

Learning Processing: A Beginner's Guide To Programming Images, Animation, And Interaction (The Morgan Kaufmann Series In Computer Graphics)

Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.

This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.

Programming Media Art Using Processing: A Beginner's Guide provides an entry-level exploration into visual design through computer programming using the open source and artist-friendly language, Processing. Used by hundreds of students, this learning system breaks lessons down into strategic steps towards fun and creative media art projects. This book provides a linear series of lessons with step-by-step examples that lead to beginning media art projects, including abstract designs, pixel landscapes, rollover animations, and simple video games. Computer programming can be overwhelming for the first-time learner, but this book makes the learning of code more digestible and fun through a full color, well-diagrammed, and deeply explained text presentation. Lessons are rhythmically broken down into digestible parts with code annotations and illustrations that help learners focus on the details one step at a time. The content is legible, flexible, and fun to work with because of its project-based nature. By following the lessons and producing the projects sequentially in this book, readers will develop the beginning foundational skills needed to understand computer programming basics across many languages and also explore the art of graphic design. Ultimately, this is a hands-on, practical guide. To learn more about Margaret Noble's work, please visit her artist's website and educator website.

Essential Database Skills--Made Easy! Learn standard database design and management techniques applicable to any type of database. Featuring clear examples using both Microsoft Access and Oracle, Databases: A Beginner's Guide begins by showing you how to use Structured Query Language (SQL) to create and access database objects. Then, you'll discover how to implement logical design using normalization, transform the logical design into a physical database, and handle data and process modeling. You'll also get details on database security, online analytical processing (OLAP), connecting databases to applications, and integrating XML and object content into databases. Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q&A

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sections filled with bonus information and helpful tips Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Self Tests--Chapter-ending quizzes to test your knowledge

What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

A Beginner's Guide to Learning Analytics

Deep Learning for Beginners

Getting Started with Processing.py

A beginner's guide to getting up and running with deep learning from scratch using Python

A Playful Introduction To Programming

Scientific Research in Information Systems

This book is for beginners who are looking for a strong foundation to build deep learning models from scratch. You will test your understanding of the concepts and measure your progress at the end of each chapter. You will have a firm understanding of deep learning and will be able to identify which algorithms are appropriate for different tasks.

Based on their extensive experience with teaching R and statistics to applied scientists, the authors provide a beginner's guide to R. To avoid the difficulty of teaching R and statistics at the same time, statistical methods are kept to a minimum. The text covers how to download and install R, import and manage data, elementary plotting, an introduction to functions, advanced plotting, and common beginner mistakes. This book contains everything you need to know to get started with R. For optimal computer vision outcomes, attention to image pre-processing is required so that one can improve image features by eliminating unwanted falsification. This book emphasizes various image pre-processing methods which are necessary for early extraction of features from the image. Effective use of image pre-processing can offer advantages and resolve complications that finally results in improved detection of local and global features. Different approaches for image enrichments and improvements are conferred in this book that will affect the feature analysis depending on how the procedures are employed. Key Features Describes the methods used to prepare images for further analysis which includes noise removal, enhancement, segmentation, local, and global feature description Includes image data pre-processing for neural networks and deep learning Covers geometric, pixel brightness, filtering, mathematical morphology transformation, and segmentation pre-processing techniques Illustrates a combination of basic and advanced pre-processing techniques

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essential to computer vision pipeline Details complications to resolve using image pre-processing

Are you looking for a crash course that will help you learn Python? Do you want to master data science using Python? If yes, then keep reading! Python is one of the most popular programming languages in the world in 2020 and specially for data science. Every day people use it to do cool things like Automation, they use it in Artificial Intelligence, Machine Learning, as well as Building Applications and Websites like Instagram and Dropbox. YouTube, Pinterest, and SurveyMonkey are all built on Python. So if you are looking for a trendy job, like data scientist, Python is for you. This is a Python guide with 2 Books in 1: Python crash course Python for data analysis Python has seen an explosion in popularity in recent years, driven by several aspects that make it an incredibly versatile and intuitive language. Moreover, data analysis plays a significant job in numerous parts of your regular day to day existence today. Organizations use information to Understand Their Customer Needs and produce the Best Possible Product or Service. Python Programming Language is one of the best framework with regards to information examination. Data Scientist is the most requested job of the 21st century and Python is the most popular programming language of the 21st century. So it's pretty obvious that anyone have skills in both Data Science and Python will be in great demand in industry. You needn't bother with an exhausting and costly reading material. This guide is the best one for every readers. This guide covers: The world of data science technologies Application of machine learning Data scientist: the sexiest job in the 21st century Learning Python from scratch Data analysis with Python NumPy for numerical data processing Data visualization with Python Projects on Python And much more! Despite its simplicity, Python is also sturdy and robust enough to carry out complex scientific and mathematical tasks. Python has been designed with features that drastically simplify the visualization and analysis of data, and Python is also the go-to choice for the creation of machine learning models and artificial intelligence. Be it machine learning, data analytics, data processing, web development, enterprise software development or taking the photo of Blackhole: Python is everywhere. Beloved by the data scientists and new generation developers, Python will eat the world! Ready to get started? Click the BUY NOW button! Understand the essentials of Machine Learning and its impact in financial sector KEY FEATURES ●Explore the spectrum of machine learning and its usage. ●Understand the NLP and Computer Vision and their use cases. ●Understand the Neural Network, CNN, RNN and their applications. ● Understand the Reinforcement Learning and their applications. ●Learn the rising application of Machine Learning in the Finance sector. ●Exposure to data mining, data visualization and data analytics. DESCRIPTION The fields of machine learning, deep learning, and computerized reasoning are quickly extending and are probably going to keep on doing as such for a long time to come. There are many main impetuses for this, as quickly caught in this review. Now and again, the advancement has been emotional, opening new ways to deal with long-standing innovation challenges, for example, progresses in PC vision and picture investigation. The book demonstrates how to solve some of the most common issues in the financial industry. The book addresses real-life problems faced by practitioners on a daily basis. The book explains how machine learning works on structured data, text, and images. You will cover the exploration of Naïve Bayes, Normal Distribution, Clustering with Gaussian process, advanced neural network, sequence modeling, and reinforcement learning. Later chapters will discuss machine learning use cases in the finance sector and the implications of deep learning. The book ends with traditional machine learning algorithms. Machine Learning

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has become very important in the finance industry, which is mostly used for better risk management and risk analysis. Better analysis leads to better decisions which lead to an increase in profit for financial institutions. Machine Learning to empower fintech to make massive profits by optimizing processes, maximizing efficiency, and increasing profitability. WHAT WILL YOU LEARN ● You will grasp the most relevant techniques of Machine Learning for everyday use. ● You will be confident in building and implementing ML algorithms. ● Familiarize the adoption of Machine Learning for your business need. ● Discover more advanced concepts applied in banking and other sectors today. ● Build mastery skillset in designing smart AI applications including NLP, Computer Vision and Deep Learning. WHO THIS BOOK IS FOR Data Scientist, Machine Learning Engineers and Individuals who want to adopt machine learning in the financial domain. Practitioners are working in banks, asset management, hedge funds or working the first time in the finance domain. Individuals who want to learn about applications of machine learning in finance or individuals entering the fintech domain. TABLE OF CONTENTS 1.Introduction 2.Naive Bayes, Normal Distribution and Automatic Clustering Processes 3.Machine Learning for Data Structuring 4.Parsing Data Using NLP 5.Computer Vision 6.Neural Network, GBM and Gradient Descent 7.Sequence Modeling 8.Reinforcement Learning For Financial Markets 9.Finance Use Cases 10.Impact of Machine Learning on Fintech 11.Machine Learning in Finance 12.eKYC and Anti-Fraud Policy 13.Uses of Data Mining and Data Visualization 14.Advantages and Disadvantages of Machine Learning 15.Applications of Machine Learning in Other Industries 16.Ethical considerations in Artificial Intelligence 17.Artificial Intelligence in Banking 18.Common Machine Learning Algorithms 19.Frequently Asked Questions

Machine Learning for Absolute Beginners

A Beginner's Guide to R

Visual Media Processing Using Matlab Beginner's Guide

Learning Stencil 3. X Game Development: Beginner's Guide

Databases A Beginner's Guide

3 Books in 1: The Complete Beginner's Guide to Learning the Most Popular Programming Language

Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents) into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: -Use fundamental data structures like lists, tuples, and maps

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-Organize and reuse your code with functions and modules -Use control structures like loops and conditional statements -Draw shapes and patterns with Python's turtle module -Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Featured by Tableau as the first of "7 Books About Machine Learning for Beginners." Ready to spin up a virtual GPU instance and smash through petabytes of data? Want to add 'Machine Learning' to your LinkedIn profile? Well, hold on there... Before you embark on your journey, there are some high-level theory and statistical principles to weave through first. But rather than spend \$30-\$50 USD on a thick textbook, you may want to read this book first. As a clear and concise alternative, this book provides a high-level introduction to machine learning, free downloadable code exercises, and video demonstrations. Machine Learning for Absolute Beginners Third Edition has been written and designed for absolute beginners. This means plain-English explanations and no coding experience required. Where core algorithms are introduced, clear explanations and visual examples are added to make it easy to follow along at home. This new edition also features extended chapters with quizzes, free supplementary online video tutorials for coding models in Python, and downloadable resources not included in the Second Edition. Readers of the Second Edition should not feel compelled to purchase this Third Edition. Disclaimer: If you have passed the 'beginner' stage in your study of machine learning and are ready to tackle coding and deep learning, you would be well served with a long-format textbook. If, however, you are yet to reach that Lion King moment - as a fully grown Simba looking over the Pride Lands of Africa - then this is the book to gently hoist you up and give a clear lay of the land. In this step-by-step guide you will learn: - How to download free datasets- What tools and machine learning libraries you need- Data scrubbing techniques, including one-hot encoding, binning and dealing with missing data- Preparing data for analysis, including k-fold Validation- Regression analysis to create trend lines- k-Means Clustering to find new relationships- The basics of Neural Networks- Bias/Variance to improve your machine learning model- Decision Trees to decode classification, and- How to build your first Machine Learning Model to predict house values using Python

Frequently Asked Questions Q: Do I need programming experience to complete this e-book? A: This e-book is designed for absolute beginners, so no programming experience is required. However, two of the later chapters introduce Python to demonstrate an actual machine learning model, so you will see some programming used in this book. Q: I have already purchased the Second Edition of Machine Learning for

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Absolute Beginners, should I purchase this Third Edition?A: As the same topics from the Second Edition are covered in the Third Edition, you may be better served reading a more advanced title on machine learning. If you have purchased a previous edition of this book and wish to get access to the free video tutorials, please email the author. Q: Does this book include everything I need to become a machine learning expert?A: Unfortunately, no. This book is designed for readers taking their first steps in machine learning and further learning will be required beyond this book to master machine learning.

Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve

Expand your computer and IT skills and earn more money by learning the world's most popular programming language - Python! Become even more computer savvy and rise above the competition when applying to jobs with proficient Python programming skills. Python programming provides you with a sustainable foundation in computer programming that is easy to build upon and specialize your skills. This results in becoming a better candidate for job openings and increasing your salary! With this guide in your hands, you will: Learn the Python programming language from scratch with little to no experience required Specialize in a computer language and make yourself more valuable to a company Open the door to new job opportunities after learning and

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implementing Python Study 3 complete books in one to build on your skills Become more desirable when applying for jobs, especially in the startup community Plus Much More! Right now Python is one of the most popular and useful languages programmers should know. With absolutely no experience required, you could learn the foundations of this language and easily build on your skills to increase your income and open the door to incredible job opportunities. Are you ready to make more money and learn an essential programming language from scratch? ...Then Order Your Complete Guide and Start Learning Today!

Create high-quality and professional-looking texts, articles, and books for Business and Science using LaTeX.

A beginner's guide to designing self-learning systems with TensorFlow and OpenAI Gym

Processing

The Nature of Code

Head First Learn to Code

A Beginner's Guide to Learn and Master Data Analytics

A Comprehensive Guide for Beginners

If you are convinced that the world today is producing more data than the previous decades, then you understand that processing yesterday's data for today's use at times is not enough. The level of data analysis that is needed in highly competitive business environment needs to be processed, analyzed and used immediately for businesses to be ahead of their competition. Having this in mind, you need to understand from the ground up, what data is, the different types of data and how you should identify the right data for your business. To help you understand the simple basics of data and how it needs to be analyzed, then Data Analytics for Beginners is the book that you have been waiting for. The size and type of business you are running doesn't matter because after all, it will depend on your ability to understand the data that your business is exposed to so as to make better business decisions for the current working environment and the future. Are there patterns in your business that you cannot see? Do you want to make sense of the shopping trends of your clients to better enrich their experience? Do you want to know your target market even more? Do you want to better derive insights from the feedback your clients give you? These questions can only be answered when you perform a data analysis for your business. Collecting the data is one thing, analyzing them is another matter entirely as it is not something that can be done haphazardly by just looking at the data. If you hope to understand your data well, you need to understand the data you are collecting, the

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methods to use and the right tools to use when analyzing the data. Inside you will find valuable steps and tools that will help make your information work for you. Do not let yourself get complacent, stop looking at the data that you collect each day and start analyzing your data to move your business up. Get started by buying this book today! Inside you will find How data should be understood? Terms and concepts used in data analysis. Data mining and the different kinds of databases used to store data. How information can be retrieved and manipulated in the database to create a visual representation of what you want to know? The life cycle of data analysis. And more...

The free, open-source Processing programming language environment was created at MIT for people who want to develop images, animation, and sound. Based on the ubiquitous Java, it provides an alternative to daunting languages and expensive proprietary software. This book gives graphic designers, artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language, followed by careful, step-by-step explanations of select advanced techniques. The author teaches computer graphics at NYU's Tisch School of the Arts, and his book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. Previously announced as "Pixels, Patterns, and Processing"

- *A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics
- *Step-by-step examples, approachable language, exercises, and LOTS of sample code support the reader's learning curve
- *Includes lessons on how to program live video, animated images and interactive sound

A Beginners Guide to Data Agglomeration and Intelligent Sensing provides an overview of the Sensor Cloud Platform, Converge-casting, and Data Aggregation in support of intelligent sensing and relaying of information. The book begins with a brief introduction on sensors and transducers, giving readers insight into the various types of sensors and how one can work with them. In addition, it gives several real-life examples to help readers properly understand concepts. An overview of concepts such as wireless sensor networks, cloud platforms, and device-to-cloud and sensor cloud architecture are explained briefly, as is data gathering in wireless sensor networks and aggregation procedures. Final sections explore how to process gathered data and relay the data in an intelligent way, including concepts such as supervised and unsupervised

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learning, software defined networks, sensor data mining and smart systems. Presents the latest advances in data agglomeration for intelligent sensing Discusses the basic concepts of sensors, real-life applications of sensors and systems, the protocols and applications of wireless sensor networks, the methodology of sensor data accumulation, and real-life applications of Intelligent Sensor Networks Provides readers with an easy-to-learn and understand introduction to the concepts of the cloud platform, Sensor Cloud and Machine Learning

"This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience"--

If you've always wanted to learn how to program a computer, or to learn the popular C++ programming language, here's the perfect book to get you started. You'll find everything you need patiently explained and clearly illustrated, from general programming concepts and techniques to the particulars of the C++ language. In no time, you'll be writing your own programs! Yes, programming can be a complex task, and C++ is a language often used by professionals. In fact, many of the coolest games , graphics, and Internet applications are created with C++. But the language, like the monster on the cover, need not be all that fearsome. Broken down to its essentials, and enhanced by simple examples and practical exercises, you'll be amazed at the quick progress you can make. With C++ Without Fear , you will Learn the basics of C++ programming Get started writing your own programs See how and why each piece of a program does what it does Create useful and reusable program code Understand object-oriented programming--for once explained in simple, down-to-earth terms Whether you wish to learn C++ programming for pleasure--and you'll discover here how much fun it can be--or might be considering a career in programming, this book is an intelligent first step.

Processing, second edition

Absolute Beginners Guide to Computing

Energy

Import, Tidy, Transform, Visualize, and Model Data

Create Interactive Art with Code

A Beginner's Guide to Microarrays

Learning ProcessingA Beginner's Guide to Programming Images, Animation, and InteractionNewnes

Take a systematic approach to understanding the fundamentals of machine learning and deep learning from

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the ground up and how they are applied in practice. You will use this comprehensive guide for building and deploying learning models to address complex use cases while leveraging the computational resources of Google Cloud Platform. Author Ekaba Bisong shows you how machine learning tools and techniques are used to predict or classify events based on a set of interactions between variables known as features or attributes in a particular dataset. He teaches you how deep learning extends the machine learning algorithm of neural networks to learn complex tasks that are difficult for computers to perform, such as recognizing faces and understanding languages. And you will know how to leverage cloud computing to accelerate data science and machine learning deployments. Building Machine Learning and Deep Learning Models on Google Cloud Platform is divided into eight parts that cover the fundamentals of machine learning and deep learning, the concept of data science and cloud services, programming for data science using the Python stack, Google Cloud Platform (GCP) infrastructure and products, advanced analytics on GCP, and deploying end-to-end machine learning solution pipelines on GCP. What You'll Learn Understand the principles and fundamentals of machine learning and deep learning, the algorithms, how to use them, when to use them, and how to interpret your results Know the programming concepts relevant to machine and deep learning design and development using the Python stack Build and interpret machine and deep learning models Use Google Cloud Platform tools and services to develop and deploy large-scale machine learning and deep learning products Be aware of the different facets and design choices to consider when modeling a learning problem Productionalize machine learning models into software products Who This Book Is For Beginners to the practice of data science and applied machine learning, data scientists at all levels, machine learning engineers, Google Cloud Platform data engineers/architects, and software developers

This book introduces higher-degree research students and early career academics to scientific research as occurring in the field of information systems and adjacent fields, such as computer science, management science, organization science, and software engineering. Instead of focusing primarily on research methods as many other textbooks do, it covers the entire research process, from start to finish, placing particular emphasis on understanding the cognitive and behavioural aspects of research, such as motivation, modes of inquiry, theorising, planning for research, planning for publication, and ethical challenges in research. Comprehensive but also succinct and compact, the book guides beginning researchers in their quest to do scholarly work and to assist them in developing their own answers and strategies over the course of their work. Jan Recker explains in this book the fundamental concepts that govern scientific research and then moves on to introduce the basic steps every researcher undertakes: choosing research questions, developing theory, building a research design, employing research methods, and finally writing academic papers. He also covers essentials of ethical conduct of scientific research. This second edition contains major updates on all these elements plus significant expansions

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on relevant research methods such as design research and computational methods, a rewritten and extended chapter on theory development, and expansions to the chapters on research methods, scientific publishing, and research ethics. A companion website provides pedagogical materials and instructions for using this book in teaching.

If you're new to ActionScript 3.0, or want to enhance your skill set, this bestselling book is the ideal guide. Designers, developers, and programmers alike will find Learning ActionScript 3.0 invaluable for navigating ActionScript 3.0's learning curve. You'll learn the language by getting a clear look at essential topics such as logic, event handling, displaying content, classes, and much more. Updated for Flash Professional CS5, this revised and expanded edition delivers hands-on exercises and full-color code samples to help you increase your abilities as you progress through the book. Topics are introduced with basic syntax and class-based examples, so you can set your own pace for learning object-oriented programming. Harness the power and performance of ActionScript 3.0 Control sound and video, including new access to microphone data Create art with code by drawing vectors and pixels at runtime Manipulate text with unprecedented typographic control Animate graphics, create particle systems, and apply simple physics Avoid common coding mistakes and reuse code for improved productivity Load SWF, image, text, HTML, CSS, and XML file formats, and more Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation, revealing ways you can use code for practical, everyday projects.

A Beginner's Guide to Microarrays addresses two audiences - the core facility manager who produces, hybridizes, and scans arrays, and the basic research scientist who will be performing the analysis and interpreting the results. User friendly coverage and detailed protocols are provided for the technical steps and procedures involved in many facets of microarray technology, including: -Cleaning and coating glass slides, -Designing oligonucleotide probes, -Constructing arrays for the detection and quantification of different bacterial species, -Preparing spotting solutions, -Troubleshooting spotting problems, -Setting up and running a core facility, -Normalizing background signal and controlling for systematic variance, -Designing experiments for maximum effect, -Analyzing data with statistical procedures, -Clustering data with machine-learning protocols.

A Plain English Introduction (Third Edition)

Qualitative Comparative Analysis Using R

Learning ActionScript 3.0

Learning Processing

An Introduction to Programming

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Processing is a free, beginner-friendly programming language designed to help non-programmers create interactive art with code. The SparkFun Guide to Processing, the first in the SparkFun Electronics series, will show you how to craft digital artwork and combine that artwork with hardware so that it reacts to the world around you. Start with the basics of programming and art as you draw colorful shapes and make them bounce around the screen. Then move on to a series of hands-on, step-by-step projects that will show you how to:

- Make detailed pixel art and scale it to epic proportions
- Write a maze game and build a MIDI controller with fruit buttons
- Play, record, and sample audio to create your own soundboard
- Fetch weather data from the Web and build a custom weather dashboard
- Create visualizations that change based on sound, light, and temperature readings

With a little imagination and Processing as your paintbrush, you'll be on your way to coding your own gallery of digital art in no time! Put on your artist's hat, and begin your DIY journey by learning some basic programming and making your first masterpiece with The SparkFun Guide to Processing. The code in this book is compatible with Processing 2 and Processing 3.

Implement your Business Intelligence solutions without any coding - by leveraging the power of the Alteryx platform About This Book Experience the power of codeless analytics using Alteryx, a leading Business Intelligence tool Uncover hidden trends and valuable insights from your data across different sources and make accurate predictions Includes real-world examples to put your understanding of the features in Alteryx to practical use Who This Book Is For This book is for aspiring data professionals who want to learn and implement self-service analytics from scratch, without any coding. Those who have some experience with Alteryx and want to gain more proficiency will also find this book to be useful. A basic understanding of the data science concepts is all you need to get started with this book. What You Will Learn Create efficient workflows with Alteryx to answer complex business questions Learn how to speed up the cleansing, data preparing, and shaping process Blend and join data into a single dataset for self-service analysis Write advanced expressions in Alteryx leading to an optimal workflow for efficient processing of huge data Develop high-quality, data-driven reports to improve consistency in reporting and analysis Explore the flexibility of macros by automating analytic processes Apply predictive analytics from spatial, demographic, and behavioral analysis and quickly publish, schedule Share your workflows and insights with relevant stakeholders In Detail Alteryx, as a leading data blending and advanced data analytics platform, has taken self-service data analytics to the next level. Companies worldwide often find themselves struggling to prepare and blend massive datasets that are time-consuming for analysts. Alteryx solves these problems with a repeatable workflow designed to quickly clean, prepare, blend, and join your data in a seamless manner. This book will set you on a self-service data analytics journey that will help you create efficient workflows using Alteryx, without any coding involved. It will empower you and your organization to take well-informed decisions with the help of deeper business insights from the data. Starting with the fundamentals of using Alteryx such as data preparation and blending, you will delve into more advanced concepts such as performing predictive analytics. You will also learn how to use Alteryx's features to share the insights gained with the relevant decision makers. To ensure consistency, we will be using data from the Healthcare domain throughout this book. The knowledge you gain from this book will guide you to solve real-life problems related to Business

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Intelligence confidently. Whether you are a novice with Alteryx or an experienced data analyst keen to explore Alteryx's self-service analytics features, this book will be the perfect companion for you. Style and approach Comprehensive, step by step, filled with real-world examples to step through the complex business questions using one of the leading data analytics platforms. With one famous equation, $E=mc^2$, Einstein proved all matter can be described as energy. It is everywhere and it is everything. In this newly updated and engaging introduction, renowned scientist Vaclav Smil explores energy in all its facets – from the inner workings of the human body to what we eat, the car we drive and the race for more efficient and eco-friendly fuels. Energy: A Beginner's Guide highlights the importance of energy in both past and present societies, by shedding light on the science behind global warming and efforts to prevent it, and by revealing how our daily decisions affect energy consumption. Whether you're looking for dinner table conversation or to further your own understanding, this book will amaze and inform, uncovering the truth and exposing the myths behind one of the most important concepts in our universe.

For beginning programmers, this updated edition answers all C programming questions. This bestseller talks to readers at the beginner level, explaining every aspect of how to get started and learn the C language quickly. Readers also find out where to learn more about C. This book includes tear-out reference card of C functions and statements, a hierarchy chart, and other valuable information. It uses special icons, notes, clues, warnings, and rewards to make understanding easier. And the clear and friendly style presumes no programming knowledge.

Introduction: QCA in a nutshell -- Calibrating and combining sets -- Necessary conditions -- Sufficient conditions -- Rounding off a solid a QCA -- Post-QCA tools -- Summary and outlook.

Absolute Beginner's Guide to C

Data Analytics for Beginners

A beginner's guide to using Alteryx for self-service analytics and business intelligence

The SparkFun Guide to Processing

2 Books in 1. A Practical Beginner's Guide to Learn Python Programming, Introducing Into Data Analytics, Machine Learning, Web Development, with Hands-on Projects

A Beginners Guide to Python 3 Programming

Processing: Creative Coding and Generative Art in Processing 2 is a fun and creative approach to learning programming. Using the easy to learn Processing programming language, you will quickly learn how to draw with code, and from there move to animating in 2D and 3D. These basics will then open up a whole world of graphics and computer entertainment. If you've been curious about coding, but the thought of it also makes you nervous, this book is for you; if you consider yourself a creative person, maybe worried programming is too non-creative, this book is also for you; if you want to learn about the latest Processing 2.0 language release and also start making

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beautiful code art, this book is also definitely for you. You will learn how to develop interactive simulations, create beautiful visualizations, and even code image-manipulation applications. All this is taught using hands-on creative coding projects. Processing 2.0 is the latest release of the open-source Processing language, and includes exciting new features, such as OpenGL 2 support for enhanced 3D graphics performance. Processing: Creative Coding and Generative Art in Processing 2 is designed for independent learning and also as a primary text for an introductory computing class. Based on research funded by the National Science Foundation, this book brings together some of the most engaging and successful approaches from the digital arts and computer science classrooms. Teaches you how to program using a fun and creative approach. Covers the latest release of the Processing 2.0 language. Presents a research based approach to learning computing.

Leverage the power of the Reinforcement Learning techniques to develop self-learning systems using TensorFlow Key Features Learn reinforcement learning concepts and their implementation using TensorFlow Discover different problem-solving methods for Reinforcement Learning Apply reinforcement learning for autonomous driving cars, roboadvisors, and more Book Description Reinforcement Learning (RL), allows you to develop smart, quick and self-learning systems in your business surroundings. It is an effective method to train your learning agents and solve a variety of problems in Artificial Intelligence—from games, self-driving cars and robots to enterprise applications that range from datacenter energy saving (cooling data centers) to smart warehousing solutions. The book covers the major advancements and successes achieved in deep reinforcement learning by synergizing deep neural network architectures with reinforcement learning. The book also introduces readers to the concept of Reinforcement Learning, its advantages and why it's gaining so much popularity. The book also discusses on MDPs, Monte Carlo tree searches, dynamic programming such as policy and value iteration, temporal difference learning such as Q-learning and SARSA. You will use TensorFlow and OpenAI Gym to build simple neural network models that learn from their own actions. You will also see how reinforcement learning algorithms play a role in games, image processing and NLP. By the end of this book, you will have a firm understanding of what reinforcement learning is and how to put your knowledge to practical use by leveraging the power of TensorFlow and OpenAI Gym. What you will learn Implement state-of-the-art Reinforcement Learning algorithms from the basics Discover various techniques of Reinforcement Learning such as MDP, Q Learning and more Learn the applications of

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Reinforcement Learning in advertisement, image processing, and NLP Teach a Reinforcement Learning model to play a game using TensorFlow and the OpenAI gym Understand how Reinforcement Learning Applications are used in robotics Who this book is for If you want to get started with reinforcement learning using TensorFlow in the most practical way, this book will be a useful resource. The book assumes prior knowledge of machine learning and neural network programming concepts, as well as some understanding of the TensorFlow framework. No previous experience with Reinforcement Learning is required.

This book A Beginner's Guide to Learning Analytics is designed to meet modern educational trends' needs. It is addressed to readers who have no prior knowledge of learning analytics and functions as an introductory text to learning analytics for those who want to do more with evaluation/assessment in their organizations. The book is useful to all who need to evaluate their learning and teaching strategies. It aims to bring greater efficiency and deeper engagement to individual students, learning communities, and educators. Covered here are the key concepts linked to learning analytics for researchers and practitioners interested in learning analytics. This book helps those who want to apply analytics to learning and development programs and helps educational institutions to identify learners who require support and provide a more personalized learning experience. Like chapters show diverse uses of learning analytics to enhance student and faculty performance. It presents a coherent framework for the effective translation of learning analytics research for educational practice to its practical application in different educational domains. This book provides educators and researchers with the tools and frameworks to effectively make sense of and use data and analytics in their everyday practice. This book will be a valuable addition to researchers' bookshelves.

How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results. Readers will progress from building a basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's examples are written in Processing, an open-source language and development

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environment built on top of the Java programming language. On the book's website (<http://www.natureofcode.com>), the examples run in the browser via Processing's JavaScript mode. Written in a friendly, Beginner's Guide format, showing the user how to use the digital media aspects of Matlab (image, video, sound) in a practical, tutorial-based style. This is great for novice programmers in any language who would like to use Matlab as a tool for their image and video processing needs, and also comes in handy for photographers or video editors with even less programming experience wanting to find an all-in-one tool for their tasks.

The Absolute Beginner's Guide to Coding Using Scratch

Machine Learning for Finance

A Beginner's Guide

Reinforcement Learning with TensorFlow

Oracle Database 11g A Beginner's Guide

A Beginner's Guide to Data Agglomeration and Intelligent Sensing

Get a Solid Foundation in Oracle Database Technology Master Oracle Database 11g fundamentals quickly and easily. Using self-paced tutorials, this book covers core database essentials, the role of the administrator, high availability, and large database features. Oracle Database 11g: A Beginner's Guide walks you, step by step, through database setup, administration, programming, backup, and recovery. In-depth introductions to SQL and PL/SQL are included. Designed for easy learning, this exclusive Oracle Press guide offers: Core Concepts--Oracle Database 11g topics presented in logically organized chapters Critical Skills--Lists of specific skills covered in each chapter Projects--Practical exercises that show how to apply the critical skills learned in each chapter Progress Checks--Quick self-assessment sections to check your progress Notes--Extra information related to the topic being covered Mastery Checks--Chapter-ending quizzes to test your knowledge

Learn and understand how you can perform a wide range of tasks on your new Windows computer, including managing files, browsing the internet, and protecting yourself, as well as interacting with Cortana. Using Absolute Beginners Guide to Computing you will see how to use Windows, and how you can connect and communicate with others. You will learn the basics of browsing the web, how to send email, and sign up for services. You will learn about some of the social media sites such as Facebook and Twitter. You will also learn how to connect and

use external hardware, and process digital music, photos, and video. Written by an author who has written multiple computing titles, this book is friendly and approachable, and can teach anyone how to use a computer. With simple steps, easy troubleshooting, and online resources, it's the best place to learn how to make computing a part of your life. What You'll Learn: Get pictures onto your computer to share Listen to digital music What clubs, groups, and other resources there are to help Who this Book Is For Anyone that wants to learn all the latest Windows features. Beginners who want to use their new Windows computer to share pictures or video clips on YouTube or Facebook to those seeking a common sense approach to safe computing.

Do you want to learn to code but have no idea where to get started? This book was created after many years teaching middle and high-schoolers how to code and observing where they struggled to learn certain basic coding concepts. In this book, we introduce coding in easily digestible chunks so you do not feel overwhelmed or discouraged. It will guide you through writing your first program with carefully worded explanations and helpful pictures. At the same time, you will learn the fundamentals of coding, including repeat loops, variables, functions, if-statements, recursion, and lists. All programs in the book are created with Scratch, a coding language developed specifically for beginner programmers by scientists at the Massachusetts Institute of Technology. Scratch is free and runs in an internet browser, so you do not have to buy or install any special software on your computer.

The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written

by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New "synthesis" chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. "Extension" chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

A step-by-step, practical tutorial with a no-nonsense approach. The book starts by showing readers how to create a playable game that is fully-functioning, then moves on to demonstrate how to fine-tune the game with eye-catching graphics techniques, audio-effects and more. This book is for indie and existing game developers and those who want to get started with game development using Stencyl. Some understanding of Objective-C, C++, and game development basics is recommended. People with some programming experience may also find this book useful.

A Beginner's Guide to Programming Images, Animation, and Interaction

Python Programming

LaTeX Beginner's Guide

C++ Without Fear

A Programming Handbook for Visual Designers and Artists

A Learner's Guide to Coding and Computational Thinking

This book demonstrates how Processing is an excellent language for beginners to learn the fundamentals of computer programming. Originally designed to make it simpler for digital artists to learn to program, Processing is a wonderful first language for anyone to learn. Given its origins, Processing enables a multimodal approach to programming instruction, well

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suited to students with interests in computer science or in the arts and humanities. The book uses Processing's capabilities for graphics and interactivity in order to create examples that are simple, illustrative, interesting, and fun. It is designed to appeal to a broad range of readers, including those who want to learn to program to create digital art, as well as those who seek to learn to program to process numerical information or data. It can be used by students and instructors in a first course on programming, as well as by anyone eager to teach them self to program. Following a traditional sequence of topics for introducing programming, the book introduces key computer science concepts, without overwhelming readers with extensive detail. Additional exercises are available, as are other supplementary materials for instructors looking to introduce even more computer science concepts associated with the topics. Several online chapters are also provided that introduce slightly more advanced topics in Processing, such as two-dimensional arrays, manipulation of strings, and file input and output. The conversational style and pace of the book are based upon the authors' extensive experience with teaching programming to a wide variety of beginners in a classroom. No prior programming experience is expected.

Python for Data Science

Python for Kids

Programming Media Art Using Processing

R for Data Science

Learning Alteryx

A Beginner's Guide to Image Preprocessing Techniques