

## Sample Chapter 13 Manning Publications

Eventually, you will utterly discover a further experience and completion by spending more cash. nevertheless when? complete you take on that you require to get those every needs subsequent to having significantly cash? Why dont you try to get something basic in the beginning? Thats something that will lead you to comprehend even more in the region of the globe, experience, some places, taking into account history, amusement, and a lot more?

It is your extremely own era to put on an act reviewing habit. among guides you could enjoy now is Sample Chapter 13 Manning Publications below.



*WebAssembly in Action* Introduction to Information Retrieval

This book constitutes the joint refereed proceedings of the three workshops held in conjunction with the 6th International Conference on Web Information Systems Engineering, WISE 2005, in New York, NY, USA, in November 2005. A total of 47 papers were submitted to the three workshops, and 28 revised full papers were carefully selected for presentation. The workshop on Web Information Systems Quality (WISQ 2005) - discussing and disseminating research on the quality of WIS and Web services from a holistic point of view - included 7 papers out of 12 submissions. The workshop on Web-based Learning (WBL 2005) accounted for 10 papers from 14 papers submitted - organized in topical sections on tools, models, and innovative applications. The workshop on Scalable Semantic Web Knowledge Base Systems (SSWS 2005) included 11 presentations selected from 21 submissions. Topics addressed are scalable repository and reasoning services, practical Semantic Web applications, query handling and optimization techniques.

**African American Films Through 1959 MDPI**

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.

*Introduction to Information Retrieval* 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).

With examples using C++ and Emscripten Manning Publications

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

Unity in Action Simon and Schuster

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

Postmodern Management Theory Manning Publications Company  
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.

Health Economics 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.

Supporting Children's Learning in the Early Years SAGE  
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.

Lambdas, streams, functional and reactive programming 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](http://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  
WISE 2005 International Workshops, New York, NY, USA, November 20-22, 2005, Proceedings 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](http://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 Modern Java in Action McFarland Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk Kö nig, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its

ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GParser Domain-specific languages The Groovy ecosystem A Comprehensive, Illustrated Filmography 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 in PDF, Kindle, and ePub formats from Manning Publications. Think Like a Data Scientist Simon and Schuster "A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these problems." - Tim Moore, Lightbend 44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Microservices Patterns teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies

Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's POJOs in Action, and creator of the original CloudFoundry.com. Table of Contents Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a microservice architecture Developing business logic with event sourcing Implementing queries in a microservice architecture External API patterns Testing microservices: part 1 Testing microservices: part 2 Developing production-ready services Deploying microservices Refactoring to microservices Tackle the data science process step-by-step Springer Science & Business Media API Security in Action teaches you how to create secure APIs for any situation. By following this hands-on guide you'll build a social network API while mastering techniques for flexible multi-user security, cloud key management, and lightweight cryptography. Summary A web API is an efficient way to communicate with an application or service. However, this convenience opens your systems to new security risks. API Security in Action gives you the skills to build strong, safe APIs you can confidently expose to the world. Inside, you'll learn to construct secure and scalable REST APIs, deliver machine-to-machine interaction in a microservices architecture, and provide protection in resource-constrained IoT (Internet of Things) environments. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology APIs control data sharing in every service, server, data store, and web client. Modern data-centric designs—including microservices and cloud-native applications—demand a comprehensive, multi-layered approach to security for both private and public-facing APIs. About the book API Security in Action teaches you how to create secure APIs for any situation. By following this hands-on guide you'll build a social network API while mastering techniques for flexible multi-user security, cloud key management, and lightweight cryptography. When you're done, you'll be able to create APIs that stand up to complex threat models and hostile environments. What's inside Authentication Authorization Audit logging Rate limiting Encryption About the reader For developers with experience building RESTful APIs. Examples are in Java. About the author Neil Madden has in-depth knowledge of applied cryptography, application security, and current API security technologies. He holds a Ph.D. in Computer Science. Table of Contents PART 1 - FOUNDATIONS 1 What is API security? 2 Secure API

development 3 Securing the Natter API PART 2 - TOKEN-BASED AUTHENTICATION 4 Session cookie authentication 5 Modern token-based authentication 6 Self-contained tokens and JWTs PART 3 - AUTHORIZATION 7 OAuth2 and OpenID Connect 8 Identity-based access control 9 Capability-based security and macaroons PART 4 - MICROSERVICE APIs IN KUBERNETES 10 Microservice APIs in Kubernetes 11 Securing service-to-service APIs PART 5 - APIs FOR THE INTERNET OF THINGS 12 Securing IoT communications 13 Securing IoT APIs

Mining Magazine Edward Elgar Publishing

This hands-on beginners guide gets you building games fast, all with the awesome Unity engine! You'll speed past the basics and use your existing coding skills to create 2D, 3D, and AR/VR games. In Unity in Action, Third Edition, you will learn how to: Create characters that run, jump, and bump into things Build 3D first-person shooters and third-person action games Construct 2D card games and side-scrolling platformers Script enemies with AI Improve game graphics by importing models and images Design an intuitive user interface for your games Play music and spatially-aware sound effects Connect your games to the internet for online play Deploy your games to desktop, mobile, and the web Thousands of new game developers have chosen Joe Hocking's Unity in Action as their first step toward Unity mastery. Starting with the initial groundwork of a new game development project, you'll quickly start writing custom code instead of clicking together premade scripts. This fully updated third edition comes packed with fully refreshed graphics, Unity's latest features, and coverage of augmented and virtual reality toolkits. You'll master the Unity toolset from the ground up, learning the skills to go from application coder to game developer. Foreword by Jesse Schell. About the technology Writing games is rewarding and fun—and with Unity, it's easy to get started! Unity handles the heavy lifting, so you can focus on game play, graphics, and user experience. C# support and a huge ecosystem of prebuilt components help even first-time developers go from the drawing board to the screen fast. About the book Unity in Action, Third Edition teaches you to create games with the Unity game platform. It's many 2D, 3D, and AR/VR game examples give you hands-on experience with Unity's workflow tools and state-of-the-art rendering engine. This fully updated third edition presents new coverage of Unity's XR toolkit and shows you how you can start building with virtual and augmented reality. What's inside Create characters that run, jump, and bump into things Script enemies with AI Play music and spatially-aware sound effects Deploy your games to desktop, mobile, and the web About the reader For programmers who know any object-oriented programming language. Examples are in C#. About the author Joe Hocking is a software engineer and Unity expert specializing in

interactive media development. Table of Contents PART 1 FIRST STEPS 1 Getting to know Unity 2 Building a demo that puts you in 3D space 3 Adding enemies and projectiles to the 3D game 4 Developing graphics for your game PART 2 GETTING COMFORTABLE 5 Building a Memory game using Unity's 2D functionality 6 Creating a basic 2D platformer 7 Putting a GUI onto a game 8 Creating a third-person 3D game: Player movement and animation 9 Adding interactive devices and items within the game PART 3 STRONG FINISH 10 Connecting your game to the internet 11 Playing audio: Sound effects and music 12 Putting the parts together into a complete game 13 Deploying your game to players' devices

Objective-C Fundamentals Routledge

"Atwood's Law" is driven by the idea that all applications will ultimately wind up on the web and therefore must be written in JavaScript. WebAssembly may be your way out! With WebAssembly, you can write in nearly any modern language and run your code in the browser through a memory-safe, sandboxed execution environment that can be embedded in a web browser and other platforms. Getting set up and moving with WebAssembly requires you to modify your web dev process; WebAssembly in Action will get you started quickly and guide you through real-world examples and detailed diagrams that help you create, run, and debug WebAssembly modules. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Design and Implementation Simon and Schuster

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 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

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 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 [With examples in Java](#) "O'Reilly Media, Inc."

Learn how to develop your own applications to monitor or control instrumentation hardware. Whether you need to acquire data from a device or automate its functions, this practical book shows you how to use Python's rapid development capabilities to build interfaces that include everything from software to wiring. You get step-by-step instructions, clear examples, and hands-on tips for interfacing a PC to a variety of devices. Use the book's hardware survey to identify the interface type for your particular device, and then follow detailed examples to develop an interface with Python and C. Organized by interface type, data processing activities, and user interface implementations, this book is for anyone who works with instrumentation, robotics, data acquisition, or process control. Understand how to define the scope of an application and determine the algorithms necessary, and why it's important Learn how to use industry-standard interfaces such as RS-232, RS-485, and GPIB Create low-level extension modules in C to interface Python with a variety of hardware and test instruments Explore the console, curses, TkInter, and wxPython for graphical and text-based user interfaces Use open source software tools and libraries to reduce costs and avoid



---

implementing functionality from scratch

Classical and Object-oriented Software Engineering with UML and C++  
Simon and Schuster

First published in 1997, this volume asks: when was 'The Postmodern' in the History of Management Thought? Marta B. Calás and Linda Smircich have chosen this subtitle as entry point to the collection for several reasons. The first, and most evident, is that it prompts us to reflect on the inclusion of a volume on postmodern organization studies within a series of books on the history of management thought. What does such inclusion signal? Are we saying that we are past the postmodern in organization studies? That we have transcended modernity and, beyond, postmodernity? Similar to other social sciences, organization and management studies in the Anglo-American and European academy became impressed by the styles of 'postmodernism' and their epistemological companions, 'poststructuralisms', during the 1980s. For this collection we have selected twenty two journal articles, published between 1985 and 1996, that we consider emblematic of postmodern endeavours in management thought, as they further our understanding of how 'truth' (of any paradigmatic persuasion), is fashioned through particular discourses and other signifying practices. Taken together, these articles address the following questions: What has the field accomplished through attempts at being postmodern? With what consequences? And, where does the field stand now, if it is still/already (going) after 'the postmodern'? In our view 'the postmodern' cannot transcend modern management thought; it is, rather, part of it. Nevertheless, the mere appearance of efforts towards making the field 'postmodern' makes it important to account for them in the history of the field. Such is the narrative that we are trying to portray in this volume.

Vert.x in Action Cambridge University Press

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 cemetechnet.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?