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[API Security in Action](#) IGI Global

Web frameworks are playing a major role in the creation of today's most compelling web applications, because they automate many of the tedious tasks, allowing developers to instead focus on providing users with creative and powerful features. Java developers have been particularly fortunate in this area, having been able to take advantage of Grails, an open source framework that supercharges productivity when building Java-driven web sites. Grails is based on Groovy, which is a very popular and growing dynamic scripting language for Java developers and was inspired by Python, Ruby, and Smalltalk.

Beginning Groovy, Grails and Griffon is the first introductory book on the Groovy language and its primary web framework, Grails. Griffon is also covered. While Grails is the Web framework for building Groovy Web applications, Griffon is the desktop framework for building desktop Groovy applications. Could Groovy be the new Java? It's light, fast and free (open source). This book gets you started with Groovy, Grails and Griffon, and culminates in the example and possible application of some real-world projects. You follow along with the development of each project, implementing and running each application while learning new features along the way.

Web Information Systems Engineering - WISE 2005 Workshops
Simon and Schuster

Summary Griffon in Action is a comprehensive tutorial written for Java developers who want a more productive approach to UI development. After a quick Groovy tutorial, you'll immediately dive into Griffon and start building examples that explore its high productivity approach to Swing development. About the Technology You can think of Griffon as Grails for the desktop. It is a

Groovy-driven UI framework for the JVM that wraps and radically simplifies Swing. Its declarative style and approachable abstractions are instantly familiar to developers using Grails or JavaFX. About the Book Griffon in Action gets you going quickly. Griffon's convention-over-configuration approach requires minimal code to get an app off the ground, so you can start seeing results immediately. You'll learn how SwingBuilder and other Griffon "builders" provide a coherent DSL-driven development experience. Along the way, you'll explore best practices for structure, architecture, and lifecycle of a Java desktop application. Written for Java developers—no experience with Groovy, Grails, or Swing is required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Griffon from the ground up Full compatibility with Griffon 1.0 Using SwingBuilder and the other "builders" Practical, real-world examples Just enough Groovy

===== Table of Contents PART 1 GETTING STARTED Welcome to the Griffon revolution A closer look at Griffon PART 2 ESSENTIAL GRIFFON Models and binding Creating a view Understanding controllers and services Understanding MVC groups Multithreaded applications Listening to notifications Testing your application Ship it! Working with plugins Enhanced looks Griffon in front, Grails in the back Productivity tools

Multiplatform game development in C# "O'Reilly Media, Inc."

Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code

with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. Summary We all learn through trial and error. We avoid the things that cause us to experience pain and failure. We embrace and build on the things that give us reward and success. This common pattern is the foundation of deep reinforcement learning: building machine learning systems that explore and learn based on the responses of the environment. Grokking Deep Reinforcement Learning introduces this powerful machine learning approach, using examples, illustrations, exercises, and crystal-clear teaching. You'll love the perfectly paced teaching and the clever, engaging writing style as you dig into this awesome exploration of reinforcement learning fundamentals, effective deep learning techniques, and practical applications in this emerging field. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology We learn by interacting with our environment, and the rewards or punishments we experience guide our future behavior. Deep reinforcement learning brings that same natural process to artificial intelligence, analyzing results to uncover the most efficient ways forward. DRL agents can improve marketing campaigns, predict stock performance, and beat grand masters in Go and chess. About the book Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive

explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. What's inside An introduction to reinforcement learning DRL agents with human-like behaviors Applying DRL to complex situations About the reader For developers with basic deep learning experience. About the author Miguel Morales works on reinforcement learning at Lockheed Martin and is an instructor for the Georgia Institute of Technology's Reinforcement Learning and Decision Making course. Table of Contents 1 Introduction to deep reinforcement learning 2 Mathematical foundations of reinforcement learning 3 Balancing immediate and long-term goals 4 Balancing the gathering and use of information 5 Evaluating agents' behaviors 6 Improving agents' behaviors 7 Achieving goals more effectively and efficiently 8 Introduction to value-based deep reinforcement learning 9 More stable value-based methods 10 Sample-efficient value-based methods 11 Policy-gradient and actor-critic methods 12 Advanced actor-critic methods 13 Toward artificial general intelligence

Introduction to Information Retrieval Simon and Schuster

Get access to an interactive eBook* when you buy the paperback! (Print paperback version only, ISBN 9781446285879) A Unique Blend of Digital and Print Learning Resources! 5 Star student reviews: " A must have for teachers-to-be, especially those who are a bit shaky on their maths knowledge! " " Not many maths books keep me fixated but this is one that is definitely worth the money. " " It is a book I will be using even when in the classroom. " Mathematics Explained for Primary Teachers develops your understanding of mathematical

concepts and processes, and how children learn them, so you can confidently teach mathematics to primary children. Tried and tested, the fifth edition of Derek Haylock ' s much loved textbook matches the 2014 curriculum requirements for England. Every chapter integrates children ' s learning, classroom practice, and teacher ' s own requirements for subject knowledge, making this the ideal text to guide you through your studies and beyond. More than just a book! The new edition is supported by FREE access to an interactive eBook and a companion website allowing you to use a wealth of teaching and learning resources. You can use the eBook to study where and when you want, and read, annotate and search the book on a tablet, laptop or PC. You can also visit study.sagepub.com/haylock5e to access: Videos by the author introduce core themes of each section and explain key mathematical processes. Links to the National Curriculum specify the statutory requirements for primary schools in England that relate to the mathematical content of each chapter. Learning and Teaching points highlight important issues you may face in the classroom and provide practical guidance for teaching. Self-assessment questions help check your understanding and provide immediate feedback to see how well you have done. Select SAGE journal articles to support literature reviews and wider reading. Lesson Plan Activities by Ralph Manning support content-focused chapters and contain creative mathematics tasks across the primary age range. A Student Workbook is also available to accompany this book, including over 700 practice problems to help you understand, apply and teach primary mathematics. Derek Haylock is an education consultant and writer with a background in mathematics teaching, teacher education and classroom-based research in mathematics education. Ralph Manning is an independent consultant in primary education. He has worked as a primary teacher and as a lecturer in primary teacher education for 18 years, following a

career in IT. *interactivity only available through Vitalsource eBook
An illustrated guide for programmers and other curious people
Routledge

Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed.

About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

[Mining Magazine](#) Simon and Schuster

Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a practical, hands-on video course available exclusively at Manning.com

(www.manning.com/livevideo/algorithms-in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy

introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io. Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors

Beginning Groovy, Grails and Griffon Cambridge University Press

“ We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document. ”
—Soumith Chintala, co-creator of PyTorch Key Features Written by PyTorch 's creator and key contributors Develop deep learning models in a familiar Pythonic way Use PyTorch to build an image classifier for cancer detection Diagnose problems with your neural network and improve training with data augmentation Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch

simplifies deep learning without sacrificing advanced features. It's great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you'll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks.

What You Will Learn

- Understanding deep learning data structures such as tensors and neural networks
- Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results
- Implementing modules and loss functions
- Utilizing pretrained models from PyTorch Hub
- Methods for training networks with limited inputs
- Sifting through unreliable results to diagnose and fix problems in your neural network
- Improve your results with augmented data, better model architecture, and fine tuning

This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required.

About The Authors

Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and

consultant based in Munich, Germany and a PyTorch core developer.

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[Mining of Massive Datasets](#) Simon and Schuster

This text provides an introduction to the process of software engineering. The revision concentrates on updating the book to reflect the most current trends and innovations in the field. The Universal Modeling Language (UML) has become an industry standard and now permeates this new edition. In this text, it is used for object-oriented analysis and design as well as when diagrams depict objects and their interrelationships. Design patterns, frameworks and software architecture have also become a popular topic in the field of software engineering and are part of a new chapter on reuse, portability, and inoperability. The inoperability material includes sections on such hot topics as OLE, COM, and

CORBA. Some material from the 3rd edition has been reorganized into a new chapter on planning and estimating, including feature points and COCOMO II. While the text has been updated, the traditional features which have defined the previous three editions of Schach's book have been retained. These include a balanced coverage of the object-oriented model along with the classical model (as reflected in the title) and an emphasis on metrics. The special considerations of object-oriented life-cycle models, object-oriented analysis, and object-oriented design are also retained in this edition.

Grokking Deep Reinforcement Learning Simon and Schuster Summary Manning's bestselling Java 8 book has been revised for Java 9! In *Modern Java in Action*, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book *Modern Java in Action* connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's

bestselling *Java 8 in Action* New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java

A Comprehensive, Illustrated Filmography Edward Elgar Publishing 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 Fran ç ois 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 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 Fran ç ois 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 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 Fran ç ois 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 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 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 Postmodern Management Theory Simon and Schuster

Supporting Children ' s Learning in the Early Years is aimed at early years practitioners who are developing their knowledge and understanding of professional practice through studying at undergraduate level. The book encourages readers to consider their professional development as reflective practitioners, building on and supporting the government agenda to provide quality provision for young children and their families. Combining theory and practice, and bringing together current research and thinking in a broad range of areas, the book covers: Learning environments: young children as learners, assessment of learning, well being and children ' s rights, diversity and inclusion. Learning and development: children ' s development including social and emotional development, literacy and mathematical development, the potential of ICT, fostering creativity, musical development and knowledge and understanding of the world. Reflective practice: the learning environment, safeguarding and wellbeing, the reflective practitioner. Throughout, the contributions in this book encourage the reader to consider the diverse range of experiences which young children bring to early years and early primary settings and suggest ways in which they can be supported. The book will also be a valuable and unique resource for training providers of a range of courses at further and higher education level that prepare people to work with, and lead in,

early years settings in the UK.

Deep Learning with PyTorch Manning Publications Company

Summary This easy-to-follow book includes terrific tutorials and plenty of exercises and examples that let you learn by doing. It starts by giving you a hands-on orientation to the TI-84 Plus calculator. Then, you'll start exploring key features while you tackle problems just like the ones you'll see in your math and science classes. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About this Book With so many features and functions, the TI-84 Plus graphing calculator can be a little intimidating. But fear not if you have this book in your hand! In it you'll find terrific tutorials ranging from mastering basic skills to advanced graphing and calculation techniques, along with countless examples and exercises that let you learn by doing. Using the TI-84 Plus, Second Edition starts by making you comfortable with the screens, buttons, and special vocabulary you'll use every time you fire up the TI-84 Plus. Then, you'll master key features and techniques while you tackle problems just like the ones you'll see in your math and science classes. You'll even get tips for using the TI-84 Plus on the SAT and ACT math sections! No advanced knowledge of math or science is required. What's Inside Learn

hands-on with real examples and exercises Find specific answers fast Compliant with all models of the TI-83 Plus and TI-84 Plus Full coverage of the color-screen TI-84 Plus CE and TI-84 Plus C Silver Edition Christopher Mitchell, PhD. is a research scientist studying distributed systems, the founder of the programming and calculator support site cemetech.net, and the author of Manning's Programming the TI-83 Plus/ TI-84 Plus. Table of Contents PART 1 BASICS AND ALGEBRA ON THE TI-84 PLUS What can your calculator do? Get started with your calculator Basic graphing Variables, matrices, and lists PART 2 PRECALCULUS AND CALCULUS Expanding your graphing skills Precalculus and your calculator Calculus on the TI-83 Plus/TI-84 Plus PART 3 STATISTICS, PROBABILITY, AND FINANCE Calculating and plotting statistics Working with probability and distributions Financial tools PART 4 GOING FURTHER WITH THE TI-83 PLUS/TI-84 PLUS Turbocharging math with programming The TI-84 Plus CE and TI-84 Plus C Silver Edition Now what?

Windows Forms Programming with C# MDPI

Summary Objective-C Fundamentals is a hands-on tutorial that leads you from your first line of Objective-C code through the process of building native apps for the iPhone using the latest version of the SDK. You'll learn to avoid the most common pitfalls, while exploring the expressive

Objective-C language through numerous example projects. About the Technology The iPhone is a sophisticated device, and mastering the Objective C language is the key to unlocking its awesome potential as a mobile computing platform. Objective C's concise, rich syntax and feature set, when matched with the iPhone SDK and the powerful Xcode environment, offers a developers from any background a smooth transition into mobile app development for the iPhone. About the Book Objective-C Fundamentals guides you gradually from your first line of Objective-C code through the process of building native apps for the iPhone. Starting with chapter one, you'll dive into iPhone development by building a simple game that you can run immediately. You'll use tools like Xcode 4 and the debugger that will help you become a more efficient programmer. By working through numerous easy-to-follow examples, you'll learn practical techniques and patterns you can use to create solid and stable apps. And you'll find out how to avoid the most common pitfalls. No iOS or mobile experience is required to benefit from this book but familiarity with programming in general is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Objective-C from the ground up Developing with Xcode 4 Examples that work unmodified on iPhone Table of Contents PART 1 GETTING STARTED WITH OBJECTIVE-C Building your first iOS application Data types, variables, and constants An introduction to objects Storing data in collections PART 2 BUILDING YOUR OWN OBJECTS Creating

classes Extending classes Protocols Dynamic typing and runtime type information Memory management PART 3 MAKING MAXIMUM USE OF FRAMEWORK FUNCTIONALITY Error and exception handling Key-Value Coding and NSPredicate Reading and writing application data Blocks and Grand Central Dispatch Debugging techniques Lambdas, streams, functional and reactive programming Simon and Schuster

With this textbook, Vaisman and Zimányi deliver excellent coverage of data warehousing and business intelligence technologies ranging from the most basic principles to recent findings and applications. To this end, their work is structured into three parts. Part I describes “ Fundamental Concepts ” including multi-dimensional models; conceptual and logical data warehouse design and MDX and SQL/OLAP. Subsequently, Part II details “ Implementation and Deployment, ” which includes physical data warehouse design; data extraction, transformation, and loading (ETL) and data analytics. Lastly, Part III covers “ Advanced Topics ” such as spatial data warehouses; trajectory data warehouses; semantic technologies in data warehouses and novel technologies like Map Reduce, column-store databases and in-memory databases. As a key characteristic of the book, most of the topics are presented and illustrated using application tools. Specifically, a case study based on the well-known Northwind database illustrates how the concepts presented in the book can be implemented using Microsoft Analysis Services and Pentaho Business Analytics. All chapters are summarized using review questions and exercises to support comprehensive student learning. Supplemental material to assist instructors using this book as a course text is available at

<http://cs.ulb.ac.be/DWSDIbook/>, including electronic versions of the figures, solutions to all exercises, and a set of slides accompanying each chapter. Overall, students, practitioners and researchers alike will find this book the most comprehensive reference work on data warehouses, with key topics described in a clear and educational style.

Handbook of Counselor Preparation Manning Publications
Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Microservices Patterns Routledge

"Published in cooperation with the Association for Counselor Education and Supervision (ACES)"

Sails.js in Action SAGE

If you ' re like most R users, you have deep knowledge and love for statistics. But as your organization continues to collect huge amounts of data, adding tools such as Apache Spark makes a lot of sense. With this practical book, data scientists and

professionals working with large-scale data applications will learn how to use Spark from R to tackle big data and big compute problems. Authors Javier Luraschi, Kevin Kuo, and Edgar Ruiz show you how to use R with Spark to solve different data analysis problems. This book covers relevant data science topics, cluster computing, and issues that should interest even the most advanced users.

Analyze, explore, transform, and visualize data in Apache Spark with R Create statistical models to extract information and predict outcomes; automate the process in production-ready workflows Perform analysis and modeling across many machines using distributed computing techniques Use large-scale data from multiple sources and different formats with ease from within Spark Learn about alternative modeling frameworks for graph processing, geospatial analysis, and genomics at scale Dive into advanced topics including custom transformations, real-time data processing, and creating custom Spark extensions

WISE 2005 International Workshops, New York, NY, USA, November 20-22, 2005, Proceedings Springer

Describes the Windows Forms namespace and its role in developing Windows applications within the .NET Framework, and illustrates how to perform tasks including creating menus and text boxes.

Grokking Algorithms Simon and Schuster

Health Economics combines current economic theory, recent research, and health policy problems into a

comprehensive overview of the field. This thorough update of a classic and widely used text follows author Charles E. Phelps' thirteen years of service as Provost of the University of Rochester. Accessible and intuitive, early chapters use recent empirical studies to develop essential methodological foundations. Later chapters build on these core concepts to focus on key policy areas, such as the structure and effects of Medicare reform, insurance plans, and new technologies in the health care community. This edition contains revised and updated data tables and contains information throughout the text on the latest changes that were made to the Patient Protection and Affordable Care Act (PPACA).

Automated Data Acquisition and Control Systems Simon and Schuster

As enterprise applications become larger and more distributed, new architectural approaches like reactive designs, microservices, and event streams are required knowledge. Vert.x in Action teaches you to build highly-scalable reactive enterprise applications using the mature, rock-solid Vert.x framework. Vert.x in Action gets you up to speed in the basics of asynchronous programming as you learn to design and code reactive applications. Using the Vert.x asynchronous APIs, you 'll build services including web stack, messaging, authentication, and access control. You 'll also dive into deployment of container-native components with Docker, Kubernetes, and OpenShift. Along the way, you 'll check your app 's health and learn to test its resilience to external service failures. Purchase of the print book includes a free eBook

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Publications.