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An International Monthly Review of Current Progress in Mining and Metallurgy Simon and Schuster
'An impressive collection of authoritative treatments of major

current and ongoing topics in public sector human resource management, provided by both well-established experts and up-and-coming scholars who are becoming leaders in the field. A valuable resource for courses on the topic and an important reference for scholars and those seeking to maintain expert knowledge about it.' – Hal G. Rainey, The University of Georgia, US

This insightful book presents current thinking and research evidence on the role of human resource management policies and practices in increasing service quality, efficiency and organizational effectiveness in the public sector.

Internationally, public sector organisations face enormous challenges, including increasingly uncertain political and economic environments, more vigilant and cost-conscious governments, rapidly evolving community needs and an ageing workforce. This collection examines a range of HRM-related topics that will influence the capacity of public sector agencies to negotiate and respond to the challenges ahead.

These topics include

managing public sector human resources during an economic downturn, enhancing the satisfaction and motivation of public sector employees, attracting and retaining talent, leadership development, and case studies in successful public sector organizational change.

With each chapter drawing on the latest research, but also emphasizing the practical implications, this collection is suitable for practitioners, researchers and students alike. It will also be valuable for HR specialists and managers of HR units in the public sector.

[Baptist Missionary Magazine](#)

Simon and Schuster

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 *Automated Data Acquisition and Control Systems* Cambridge University Press 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 König, 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
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Dynamic programming with Groovy
Compile-time metaprogramming and AST transformations
Groovy as a static language
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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
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with GPar Domain-specific
languages The Groovy ecosystem
Lambdas, streams, functional
and reactive programming
Simon and Schuster

All films with a predominantly or
entirely African American cast or
that were about African
Americans are detailed here.
Each entry includes cast and
credits, year of release, studio,
distributor, type of film (feature,
short or documentary) and other
production details. In most cases,
a brief synopsis of the film or
contemporary reviews of it
follow. In the appendices, film
credits for over 1,850 actors and
actresses are provided, along
with a listing of film companies.

Handbook of
Counselor

Preparation Simon
and Schuster

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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

Windows Forms Programming with C#

IGI Global
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 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.

Web Information Systems Engineering - WISE 2005 Workshops Simon and Schuster

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

Tackle the data science process step-by-step

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
Vert.x in Action
McFarland
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.
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Unity in Action

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Inc."

"This book focuses
on an in-depth
assessment on
strategies and
instructional
design practices
appropriate for the
flipped classroom
model, highlighting

the benefits,
shortcoming,
perceptions, and
academic results of
the flipped
classroom
model"--Provided by
publisher.

A Comprehensive,
Illustrated
Filmography

Introduction to
Information
Retrieval

"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
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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. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM	IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to- end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production <i>The Complete Guide to Large-Scale Analysis and Modeling</i> Springer
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Science & Business
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Summary Manning's
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awaited Java Module
System make
implementing these
designs significantly
easier. It's time to
upgrade your skills
and meet these
challenges head on!
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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 Raspberry Pi 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

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'S 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 friendly guide that
Java Module System teaches you how to
PART 5 - ENHANCED apply common
JAVA CONCURRENCY algorithms to the
Concepts behind practical problems
CompletableFuture and you face every day as
reactive programming a programmer. You'll
CompletableFuture: start with sorting
composable and searching and, as
asynchronous you build up your
programming Reactive skills in thinking
programming PART 6 - algorithmically,
FUNCTIONAL you'll tackle more
PROGRAMMING AND complex concerns such
FUTURE JAVA EVOLUTION as data compression
Thinking functionally and artificial
Functional intelligence. Each
programming carefully presented
techniques Blending example includes
OOP and FP: Comparing helpful diagrams and
Java and Scala fully annotated code
Conclusions and where samples in Python.
next for Java Learning about
Introduction to algorithms doesn't
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step-by-step programming problems
procedure for solving you face every day.
a problem. The You'll start with
algorithms you'll use tasks like sorting
most often as a and searching. As you
programmer have build up your skills,
already been you'll tackle more
discovered, tested, complex problems like
and proven. If you 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 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 *Data Warehouse Systems* 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.

Mining of Massive

Datasets 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

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IN PRACTICE Deep
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Generative deep
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Running Jupyter
notebooks on an EC2
GPU instance
Health Economics
Simon and Schuster
"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.

Multiplatform game development in C#
Routledge

Summary Sails.js in Action is a comprehensive guide to building enterprise-capable web applications using Node and Sails. Written by the creators of the Sails.js framework, this book carefully introduces each concept, technique, and tool with real-world examples and

crystal clear explanations. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Sails makes professional web development a breeze. This instantly familiar MVC framework automatically handles the tedious application boilerplate, so you can concentrate on developing features and creating business value. You get powerful tools for rapid API development, task automation, an ORM, and easy integration with any web, mobile, or IoT frontend. And because you're using

Node.js, it's JavaScript all the way down. About the Book Sails.js in Action is a comprehensive guide on how to build enterprise-capable web applications. Written by the creators of Sails.js, this book introduces each concept and technique with real-world examples and thorough explanations. As you read, you'll learn to build the backend of a typical web application while you explore real-time programming with WebSockets, security fundamentals, and best practices for building Sails/Node.js apps. What's Inside Creating the backend for a web, mobile, or IoT app Real-time programming with WebSockets User management, authentication, and password recovery Using Sails to autogenerate REST APIs Custom backend development and third-party API integrations About the Reader Readers should be comfortable with JavaScript and frontend web development. About the Author Mike McNeil is the creator of Sails.js. Irl Nathan is the producer of sailsCasts, a series focused on using Sails. Table of Contents Getting started First steps Using static assets Using the blueprint

API Custom backend characters that run,
code Using models jump, and bump into
Custom actions Server things Build 3D first-
rendered views person shooters and
Authentication and third-person action
sessions Policies and games Construct 2D
access control card games and side-
Refactoring Embedded scrolling platformers
data and associations Script enemies with AI
Ratings, followers, Improve game graphics
and search Realtime by importing models
with WebSockets and images Design an
Deployment, testing, intuitive user
and security interface for your
Real World games Play music and
Instrumentation with spatially-aware sound
Python Simon and effects Connect your
Schuster games to the internet
This hands-on for online play Deploy
beginners guide gets your games to desktop,
you building games mobile, and the web
fast, all with the Thousands of new game
awesome Unity engine! developers have chosen
You'll speed past the Joe Hocking's Unity in
basics and use your Action as their first
existing coding skills step toward Unity
to create 2D, 3D, and mastery. Starting with
AR/VR games. In Unity the initial groundwork
in Action, Third of a new game
Edition, you will development project,
learn how to: Create 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

African American Films Through 1959
Manning Publications
Summary Think Like a Data Scientist presents a step-by-step approach to data science, combining analytic, programming, and business perspectives into easy-to-digest techniques and thought processes for solving real world data-centric problems. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About

the Technology Data problems. By breaking
collected from down carefully
customers, scientific crafted examples,
measurements, IoT you'll learn to
sensors, and so on is combine analytic,
valuable only if you programming, and
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scientists revel in into a repeatable
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exploring, analyzing, As you read, you'll
and interpreting this discover (or
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however; the real More importantly,
magic happens when you'll put this
you begin to think knowledge together
like a data using a structured
scientist. This book process for data
will get you there. science. When you've
About the Book Think finished, you'll have
Like a Data Scientist a strong foundation
teaches you a step-by-for a lifetime of
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Data wrangling: from 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.