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Kubernetes Native

Microservices with Quarkus and MicroProfile Springer

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 in 3D space 3 Adding enemies characters that run, jump, and bump into things Script 4 Developing graphics for your enemies with AI Play music and spatially-aware sound effects COMFORTABLE 5 Building a 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

Automated Data Acquisition and Control Systems

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.

Solr in Action "O'Reilly Media, Inc."

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 of Massive Datasets 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

Supporting Children's Learning in the Early Years SAGE

"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.

[Deep Learning with Python](#) Introduction to Information Retrieval

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
*Distributed and Parallel Architectures
for Spatial Data* McFarland
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

With examples using C++ and Emscripten

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

Baptist Missionary Magazine Routledge 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* Simon and Schuster

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

Objective-C Fundamentals Simon and Schuster

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.

With examples in Java 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.

Modern Java in Action MDPI

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.

Think Like a Data Scientist Manning Publications

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.

African American Films Through

1959 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*. what? 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 *Windows Forms Programming with C#*

SAGE

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 code Using models Custom actions Server-rendered views Authentication and sessions Policies and access control Refactoring Embedded data and associations Ratings, followers, and search Realtime with WebSockets Deployment, testing, and security

Grokking Algorithms 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 [Griffon in Action](#) Simon and Schuster

“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 Magazine "O'Reilly Media, Inc." Summary

Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You'll learn to write highly scalable applications without the need to dive into the low-level non-blocking APIs at the core of Java. Purchase of

the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Netty is a Java-based networking framework that manages complex networking, multithreading, and concurrency for your applications. And Netty hides the boilerplate and low-level code, keeping your business logic separate and easier to reuse. With Netty, you get an easy-to-use API, leaving you free to focus on what's unique to your application. About the Book Netty in Action introduces the Netty framework and shows you how to incorporate it into your Java network applications. You will discover how to write highly scalable applications without getting into low-level APIs. The book teaches you to think in an asynchronous way as you work through its many hands-on examples and helps you master the best practices of building large-scale network apps. What's Inside Netty from the ground up Asynchronous, event-driven programming Implementing services using different protocols Covers Netty 4.x About the Reader This book assumes readers are comfortable with Java and basic network architecture. About the Authors Norman Maurer is a senior software engineer at Apple and a core developer of Netty. Marvin Wolfthal is a Dell Services consultant who has implemented mission-critical enterprise systems using Netty. Table of Contents

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[Health Economics](#)
Simon and Schuster
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.