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Lessons Learned from Programming Over Time
 Html Tutorial
 Enterprise Information Systems
 Getting Started with PowerShell
 A Modern Introduction to Programming
 With Resilient Distributed Datasets, Spark SQL, Structured Streaming and Spark Machine Learning library
 Learning Web Design
 An Introduction to the Methodology and its Applications
 Leveraging the JavaScript Stack
 Master the fundamentals of WordPress theme development and create attractive WordPress themes from scratch
 The Java EE 7 Tutorial
 Import, Tidy, Transform, Visualize, and Model Data
 Learn to Create WordPress Themes by Building 5 Projects.
 Exploring JavaScript and the Modern DOM
 The Definitive Guide
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 TCP/IP Tutorial and Technical Overview
 Learn JavaScript and Ajax with w3Schools
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 A Problem-Solver's Guide to Building Real-World Intelligent Systems
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 Practical Machine Learning with Python
 New Perspectives on HTML5, CSS3, and JavaScript
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 The Internet Literacy Handbook
 R for Data Science
 bookdown
 With jQuery, CSS & HTML5
 Learning PHP, MySQL & JavaScript
 Techniques, Practices, and Patterns for Building and Maintaining Effective Software Projects

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VANG SHILOH

Lessons Learned from Programming Over Time CRC Press

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing,

and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

Html Tutorial Packt Publishing Ltd

R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations,

websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. JJ. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Grolemond is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse.

Enterprise Information Systems John Wiley & Sons

See all the things coding can accomplish The demand for people with coding know-how exceeds the number of people who understand the languages that power technology. Coding All-in-One For

Dummies gives you an ideal place to start when you're ready to add this valuable asset to your professional repertoire. Whether you need to learn how coding works to build a web page or an application or see how coding drives the data revolution, this resource introduces the languages and processes you'll need to know. Peek inside to quickly learn the basics of simple web languages, then move on to start thinking like a professional coder and using languages that power big applications. Take a look inside for the steps to get started with updating a website, creating the next great mobile app, or exploring the world of data science. Whether you're looking for a complete beginner's guide or a trusted resource for when you encounter problems with coding, there's something for you! Create code for the web Get the tools to create a mobile app Discover languages that power data science See the future of coding with machine learning tools With the demand for skilled coders at an all-time high, Coding All-in-One For Dummies is here to propel coding newbies to the ranks of professional programmers.

Getting Started with PowerShell Apress

This book constitutes revised selected papers from the 18th International Conference on Enterprise Information Systems, ICEIS 2016, held in Rome, Italy, in April 2016. The 23 papers presented in this volume were carefully reviewed and selected from a total of 257 submissions to ICEIS 2016. The volume also contains one invited talk in full paper length. The papers selected to be included in this book contribute to the understanding of relevant trends of current research on enterprise information systems, including issues with regard to enterprise engineering, heterogeneous systems, security, software engineering, systems integration, business process management, human factors and affective computing, ubiquitous computing, social computing, knowledge management, and artificial intelligence.

A Modern Introduction to Programming McGraw Hill Professional

An indispensable introductory guide to creating web pages using the most up-to-date standards This beginner guide shows you how to use XHTML, CSS, and JavaScript to create compelling Web sites. While learning these technologies, you will discover coding practices such as writing code that works on multiple browsers including mobile devices, how to use AJAX frameworks to add interactivity to your pages, and how to ensure your pages meet accessible requirements. Packed with real-world examples, the book not only teaches you how to write Web sites using XHTML, CSS and JavaScript, but it also teaches you design principles that help you create attractive web sites and practical advice on how to make web pages more usable. In addition, special checklists and appendices review key topics and provide helpful references that re-enforce the basics you've learned. Serves as an ideal beginners guide to writing web pages using XHTML Explains how to use CSS to make pages more appealing and add interactivity to pages using JavaScript and AJAX frameworks Share advice on design principles and how to make pages more attractive and offers practical help with usability and accessibility Features checklists and appendices that review key topics This introductory guide is essential reading for getting started with using XHTML, CSS and JavaScript to create exciting and compelling Web sites. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

With Resilient Distributed Datasets, Spark SQL, Structured Streaming and Spark Machine Learning library "O'Reilly Media, Inc."

Create and publish your own interactive data visualization projects on the web—even if you have little or no experience with data visualization or web development. It's inspiring and fun with this friendly, accessible, and practical hands-on introduction. This fully updated and expanded second edition takes you through the fundamental concepts and methods of D3, the most powerful JavaScript library for expressing data visually in a web browser. Ideal for designers with no coding experience, reporters exploring data journalism, and anyone who wants to visualize and share data, this step-by-step guide will also help you expand your web programming skills by teaching you the basics of HTML, CSS, JavaScript, and SVG. Learn D3 4.x—the latest D3 version—with downloadable code and over 140 examples Create bar charts, scatter plots, pie charts, stacked bar charts, and force-directed graphs Use smooth, animated transitions to show changes in your data Introduce interactivity to help users explore your data Create custom geographic maps with panning, zooming, labels, and tooltips Walk through the creation of a complete visualization project, from start to finish Explore inspiring case studies with nine accomplished designers talking about their D3-based projects

Learning Web Design John Wiley & Sons

Takes a tutorial approach towards developing and serving Java applets, offering step-by-step instruction on such areas as motion pictures, animation, applet interactivity, file transfers, sound,

and type. Original. (Intermediate).

An Introduction to the Methodology and its Applications CRC Press

Master the essential skills needed to recognize and solve complex problems with machine learning and deep learning. Using real-world examples that leverage the popular Python machine learning ecosystem, this book is your perfect companion for learning the art and science of machine learning to become a successful practitioner. The concepts, techniques, tools, frameworks, and methodologies used in this book will teach you how to think, design, build, and execute machine learning systems and projects successfully. Practical Machine Learning with Python follows a structured and comprehensive three-tiered approach packed with hands-on examples and code. Part 1 focuses on understanding machine learning concepts and tools. This includes machine learning basics with a broad overview of algorithms, techniques, concepts and applications, followed by a tour of the entire Python machine learning ecosystem. Brief guides for useful machine learning tools, libraries and frameworks are also covered. Part 2 details standard machine learning pipelines, with an emphasis on data processing analysis, feature engineering, and modeling. You will learn how to process, wrangle, summarize and visualize data in its various forms. Feature engineering and selection methodologies will be covered in detail with real-world datasets followed by model building, tuning, interpretation and deployment. Part 3 explores multiple real-world case studies spanning diverse domains and industries like retail, transportation, movies, music, marketing, computer vision and finance. For each case study, you will learn the application of various machine learning techniques and methods. The hands-on examples will help you become familiar with state-of-the-art machine learning tools and techniques and understand what algorithms are best suited for any problem. Practical Machine Learning with Python will empower you to start solving your own problems with machine learning today! What You'll Learn Execute end-to-end machine learning projects and systems Implement hands-on examples with industry standard, open source, robust machine learning tools and frameworks Review case studies depicting applications of machine learning and deep learning on diverse domains and industries Apply a wide range of machine learning models including regression, classification, and clustering. Understand and apply the latest models and methodologies from deep learning including CNNs, RNNs, LSTMs and transfer learning. Who This Book Is For IT professionals, analysts, developers, data scientists, engineers, graduate students *Leveraging the JavaScript Stack* "O'Reilly Media, Inc."

Build interactive, data-driven websites with the potent combination of open source technologies and web standards, even if you have only basic HTML knowledge. In this update to this popular hands-on guide, you'll tackle dynamic web programming with the latest versions of today's core technologies: PHP, MySQL, JavaScript, CSS, HTML5, and key jQuery libraries. Web designers will learn how to use these technologies together and pick up valuable web programming practices along the way—including how to optimize websites for mobile devices. At the end of the book, you'll put everything together to build a fully functional social networking site suitable for both desktop and mobile browsers. Explore MySQL, from database structure to complex queries Use the MySQLi extension, PHP's improved MySQL interface Create dynamic PHP web pages that tailor themselves to the user Manage cookies and sessions and maintain a high level of security Enhance the JavaScript language with jQuery and jQuery mobile libraries Use Ajax calls for background browser-server communication Style your web pages by acquiring CSS2 and CSS3 skills Implement HTML5 features, including geolocation, audio, video, and the canvas element Reformat your websites into mobile web apps

Master the fundamentals of WordPress theme development and create attractive WordPress themes from scratch Apress

Over the past decade, Internet technology, now merging into that of mobile technology, has transformed the multiple facets of life in society across the world, changing work and leisure patterns, and placing greater demands on us as active, democratic citizens. The Internet literacy handbook, intended for parents, teachers and young people throughout Europe, is a guide to exploiting to the fullest this complex network of information and communication. The handbook is comprised of 21 fact sheets, each covering a particular topic on Internet use, from searching for information to setting up blogs through to e-shopping and e-citizenship. These fact sheets offer teachers and parents sufficient technical know-how to allow them to share young people's and children's voyages through communication technology. They highlight ethical and safety considerations, give insight into added value in education, provide ideas for constructive activities in class or at home, share best practice in Internet use, and provide a wealth of definitions and

links to sites that give practical examples and further in-depth information.

The Java EE 7 Tutorial John Wiley & Sons

Html tutorial is a educational book on hyper text language *Import, Tidy, Transform, Visualize, and Model Data* "O'Reilly Media, Inc."

A web map is an interactive display of geographic information, in the form of a web page, that you can use to tell stories and answer questions. Web maps have numerous advantages over traditional mapping techniques, such as the ability to display up-to-date or even real-time information, easy distribution to end users, and highly customized interactive content. Introduction to Web Mapping teaches you how to develop online interactive web maps and web mapping applications, using standard web technologies: HTML, CSS and JavaScript. The core technologies are introduced in Chapters 1-5, focusing on the specific aspects which are most relevant to web mapping. Chapters 6-13 then implement the material and demonstrate key concepts for building and publishing interactive web maps.

Learn to Create WordPress Themes by Building 5 Projects. John Wiley & Sons

JavaScript is the native language of the Internet. Originally created to make web pages more dynamic, it is now used for software projects of all kinds, including scientific visualization and data services. However, most data scientists have little or no experience with JavaScript, and most introductions to the language are written for people who want to build shopping carts rather than share maps of coral reefs. This book will introduce you to JavaScript's power and idiosyncrasies and guide you through the key features of the language and its tools and libraries. The book places equal focus on client- and server-side programming, and shows readers how to create interactive web content, build and test data services, and visualize data in the browser. Topics include: The core features of modern JavaScript Creating templated web pages Making those pages interactive using React Data visualization using Vega-Lite Using Data-Forge to wrangle tabular data Building a data service with Express Unit testing with Mocha All of the material is covered by the Creative Commons Attribution-Noncommercial 4.0 International license (CC-BY-NC-4.0) and is included in the book's companion website at <http://js4ds.org> . Maya Gans is a freelance data scientist and front-end developer by way of quantitative biology. Toby Hodges is a bioinformatician turned community coordinator who works at the European Molecular Biology Laboratory. Greg Wilson co-founded Software Carpentry, and is now part of the education team at RStudio *Exploring JavaScript and the Modern DOM* Council of Europe

Develop applications for the big data landscape with Spark and Hadoop. This book also explains the role of Spark in developing scalable machine learning and analytics applications with Cloud technologies. Beginning Apache Spark 2 gives you an introduction to Apache Spark and shows you how to work with it. Along the way, you'll discover resilient distributed datasets (RDDs); use Spark SQL for structured data; and learn stream processing and build real-time applications with Spark Structured Streaming. Furthermore, you'll learn the fundamentals of Spark ML for machine learning and much more. After you read this book, you will have the fundamentals to become proficient in using Apache Spark and know when and how to apply it to your big data applications. What You Will Learn Understand Spark unified data processing platform How to run Spark in Spark Shell or Databricks Use and manipulate RDDs Deal with structured data using Spark SQL through its operations and advanced functions Build real-time applications using Spark Structured Streaming Develop intelligent applications with the Spark Machine Learning library Who This Book Is For Programmers and developers active in big data, Hadoop, and Java but who are new to the Apache Spark platform.

The Definitive Guide CRC Press

Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services

Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

[Programming In Ansi C](#) Pearson Education

This is an exciting time to learn JavaScript. Now that the latest JavaScript specification ECMAScript 6.0 (ES6) has been finalized, learning how to develop high-quality applications with this language is easier and more satisfying than ever. This practical book takes programmers (amateurs and pros alike) on a no-nonsense tour of ES6, along with some related tools and techniques. Author Ethan Brown ("Web Development with Node and Express") not only guides you through simple and straightforward topics (variables, control flow, arrays), but also covers complex concepts such as functional and asynchronous programming. You'll learn how to create powerful and responsive web applications on the client, or with Node.js on the server. Use ES6 today and transpile code to portable ES5. Translate data into a format that JavaScript can use. Understand the basic usage and mechanics of JavaScript functions. Explore objects and object-oriented programming. Tackle new concepts such as iterators, generators, and proxies. Grasp the complexities of asynchronous programming. Work with the Document Object Model for browser-based apps. Learn Node.js fundamentals for developing server-side applications."

[TCP/IP Tutorial and Technical Overview](#) Springer

This groundbreaking work offers a first-of-its-kind overview of legal informatics, the academic discipline underlying the technological transformation and economics of the legal industry. Edited by Daniel Martin Katz, Ron Dolin, and Michael J. Bommarito, and featuring contributions from more than two dozen academic and industry experts, chapters cover the history and principles of legal informatics and background technical concepts – including natural language processing and distributed ledger technology. The volume also presents real-world case studies that offer important insights into document review, due diligence, compliance, case prediction, billing, negotiation and settlement, contracting, patent management, legal research, and online dispute resolution. Written for both technical and non-technical readers, Legal Informatics is the ideal resource for anyone interested in identifying, understanding, and executing opportunities in this

exciting field.

[Learn JavaScript and Ajax with w3Schools](#) Advanced Micro Systems Sdn Bhd

The easy-to-read best-seller, completely updated for the latest in network technology. For years, professionals have trusted IBM's redbooks to bring them practical, comprehensive information on the most recent technology. Building on this tradition of excellence, TCP/IP Tutorial and Technical Overview offers uniquely detailed coverage of all aspects of TCP/IP architecture, protocols, and product implementations. This new edition includes thorough treatments of such new technologies as multimedia, virtual private networks, differential services, and IPv6. In addition, it retains the redbooks special focus on IBM systems, with a view toward using them in heterogeneous network solutions. Like other redbooks, TCP/IP Tutorial and Technical Overview is written by a group of experts from IBM's ITSO. These practicing engineers from around the world work hands-on with new products and systems in the development phase, giving them a wealth of practical expertise they can pass on to you. In this book, they cover such state-of-the-art topics as: * Internet security, including IPsec, VPN, firewalls and SET(191). IP mobility and dynamic IP. IP multicasting and multimedia examples. eCommerce and In

[Legal Informatics R for Data Science](#) Import, Tidy, Transform, Visualize, and Model Data

JavaScript is at the heart of almost every modern Web application, whether it's Google Apps, Twitter, or the newest browser-based game. Though it's simple for beginners to pick up and play with, JavaScript is not a toy—it's a flexible and complex language that can be used to build full-scale applications. Eloquent JavaScript dives into this flourishing language and teaches you to write code that's beautiful and effective. By immersing you in example code and encouraging experimentation right from the start, the author quickly gives you the tools you need to build your own programs. As you follow along with examples like an artificial life simulation and a version of the classic game Sokoban, you'll learn to: -Understand the essential elements of programming: syntax, control, and data -Use object-oriented and functional programming techniques to organize and clarify your programs -Script the browser and make basic Web applications -Work with tools like regular expressions and XMLHttpRequest objects And since programming is an art that's best learned by doing, all example code is available online in an interactive sandbox for you to

experiment with. With Eloquent JavaScript as your guide, you can tweak, expand, and modify the author's code, or throw it away and build your own creations from scratch. Before you know it, you'll be fluent in the language of the Web.

[Programming Language](#) "O'Reilly Media, Inc."

This book will help you take your first steps in the WordPress theme development process, with 5 different projects centered around creating unique and responsive WordPress themes. Key Features Learn the basics of WordPress theme development in a step by step manner. Make your themes more dynamic by integrating components of Bootstrap and JQuery 5 carefully-selected projects to help you get beyond the theory and create highly marketable WordPress themes from scratch. Book Description WordPress has emerged as a powerful, easy-to-use tool to design attractive, engaging websites. Themes play a big role in making WordPress as popular as it is today, and having an eye-catching, fully-functional theme could separate your website from the rest! This book will help you take your first steps in the WordPress theme development process, with 5 different projects centered around creating unique and responsive WordPress themes. Start with creating a simple WordPress theme using HTML5, CSS, and PHP. Then, you will move on to incorporate different APIs, widgets, and tools such as Bootstrap and JQuery to create more dynamic and highly-functional themes. Whether you want to create a photo gallery theme, a highly customizable e-commerce theme, or a theme designed to suit a particular business, this book will teach you everything you need to know. By the end of this highly interactive book, you will have the required mastery to develop WordPress themes from scratch. What you will learn Simple and advanced themes - covers basic syntax and files along with archives and search pages Photo Gallery - add simple animation and use the W3.CSS framework to design a photo gallery theme Wordstrap - incorporate Twitter Bootstrap into the theme and use the WP_NavWalker class E-commerce theme - build an e-commerce theme using the Foundation framework Who this book is for If you are a blogger or a WordPress user who wants to learn how to create attractive, eye-catching WordPress themes, this book is for you. A basic understanding of HTML5, CSS, PHP, and some creativity is all you need to get started with this book.

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