharing, connected parking, and advanced driver assistance systems; includes review questions and exercises at the end of each chapter. The insights offered by this practical guide will be of great value to graduate students, academic researchers and professionals in industry seeking to learn about the advanced methodologies in automotive connectivity and cybersecurity.

Technologies and Algorithms Learntoprogram, Incorporated

Introduction to Deep Learning and Neural Networks with Python™: A Practical Guide is an intensive step-by-step guide for neuroscientists to fully understand, practice, and build neural networks. Providing math and Python™ code examples to clarify neural network calculations, by book's end readers will fully understand how neural networks work starting from the simplest model $Y=X$ and building from scratch. Details and explanations are provided on how a generic gradient descent algorithm works based on mathematical and Python™ examples, teaching you how to use the gradient descent algorithm to manually perform all calculations in both the forward and backward passes of training a neural network. Examines the practical side of deep learning and neural networks Provides a problem-based approach to building artificial neural networks using real data Describes Python™ functions and features for neuroscientists Uses a careful tutorial approach to describe implementation of neural networks in Python™ Features math and code examples (via companion website) with helpful instructions for easy implementation