
Swift 4 Das Umfassende Handbuch Kofler Info

Practical Artificial Intelligence with Swift

Automate the Boring Stuff with Python, 2nd
Edition

Staats- und Gesellschafts-Lexikon. In Verbindung
mit deutschen Gelehrten und Staatsmännern
hrsg. von Herrmann Wagener

Chipkarten-Systeme erfolgreich realisieren

Object-Oriented Programming with Swift 2

LINUX

SwiftUI Cookbook

Raspberry Pi For Dummies

Betriebssysteme

Violence in Defeat

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Pico

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Karl Kraus

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JOSIAH PORTER

*Practical
Artificial
Intelligence
with Swift*
Рипол
Классик
Von der

Umsetzung
der Vorgaben
aus Basel II
bis zum
elektronischen
Zahlungsverke
hr - alle
Neuigkeiten
der Banken-IT.
Die zweite
Auflage dieses

Standardwerk
es wurde
komplett neu
strukturiert
und gestaltet.
Es bietet den
aktuellen
Stand der
bankbetrieblic
hen IT:
Renommierete

<p>Experten aus Banken, Hochschulen und Beratungsunternehmen haben zukunftsweisende IT-Architekturen für alle Geschäftsfelder sowie die Schnittstellen zum Bankenumfeld entwickelt.</p> <p>Automate the Boring Stuff with Python, 2nd Edition John Wiley & Sons Swift 4 Swift 2 iOS-Apps mit Swift 2 MITP-Verlags GmbH & Co. KG <u>Staats- und Gesellschafts-Lexikon. In Verbindung</u></p>	<p><u>mit deutschen Gelehrten und Staatsmännern</u> hrsg. von Herrmann Wagener Packt Publishing Explores how the Wehrmacht's defensive conduct contributed to the radicalisation of behavioural patterns in Germany during the war's final months. <i>Chipkarten-Systeme erfolgreich realisieren</i> Cambridge University Press The second edition of this best-selling</p>	<p>Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks</p>
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like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic *Automate the Boring Stuff with Python*, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich

library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV

files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and

text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you

can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition. Object-Oriented Programming with Swift 2 Springer
Literaturwissenschaft und Bibliotheken haben ein besonderes Verhältnis zueinander, ist doch die Literaturwissenschaft hauptsächlich in der Bibliothek an der Arbeit. Zugleich war das Nachdenken über

Bibliotheken immer wieder von literaturwissenschaftlichen Entwürfen bestimmt. Doch wie sieht das Verhältnis heute aus? Der Sammelband sucht Antworten in Bereichen wie Literatur- und Bibliotheksstheorie, Mediologie, literaturwissenschaftlicher Bibliotheksforschung, bibliothekarischer Literaturvermittlung und -versorgung oder der Forschung zu Bibliothekssubjekts und -

metaphern. Mit der Thematisierung von Wissensordnung, Forschungsinfrastrukturen und philologischen Lehrbüchern gerät auch die tägliche Praxis literaturwissenschaftlicher Arbeit als Selbstbeobachtung moderner Geisteswissenschaften in den Blick. <i>LINUX V&R</i> unipress GmbH Die europäische Finanzkrise hat traditionelle Annahmen des	europäischen Verfassungsrechts in Frage gestellt und zur Umgestaltung der Wirtschaftsarchitektur der Union geführt. Neugeschaffene Mechanismen ermöglichen die finanzielle Unterstützung von Euro- Ländern, jedoch nur unter umfangreichen Auflagen. Diese sehen Lohnzurückhaltungen, Dezentralisierung von Tarifverhandlungen, Kürzungen von Renten und Reformen	im Gesundheitsversorgungssystem vor. Wie ist dieser Abbau sozialrechtlicher Garantien aus unionsrechtlicher Perspektive zu bewerten und wem ist eine eventuelle Grundrechtsverletzung zuzurechnen - der EU oder ihren Mitgliedsstaaten? Konnten die Gerichte eine legitimierende Rolle zum Schutz sozialer Grundrechte in Zeiten der Krise wahrnehmen?
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<p>Anastasia Poulou beleuchtet diese Fragen, indem sie die sozialen Grundrechte sowie eine Konzeption zum gerichtlichen Schutz sozialer Grundrechte als Gegengewicht zu den Legitimationsdefiziten der Eurokrise darstellt. <i>SwiftUI Cookbook</i> Addison Wesley Longman</p> <p>For many researchers, Python is a first-class tool mainly because of its</p>	<p>libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find</p>	<p>this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide</p>
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computational environments for data scientists using Python	for efficient and clean Python implementations of the most important and established machine learning algorithms	complexity when composing the reliefs used in temple decoration, selecting particular words, hieroglyphic signs, and iconographic elements in order to create interconnected multiple layers of meaning, forming a tapestry of sound and sight. The
NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python	Raspberry Pi For Dummies	Theology of
Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python	Packt Publishing Ltd	Hathor of
Matplotlib: includes capabilities for a flexible range of data visualizations in Python	The Ptolemaic period witnessed an enormous increase in the number of hieroglyphic signs and iconographic elements (composite crowns, scepters, and cult objects).	Dendera examines these techniques on both micro-
Scikit-Learn:	The ancient scribes exploited this	and macro-levels, from

their smallest details to their broadest thematic connections, foregrounding individual techniques to determine the words and phrases singled out for emphasis. By synthesizing their use in the three-dimensional space of the most important cult chamber in the Temple of Hathor at Dendera, this new method of analysis not only reveals the most essential characteristics of the local theology, but

also shows how the ancient scribes envisioned the universe and the place of humankind within it. Betriebssysteme Greg Lim Analyses and compares political blame games in Western democracies to show how democratic political systems manage policy controversies. Springer Science & Business Media Get your slice of Raspberry Pi With the invention of the unique

credit card-sized single-board computer comes a new wave of hardware geeks, hackers, and hobbyists who are excited about the possibilities with the Raspberry Pi—and this is the perfect guide to get you started. With this down-to-earth book, you'll quickly discover why the Raspberry Pi is in high demand! There's a reason the Raspberry Pi sold a million units in its

<p>first year, and you're about to find out why! In <i>Raspberry Pi For Dummies</i>, 3rd Edition veteran tech authors Sean McManus and Mike Cook make it easier than ever to get you up and running on your Raspberry Pi, from setting it up, downloading the operating system, and using the desktop environment to editing photos, playing music and videos, and programming with</p>	<p>Scratch—and everything in between. Covers connecting the Pi to other devices such as a keyboard, mouse, monitor, and more Teaches you basic Linux System Admin Explores creating simple hardware projects Shows you how to create web pages Raspberry Pi For Dummies, 3rd Edition makes computing as easy as pie! <u>Violence in Defeat</u> Pragmatic Bookshelf</p>	<p>Dieses Lehrbuch bietet eine umfassende Einführung in die Grundlagen der Betriebssysteme und in die Systemprogrammierung. Im Vordergrund stehen die Prinzipien moderner Betriebssysteme und die Nutzung ihrer Dienste für die systemnahe Programmierung. Methodisch wird ein Weg zwischen der Betrachtung anfallender Probleme und ihren Lösungen auf einer</p>
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<p>theoretischen und einer praktischen Basis beschritten. Dabei orientiert sich der Autor an den beiden am meisten verbreiteten Systemwelten, nämlich Unix/Linux und Windows. Zudem werden die wichtigsten Prozessorgrundlagen erklärt, soweit sie für das Verständnis der internen Funktionsweise eines Betriebssystems hilfreich sind. Behandelt werden u.a.: Programmausf</p>	<p>ührung und Hardware Systemprogrammierung Synchronisation und Kommunikation von Prozessen und Threads Speicherverwaltung Dateisysteme Programmentwicklung Sicherheit Virtualisierung Die 4. Auflage ist in zahlreichen Details überarbeitet und generell aktualisiert. Neu aufgenommen wurden z.B. das Thread-Pool-Konzept, Windows Services, Completely</p>	<p>Fair Scheduler, Container-Systeme und Unikernel. Übungsaufgaben mit Lösungen, alle Abbildungen des Buches und Vorlesungsfolien für Dozierende stehen online zur Verfügung. <i>IOS 15 Programming Fundamentals with Swift</i> Springer-Verlag Dieses Handbuch vermittelt umfassend und systematisch alle Grundlagen zur politischen Theorie und</p>
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Philosophie
des
Kommunitaris-
mus.

**Get Started
with
MicroPython
on**

**Raspberry Pi
Pico** Springer-
Verlag

Find practical,
logical, and
efficient
recipes for
building cross-
platform apps
for iOS 15,
macOS, and
watchOS using
Swift 5.5,
Xcode 13, and
SwiftUI 3.0

Key Features:
Apply the
declarative
programming
paradigm to
build cross-
platform UIs
for Apple
devices Learn

to integrate
UIKit, Core
Data,
Firebase, and
Sign in with
Apple with
SwiftUI Adopt
the new
SwiftUI 3.0
features to
build visually
appealing UIs
speedily Book
Description:
SwiftUI
provides an
innovative and
simple way to
build beautiful
user
interfaces
(UIs) for all
Apple
platforms,
from iOS and
macOS
through to
watchOS and
tvOS, using
the Swift
programming
language. In

this recipe-
based
cookbook,
you'll cover
the
foundations of
SwiftUI as well
as the new
SwiftUI 3
features
introduced in
iOS 15 and
explore a
range of
essential
techniques
and concepts
that will help
you through
the
development
process. The
cookbook
begins by
explaining
how to use
basic SwiftUI
components.
Once you've
learned the
core concepts
of UI

development, such as Views, Controls, Lists, and ScrollViews, using practical implementations in Swift, you'll advance to adding useful features to SwiftUI using drawings, built-in shapes, animations, and transitions. You'll understand how to integrate SwiftUI with exciting new components in the Apple development ecosystem, such as Combine for managing

events and Core Data for managing app data. Finally, you'll write iOS, macOS, and watchOS apps by sharing the same SwiftUI codebase. By the end of this SwiftUI book, you'll have discovered a range of simple, direct solutions to common problems encountered when building SwiftUI apps. What You Will Learn: Explore various layout presentations in SwiftUI such as HStack, VStack, LazyHStack, and LazyVGrid

Create widgets to quickly display relevant content at glance Get up to speed with drawings in SwiftUI using built-in shapes, custom paths, and polygons Discover modern animation and transition techniques in SwiftUI Add user authentication using Firebase and Sign in with Apple Manage concurrency with Combine and async/await in SwiftUI Solve the most common

SwiftUI problems, such as integrating a MapKit map, unit testing, snapshot testing, and previewing layouts Who this book is for: This book is for mobile developers who want to learn SwiftUI as well as experienced iOS developers transitioning from UIKit to SwiftUI. The book assumes knowledge of the Swift programming language. Knowledge of object-oriented design and

data structures will be useful but not necessary. You'll also find this book to be a helpful resource if you're looking for reference material regarding the implementation of various features in SwiftUI. SAP Treasury and Risk Management torino media GmbH Stay motivated and overcome obstacles while learning to use Swift Playgrounds and Xcode 10.2 to become a great iOS

developer. This book, fully updated for Swift 5, is perfect for those with no programming background, those with some programming experience but no object-oriented experience, or those that have a great idea for an app but haven't programmed since school. Many people have a difficult time believing they can learn to write iOS apps. Swift 5 for Absolute Beginners will show you how to do so. You'll

learn Object-Oriented Programming (OOP) and be introduced to User Interface (UI) design following Apple's Human Interface Guidelines (HIG) using storyboards and the Model-View-Controller (MVC) pattern before moving on to write your own iPhone and Apple Watch apps from scratch. What You'll Learn Work with Swift classes, properties, and functions Examine proper User

Interface (UI) and User Experience (UX) design Understand Swift data types: integers, floats, strings, and booleans Use Swift data collections: arrays and dictionaries Review Boolean logic, comparing data, and flow control Use the Xcode debugger to troubleshoot problems with your apps Store data in local app preferences and Core Data databases Who This Book Is For Anyone who wants to

learn to develop apps for the Mac, iPhone, iPad, and Apple Watch using the Swift programming language. No previous programming experience is necessary. **Isis oder Encyclopädische Zeitung** ISD LLC Do less work when testing your Python code, but be just as expressive, just as elegant, and just as readable. The pytest testing framework helps you write tests quickly and

keep them readable and maintainable - with no boilerplate code. Using a robust yet simple fixture model, it's just as easy to write small tests with pytest as it is to scale up to complex functional testing for applications, packages, and libraries. This book shows you how. For Python-based projects, pytest is the undeniable choice to test your code if you're looking for a full-featured, API-independent,

flexible, and extensible testing framework. With a full-bodied fixture model that is unmatched in any other tool, the pytest framework gives you powerful features such as assert rewriting and plug-in capability - with no boilerplate code. With simple step-by-step instructions and sample code, this book gets you up to speed quickly on this easy-to-learn and robust tool. Write

short, maintainable tests that elegantly express what you're testing. Add powerful testing features and still speed up test times by distributing tests across multiple processors and running tests in parallel. Use the built-in assert statements to reduce false test failures by separating setup and test failures. Test error conditions and corner cases with expected exception testing, and

<p>use one test to run many test cases with parameterized testing. Extend pytest with plugins, connect it to continuous integration systems, and use it in tandem with tox, mock, coverage, unittest, and doctest. Write simple, maintainable tests that elegantly express what you're testing and why. What You Need: The examples in this book are written using Python 3.6 and pytest</p>	<p>3.0. However, pytest 3.0 supports Python 2.6, 2.7, and Python 3.3-3.6. <i>Karl Kraus</i> Springer Science & Business Media The Original Portrayal of Mozart's Don Giovanni offers an original reading of Mozart's and Da Ponte's opera Don Giovanni, using as a lens the portrayal of the title role by its creator, the baritone Luigi Bassi (1766–1825). Although Bassi</p>	<p>was coached in the role by the composer himself, his portrayal has never been studied in depth before, and this book presents a large number of new sources (first- and second-hand accounts), which allows us to reconstruct his performance scene by scene. The book confronts Bassi's portrayal with a study of the opera's early German reception and performance</p>
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history, demonstrating how Don Giovanni as we know it today was not only created by Mozart, Da Ponte and Luigi Bassi but also by the early German adapters, translators, critics and performers who turned the title character into the arrogant and violent villain we still encounter in most of today's stage productions. Incorporating discussion of dramaturgical thinking of the late Enlightenment

and the difficult moral problems that the opera raises, this is an important study for scholars and researchers from opera studies, theatre and performance studies, music history as well as conductors, directors and singers.

Swift 2

"O'Reilly Media, Inc." This volume examines the present status and future trends of textbook studies. Cutting-edge essays by leading experts and

emerging scholars explore the field's theories, methodologies, and topics with the goal of generating debate and providing new perspectives. The Georg Eckert Institute's unique transdisciplinary focus on international textbook research has shaped this handbook, which explores the history of the discipline, the production processes and contexts that influence textbooks, the

<p>concepts they incorporate, how this medium itself is received and future trends. The book maps and discusses approaches based in cultural studies as well as in the social and educational sciences in addition to contemporary methodologies used in the field. The book aims to become the central interdisciplinary reference for textbook researchers, students, and educational practitioners.</p>	<p><u>Literaturwissenschaft und Bibliotheken</u> dpunkt.verlag Kotlin is a statically typed programming language designed to interoperate with Java and fully supported by Google on the Android operating system. Based on Big Nerd Ranch's popular Kotlin Essentials course, this guide shows you how to work effectively with the Kotlin programming language through hands-on</p>	<p>examples and clear explanations of key Kotlin concepts and foundational APIs. Written for Kotlin 1.2, this book will also introduce you to JetBrains' IntelliJ IDEA development environment. Whether you are an experienced Android developer looking for modern features beyond what Java offers or a new developer ready to learn your first programming language, the authors will</p>
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guide you from first principles to advanced usage of Kotlin. By the end of this book, you will be empowered to create reliable, concise applications in Kotlin. *iOS-Apps mit Swift 2* Springer-Verlag From its modern origins in seventeenth-century France, encyclopedic compilations met the need for the dissemination of information in a more

flexible format, one that eschewed the limits of previous centuries of erudition. The rise of vernacular languages dovetailed with the demand for information in every sector, sparking competition among nations to establish the encyclopedic "paper empires" that became symbols of power and potential. The contributors to this edited collection evaluate the long-

overlooked phenomenon of knowledge creation and transfer that occurred in hundreds of translated encyclopedic compilations over the long eighteenth century. *Analysing multiple instances of translated compilations, Translation and Transfer of Knowledge in Encyclopedic Compilations, 1680-1830* expands into the vast realm of the multilingual, encyclopedic compilation, the most

<p>tangible proof of the global enlightenment . Through the presentation of an extensive corpus of translated compilations, this volume argues that the true site of knowledge transfer resided in the transnational movement of ideas exemplified by these compendia. The encyclopedia came to represent the aspiring</p>	<p>nation as a viable economic and political player on the world stage; the capability to tell knowledge through culture became the hallmark of a nation's cultural capital, symbolic of its might and mapping the how, why, and where of the global eighteenth century. <i>Handbuch Informationstechnologie in Banken</i> Springer-</p>	<p>Verlag Sie finden in diesem Werk die Lebensläufe und alle wichtigen Informationen der großen Philosophen der Antike: Platon, Sokrates, Epikur, Aristoteles, Demokrit, Heraklit und Thales. Ihr Leben, ihre Lebensumstände, ihr Umfeld, die Kernaussagen ihrer Philosophie und vieles mehr.</p>
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