Mastering Applications In The Real World Discipline Specific Projects For Microsoft Office 2007 Advanced

The new edition of the ultimate comprehensive guide to Microsoft Visual Basic Where most VB books start with beginner level topics, Mastering Visual Basic 2010 vaults you right into intermediate and advanced coverage. From the core of the language and user interface design to developing data-driven applications, this detailed book brings you thoroughly up to speed and features numerous example programs you can use to start building your own apps right away. Covers Visual Basic 2010, part of Microsoft's Visual Studio integrated development environment (IDE), which includes C#, C++, Visual Web Developer, and ASP.NET, along with Visual Basic Explains topics in the thorough, step-by-step style of all books in the Mastering series, providing you ample instruction, tips, and techniques Helps you build your own applications by supplying sample code you can use to start development Includes review exercises in each chapter to reinforce concepts as you learn All the books in the Sybex Mastering series feature comprehensive and expert coverage of topics you can put to immediate use. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Build end-to-end industrial-strength NLP models using advanced morphological and syntactic features in spaCy to create real-world applications with ease Key Features Gain an overview of what spaCy offers for natural language processing Learn details of spaCy's features and how to use them effectively Work through practical recipes using spaCy Book Description spaCy is an industrial-grade, efficient NLP Python library. It offers various pre-trained models and ready-to-use features. Mastering spaCy provides you with end-to-end coverage of spaCy's features and real-world applications. You'll begin by installing spaCy and downloading models, before progressing to spaCy's features and prototyping real-world NLP apps. Next, you'll get familiar with visualizing with spaCy's popular visualizer displaCy. The book also equips you with practical illustrations for pattern matching and helps you advance into the world of semantics with word vectors. Statistical information extraction methods are also explained in detail. Later, you'll cover an interactive business case study that shows you how to combine all spaCy features for creating a real-world NLP pipeline. You'll implement ML models such as sentiment analysis, intent recognition, and context resolution. The book further focuses on classification with popular frameworks such as TensorFlow's Keras API together with spaCy. You'll cover popular topics, including intent classification and sentiment analysis, and use them on popular datasets and interpret the classification results. By the end of this book, you'll be able to confidently use spaCy, including its linguistic features, word vectors, and classifiers, to create your own NLP apps. What you will learn Install spaCy, get started easily, and write your first Python script

Understand core linguistic operations of spaCy Discover how to combine rule-based components with spaCy statistical models Become well-versed with named entity and keyword extraction Build your own ML pipelines using spaCy Apply all the knowledge you've gained to design a chatbot using spaCy Who this book is for This book is for data scientists and machine learners who want to excel in NLP as well as NLP developers who want to master spaCy and build applications with it. Language and speech professionals who want to get hands-on with Python and spaCy and software developers who want to quickly prototype applications with spaCy will also find this book helpful. Beginner-level knowledge of the Python programming language is required to get the most out of this book. A beginner-level understanding of linguistics such as parsing, POS tags, and semantic similarity will also be useful.

If you are a frontend developer with considerable knowledge of jQuery UI and want to take this expertise to the next level, then this book is for you.

This comprehensive guide shows you how to integrate a variety of production tools for the Mac OS X platform into all stages of audio production so that you can create and produce music. From single applications to complete suites, you'll discover the software toolsets that are best for you and then discover how to incorporate them into a coherent workflow. Featuring best practices, real-world examples, and interviews with audio professionals, this book pulls together all the programs and tasks you need.

Move beyond the basics of Revit and BIM and redefine your designs with this new edition of Mastering Revit Architecture. With updated coverage of Revit Architecture 2009 features, this comprehensive guide will help you discover best practices and tips that will make your projects smoother and their implementation easier. You'll learn how applying key Revit and BIM priniciples to your designs will increase your productivity and improve your workflow plus develop a more thorough understanding of topics like design options and features, advanced modeling, and presentation techniques with the clear explanations and practical examples found in this book. For Instructors: Teaching supplements are available for this title.

This comprehensive reference on software development quality assurance addresses all four dimensions of quality: specifications, design, construction and conformance. It focuses on quality from both the micro and macro view. From a micro view, it details the aspect of building-in quality at the component level to help ensure that the overall deliverable has ingrained quality. From a macro view, it addresses the organizational level activities that provide an environment conducive to fostering quality in the deliverables as well as developing a culture focused on quality in the organization. Mastering Software Quality Assurance also explores a process driven approach to quality, and provides the information and guidance needed for implementing a process quality model in your organization. It includes best practices and

valuable tools and techniques for software developers.Key Features • Provides a comprehensive, inclusive view of software quality • Tackles the four dimensions of quality as applicable to software development organizations • Offers unique insights into achieving quality at the component level • Deals comprehensively with all aspects of measuring software quality • Explores process quality from the standpoint of implementation rather than from the appraiser/assessor point of view • Delivers a bird's eye view of the ISO and CMMI models, and describes necessary steps for attaining conformance to those models

Design and develop state-of-the-art applications using Force.com's powerful development platform About This Book Flaunt your skillsets by developing complex applications that include demanding concepts such as triggers, Visualforce controllers, batch jobs, and Lightning components Earn the gratitude of your colleagues by structuring a project so that multiple developers can work independently of each other Kevin Poorman, the author of the book and a Force.com MVP, shares his years of Force.com knowledge and experience with you through the medium of telling examples Who This Book Is For If you're a Force.com developer with a fundamental understanding of Apex and JavaScript but now want to enhance your skills with tips, tricks, and guidance on the best architectural and engineering practices, then this book is for you. What You Will Learn Creating triggers, and the best practices for writing them Developing a number of Visualforce controllers and extensions Integrating third-party web APIs into your Apex code Writing unit tests that cover testing bulk safety, user and profile settings, and negative tests Creating a Lightning component for use in Salesforce1 Getting acquainted with various methods for deploying metadata between orgs Using the Rest sObject API for access to Salesforce objects and data using the REST methodology Learning about overarching architectural considerations such as naming conventions, testing practices, and data modeling practices In Detail Force.com is an extremely powerful, scalable, and secure cloud platform, delivering a complete technology stack, ranging from databases and security to workflow and the user interface. With salesforce.com's Force.com cloud platform, you can build any business application and run it on your servers. The book will help you enhance your skillset and develop complex applications using Force.com. It gets you started with a quick refresher of Force.com's development tools and methodologies, and moves to an in-depth discussion of triggers, bulkification, DML order of operations, and trigger frameworks. Next, you will learn to use batchable and schedulable interfaces to process massive amounts of information asynchronously. You will also be introduced to Salesforce Lightning and cover components—including backend (apex) controllers, frontend (JavaScript) controllers, events, and attributes—in detail. Moving on, the book will focus on testing various apex components: what to test, when to write the tests, and—most importantly—how to test. Next, you will develop a changeset and use it to migrate your code from one org to another, and learn what other tools are out there for deploying metadata. You will also use

command-line tools to authenticate and access the Force.com Rest sObject API and the Bulk sObject API; additionally, you will write a custom Rest endpoint, and learn how to structure a project so that multiple developers can work independently of each other without causing metadata conflicts. Finally, you will take an in-depth look at the overarching best practices for architecture (structure) and engineering (code) applications on the Force.com platform. Style and approach A step-by-step tutorial, with plenty of tips and tricks that will help you develop complex Force.com applications. Mastering the Supply Chain is an introduction to supply chain management. The book integrates theory with practice and aims to create a cross-functional mindset in students and practitioners. It provides a wide overview of relevant supply chain concepts and sets out the challenges that need to be overcome in order to find practical ways of implementing these in a real company situation. Readers are continuously asked to actively reflect on the choices they make, thus experiencing first-hand the many challenges that good and effective supply chain management presents. Mastering the Supply Chain presents a different way of learning that puts the reader at the heart of a life-like situation, so that they experience the impact of every decision they make, not just in their own 'silo' but across the business. In this way, they will learn that many supply chain concepts are relatively simple to understand, but not so easy to apply in reality. Chapter 6 helps students to pull everything they've learned together and see how the concepts play out in the real world by guiding them through an interactive demonstration of the online business simulation game The Fresh Connection (free access is included with the book). This is a key text for students on supply chain management BScs and MScs as well as background reading for students playing the full version of The Fresh Connection Business Simulation game. MeteorJS makes full-stack JavaScript Application Development simple – Learn how to build better modern web apps with MeteorJS, and become an expert in the innovative JavaScript framework About This Book Get your dream project up and running by building exceptional MeteorJS applications in a matter of days Learn how to integrate other JavaScript frameworks into your MeteorJS project and become an expert in full-stack development Go beyond coding and learn how to make modern design decisions – from mobile design to SEO – that drive great user experiences Who This Book Is For If you've already had some experience with MeteorJS but want to learn how to build even better modern web application, this book has been created for you. It provides you with a comprehensive look at one of those most important frameworks being used for the modern web today. What You Will Learn Get to grips with the basics and learn how to build a complete real-time application with MeteorJS Find out how Meteor makes full-stack development simple – become a better developer, fast. Use some of the most effective testing tools in modern web development to troubleshoot, debug and optimize your app Find out how to write custom packages for applications – so you can build your project exactly how you want Integrate React and Angular into your project Design and develop high quality animations that will give your UI the edge Build MeteorJS to serve as REST-based application and reactive system Learn how to host a MeteorJS application and then scale it for data Find out how MeteorJS can help you build for mobile Learn how to make

sure you implement an effective SEO strategy in your MeteorJS application In Detail The web is dead – applications now rule our online experiences. But how are you going to build them? Well, if you've been paying attention, you might already have tried your hand with MeteorJS, the JavaScript framework that helps you build complete full-stack web applications that are responsive and fast with ease. Mastering MeteorJS Application Development shows you how to do even more with MeteorJS – if you're ready to try a comprehensive course through one of the most exciting frameworks in web development today, this is the book you need. Designed to take you through the entire process of building an advanced multipage application with Meteor, you'll be able to bring your web development ideas with surprising ease. You'll not only learn how Meteor makes web development easier, but also how you can make using Meteor easier, by automating and simplifying tasks so you can be confident you have full control of everything in your workflow – especially everything that could go wrong. From automated testing to integrating other useful frameworks such as Angular and D3, each chapter covers a crucial element in the Meteor development process. Discover how to integrate animations using Meteor's Blaze, to give your UI designs the edge, and explore reactive programming to effectively harness RESTful systems in your projects. You will also learn how to deploy and scale your application, two crucial aspects of modern development and vital in a changing digital environment with users expecting a product and experience that delivers. With further insights on developing for mobile – and how Meteor can help you tackle the challenges of the trend – and details on incorporating SEO strategies into your application, this book isn't just a code tutorial – it's about creating a product that users love. Style and approach This book is a practical guide that teaches you different ways to create custom packages, efficient client and server code, and more using Meteor. This book is packed with perfect examples and explanations to help you understand the concepts. With the perfect mix of theory and practical experience, it will equip you to become a professional MeteorJS developer.

Challenging, engaging projects use real-world examples offering the opportunity to practice Microsoft Office skills.

Mastering OpenCV, now in its third edition, targets computer vision engineers taking their first steps toward mastering OpenCV. Keeping the mathematical formulations to a solid but bare minimum, the book delivers complete projects from ideation to running code, targeting current hot topics in computer vision such as face recognition, landmark ...

If you are a business application developer or a system analyst who has learned QlikView and Qlik Sense and now want to take your learning to a higher level, then this book is for you. It is assumed that you are aware of the fundamentals of QlikView and have working knowledge of development and in-memory analytics.

This project book is designed to enhance your Microsoft Office 2007 class. Mastering Applications in the Real World: Discipline-Specific Projects, Introductory gives you the opportunity to apply the skills you've learned to real-world projects and prepare for the future. These in-depth capstone projects enable you to take your knowledge of the four main Office 2007 applications?Word, Excel, Access, and PowerPoint?to a new level.

Master Android development using a variety of Kotlin features About This Book Leverage specific features of Kotlin to ease Android application development An illustrative guide that will help you write code based Kotlin language to build robust Android

applications Filled with various practical examples build amazing Android project using Kotlin so you can easily apply your knowledge to real world scenarios Who This Book Is For The book is for developers who want to build amazing Android applications in an easy and effective way. Basic knowledge of Kotlin is assumed, but you do not need any familiarity with Android development. What You Will Learn Understand the basics of Android development with Kotlin Get to know the key concepts in Android development See how to create modern mobile applications for the Android platform Adjust your application's look and feel Know how to persist and share application database Work with Services and other concurrency mechanisms Write effective tests Migrate an existing Java-based project to Kotlin In Detail Kotlin is a programming language intended to be a better Java, and it's designed to be usable and readable across large teams with different levels of knowledge. As a language, it helps developers build amazing Android applications in an easy and effective way. This book begins by giving you a strong grasp of Kotlin's features in the context of Android development and its APIs. Moving on, you'll take steps toward building stunning applications for Android. The book will show you how to set up the environment, and the difficulty level will grow steadily with the applications covered in the upcoming chapters. Later on, the book will introduce you to the Android Studio IDE, which plays an integral role in Android development. We'll use Kotlin's basic programming concepts such as functions, lambdas, properties, object-oriented code, safety aspects, type parameterization, testing, and concurrency, which will guide you through writing Kotlin code into production. We'll also show you how to integrate Kotlin into any existing Android project. Style and approach In this book, you'll master Android development using Kotlin through real application examples. We'll introduce you to basic Android concepts and offer guidance from the first steps to the final project. In each chapter, we'll develop one important application functionality as a development milestone. As we progress, you'll become more experienced in Android and our application will progress toward a real-world product. Finally, when we complete the application's development, we'll write proper tests to ensure it's production ready. Utilize AutoCAD Civil 3D 2016 for a real-world workflow with these expert tricks and tips Mastering AutoCAD Civil 3D 2016 is a complete, detailed reference and tutorial for Autodesk's extremely popular and robust civil engineering software. With straightforward explanations, real-world examples, and practical tutorials, this invaluable guide walks you through everything you need to know to be productive. The focus is on real-world applications in professional environments, with all datasets available for download, and thorough coverage helps you prepare for the AutoCAD Civil 3D certification exam with over an hour's worth of video on crucial tips and techniques. You'll learn how to navigate the software and use essential tools, and how to put it all together in the context of a real-world project. In-depth discussion covers surveying, alignments, surface, grading, cross sections and more, and instructor support materials provide an ideal resource for training and education. This book will take you from beginner to pro, so you can get the most out of AutoCAD Civil 3D every step of the way. Understand key concepts and get acquainted with the interface Create, edit, and display all elements of a project Learn everything you need to know for the certification exam Download the datasets and start designing right away With expert insight, tips, and techniques, Mastering AutoCAD Civil 3D 2016 helps you become productive from the very beginning.

Communication technologies are constantly advancing to keep up with the times. Messaging apps are huge right now. Completely overtaking social media by becoming the primary way we communicate online. When most entrepreneurs are starting out, they like to read articles on "how to make a killing with your first app," "building the multi-billion dollar app" and most books related to this topic. They are glued to this side of the story and blinded to the other. To have your own success story you have to find out why other apps fail. The painful truth is there are more failed apps than successful ones. Introduction 1. Monetize Messaging Apps 2. Cash and Credit Apps 3. Cash Flow 4. Monetize Photo's 5. Money Saving Apps 6. iMobile Apps 7. Apps and VR 8. Fashion Apps 9. Sweatcoin App 10. Million Dollar Apps 11. Three Hours of Work 12. Healthcare Apps 13. Emoji App 14. Live Streaming App 15. How Free Apps Make Money 16. Mobile Apps and E-Commerce 17. Gambling App Templates 18. App Ownership 19. Get Paid to Take Selfies 20. Make Money on Instagram 21. Make Money with Snapchat 22. Smartwatches 23. Ridesharing Using Lyft and Uber 24. Make Money While You Travel 25. Reasons for Failed Apps 26. Ultimate Delivery 27. Market Your Mobile App Go beyond simply learning Kubernetes fundamentals and its deployment, and explore more advanced concepts, including serverless computing and service meshes with the latest updates Key Features Master Kubernetes architecture and design to build and deploy secure distributed applications Learn advanced concepts like autoscaling, cluster federation, serverless computing, and service mesh integration for observability Explore Kubernetes 1.18 features and its rich ecosystem of tools like Kubectl, Knative, and Helm Book Description The third edition of Mastering Kubernetes is updated with the latest tools and code enabling you to learn Kubernetes 1.18's latest features. This book primarily concentrates on diving deeply into complex concepts and Kubernetes best practices to help you master the skills of designing and deploying large clusters on various cloud platforms. The book trains you to run complex stateful microservices on Kubernetes including advanced features such as horizontal pod autoscaling, rolling updates, resource quotas, and persistent storage backend. With the two new chapters, you will gain expertise in serverless computing and utilizing service meshes. As you proceed through the chapters, you will explore different options for network configuration and learn to set up, operate, and troubleshoot Kubernetes networking plugins through real-world use cases. Furthermore, you will understand the mechanisms of custom resource development and its utilization in automation and maintenance workflows. By the end of this Kubernetes book, you will graduate from an intermediate to advanced Kubernetes professional. What you will learn Master the fundamentals of Kubernetes architecture and design Build and run stateful applications and complex microservices on Kubernetes Use tools like Kubectl, secrets, and Helm to manage resources and storage Master Kubernetes Networking with load balancing options like Ingress Achieve high-availability Kubernetes clusters Improve Kubernetes observability with tools like Prometheus, Grafana, and Jaeger Extend Kubernetes working with Kubernetes API, plugins, and webhooks Who this book is for If you are a system administrator or a cloud developer

with working knowledge of Kubernetes and are keen to master its advanced features, along with learning everything from building microservices to utilizing service meshes, Mastering Kubernetes is for you. Basic familiarity with networking concepts will be helpful.

Project management software.

This book is a concise step-by-step guide to building and establishing the frameworks and models for the effective management and development of software requirements. It describes what great requirements must look like and who the real audience is for documentation. It then explains how to generate consistent, complete, and accurate requirements in exacting detail following a simple formula across the full life cycle from vague concept to detailed design-ready specifications. Mastering Software Project Requirements will enable business analysts and project managers to decompose high-level solutions into granular requirements and to elevate their performance through due diligence and the use of better techniques to meet the particular needs of a given project without sacrificing quality, scope, or project schedules. J. Ross Publishing offers an add-on at a nominal cost — Downloadable, customizable tools and templates ready for immediate implementation.

Build great voice apps of any complexity for any domain by learning both the how's and why's of voice development. In this book you'll see how we live in a golden age of voice technology and how advances in automatic speech recognition (ASR), natural language processing (NLP), and related technologies allow people to talk to machines and get reasonable responses. Today, anyone with computer access can build a working voice app. That democratization of the technology is great. But, while it's fairly easy to build a voice app that runs, it's still remarkably difficult to build a great one, one that users trust, that understands their natural ways of speaking and fulfills their needs, and that makes them want to return for more. We start with an overview of how humans and machines produce and process conversational speech, explaining how they differ from each other and from other modalities. This is the background you need to understand the consequences of each design and implementation choice as we dive into the core principles of voice interface design. We walk you through many design and development techniques, including ones that some view as advanced, but that you can implement today. We use the Google development platform and Python, but our goal is to explain the reasons behind each technique such that you can take what you learn and implement it on any platform. Readers of Mastering Voice Interfaces will come away with a solid understanding of what makes voice interfaces special, learn the core voice design principles for building great voice apps, and how to actually implement those principles to create robust apps. We've learned during many years in the voice industry that the most successful solutions are created by those who understand both the human and the technology sides of speech, and that both sides affect design and development.

Because we focus on developing task-oriented voice apps for real users in the real world, you'll learn how to take your voice apps from idea through scoping, design, development, rollout, and post-deployment performance improvements, all illustrated with examples from our own voice industry experiences. What You Will Learn Create truly great voice apps that users will love and trust See how voice differs from other input and output modalities, and why that matters Discover best practices for designing conversational voice-first applications, and the consequences of design and implementation choices Implement advanced voice designs, with real-world examples you can use immediately. Verify that your app is performing well, and what to change if it doesn't Who This Book Is For Anyone curious about the real how's and why's of voice interface design and development. In particular, it's aimed at teams of developers, designers, and product owners who need a shared understanding of how to create successful voice interfaces using today's technology. We expect readers to have had some exposure to voice apps, at least as users.

OpenCV is a famous computer vision library, used to analyze and transform copious amounts of image data, even in real time and on a mobile device. This book focuses on leveraging mobile platforms to build interactive and useful applications. The book starts off with an introduction to OpenCV and Android and how they interact with each other using OpenCV's Java API. You'll also discover basic image processing techniques such as erosion and dilation of images, before walking through how to build more complex applications, such as object detection, image stitching, and face detection. As you progress, you will be introduced to OpenCV's machine learning framework, enabling you to make your applications smarter. The book ends with a short chapter covering useful Android tips and tricks and some common errors and solutions that people might face while building an application. By the end of the book, readers will have gained more expertise in building their own OpenCV projects for the Android platform and integrating OpenCV application programming into existing projects.

Aligned to the PMBOK® Guide – Fifth Edition •Written in a simple questions-and-answers format. Engaging and a quick read. More than 200 examples including real-life screenshots, project documents, comparative charts, tables and figures to speed your learning curve. •Top 20 benefits to using the WBS and a proven step-by-step approach to creating a valuable WBS. •Clarification of the typical WBS confusions including its difference with the OBS, RBS, CBS, and BOM. •Describes how to link the WBS with the schedule and costs and differences between the WBS and the activity list. •The most comprehensive revision and comparison of WBS software. •WBS and requirements, scope baseline, and scope changes. •WBS value in managing scope, time, costs, communications, procurement, risks, human resources, quality, stakeholders, and integrations. New concepts and tips. •Presentation about the use of the WBS in global, multicultural, and virtual projects. •Discussion about the WBS and agile projects including the alignment between agile and PMBOK®

Guide. •Valuable resource in the preparation for PMI certifications such as PMP®, CAPM®, PMI-SP® and PMI-RMP®. •Appendix with real-world WBS examples

Mastering PostgreSQL in Application Development is intended for developers working on applications that use a database server. The book addresses specifically the PostgreSQL RDBMS: it actually is the world's most advanced Open Source database as said in its slogan on the official website. By the end of this book, you will know why, and agree!

An in-depth guide to exploring the design, architecture, and techniques behind building sophisticated, scalable, and maintainable single-page applications in JavaScript About This Book Build large-scale, feature-complete SPAs by leveraging widely used tools and techniques. Gain a solid understanding of architecture and SPA design to build applications using the library or framework of your choice. Explore the various facets of SPA development to build web apps that are fast, scalable, and easy to test. Who This Book Is For This book is ideal for JavaScript developers who want to build complex single-page applications in JavaScript. Some basic understanding of SPA concepts will be helpful but not essential. What You Will Learn Organize your development environment using the command line with NPM, Bower, and Grunt. Choose an accurate design pattern for your app Understand modular JavaScript programming and Node.js Interact with a REST API using JavaScript and AJAX with practical examples Build a single page application using the MEAN stack Connect your app across popular social media platforms such as Facebook, Twitter, and LinkedIn Test your app, both on the server side and in views Prepare your app for the real world and deploy it to Heroku In Detail Single-page web applications—or SPAs, as they are commonly referred to—are quickly becoming the de facto standard for web app development. The fact that a major part of the app runs inside a single web page makes it very interesting and appealing. Also, the accelerated growth of browser capabilities is pushing us closer to the day when all apps will run entirely in the browser. This book will take your JavaScript development skills to the next level by teaching you to create a single-page application within a full-stack JavaScript environment. Using only JavaScript, you can go from being a front-end developer to a full-stack application developer with relative ease. You will learn to cross the boundary from front-end development to server-side development through the use of JavaScript on both ends. Use your existing knowledge of JavaScript by learning to manage a JSON document data store with MongoDB, writing a JavaScript powered REST API with Node.js and Express, and designing a front-end powered by AngularJS. This book will teach you to leverage the MEAN stack to do everything from document database design, routing REST web API requests, data-binding within views, and adding authentication and security to building a full-fledged, complex, single-page web application. In addition to building a full-stack JavaScript app, you will learn to test it with JavaScript-powered testing tools such as Mocha,

Karma, and Jasmine. Finally, you will learn about deployment and scaling so that you can launch your own apps into the real world. Style and approach Following a structured approach, this book helps readers gain expertise in SPA development. Its thorough coverage of SPA architecture and design, along with practical use cases, provides readers with a clear path to building applications with the library of their choice. For readers who are afraid to take the plunge straightaway, the book also offers step-by-step guidance on developing a complex web app.

Become an advanced practitioner with this progressive set of master classes on application-oriented machine learning About This Book Comprehensive coverage of key topics in machine learning with an emphasis on both the theoretical and practical aspects More than 15 open source Java tools in a wide range of techniques, with code and practical usage. More than 10 real-world case studies in machine learning highlighting techniques ranging from data ingestion up to analyzing the results of experiments, all preparing the user for the practical, real-world use of tools and data analysis. Who This Book Is For This book will appeal to anyone with a serious interest in topics in Data Science or those already working in related areas: ideally, intermediate-level data analysts and data scientists with experience in Java. Preferably, you will have experience with the fundamentals of machine learning and now have a desire to explore the area further, are up to grappling with the mathematical complexities of its algorithms, and you wish to learn the complete ins and outs of practical machine learning. What You Will Learn Master key Java machine learning libraries, and what kind of problem each can solve, with theory and practical guidance. Explore powerful techniques in each major category of machine learning such as classification, clustering, anomaly detection, graph modeling, and text mining. Apply machine learning to real-world data with methodologies, processes, applications, and analysis. Techniques and experiments developed around the latest specializations in machine learning, such as deep learning, stream data mining, and active and semi-supervised learning. Build high-performing, real-time, adaptive predictive models for batch- and stream-based big data learning using the latest tools and methodologies. Get a deeper understanding of technologies leading towards a more powerful AI applicable in various domains such as Security, Financial Crime, Internet of Things, social networking, and so on. In Detail Java is one of the main languages used by practicing data scientists; much of the Hadoop ecosystem is Java-based, and it is certainly the language that most production systems in Data Science are written in. If you know Java, Mastering Machine Learning with Java is your next step on the path to becoming an advanced practitioner in Data Science. This book aims to introduce you to an array of advanced techniques in machine learning, including classification, clustering, anomaly detection, stream learning, active learning, semi-supervised learning, probabilistic graph modeling, text mining, deep learning, and big data batch and stream machine learning. Accompanying each chapter are illustrative examples and real-world case studies that show how to apply the newly learned techniques using

sound methodologies and the best Java-based tools available today. On completing this book, you will have an understanding of the tools and techniques for building powerful machine learning models to solve data science problems in just about any domain. Style and approach A practical guide to help you explore machine learning—and an array of Java-based tools and frameworks—with the help of practical examples and real-world use cases.

An essential guide on the latest version of Microsoft's server management tool Microsoft's powerful Mastering System Center 2012 Operations Manager introduces many exciting new and enhanced feature sets that allow for large-scale management of mission-critical servers. This comprehensive guide provides invaluable coverage to help organizations monitor their environments across computers, network, and storage infrastructures while maintaining efficient and effective service levels across their applications. Provides intermediate and advanced coverage of all aspects of Systems Center 2012 Operations Manager, including designing, planning, deploying, managing, maintaining, and scripting Operations Manager Offers a hands-on approach by providing many real-world scenarios to show you how to use the tool in various contexts Anchors conceptual explanations in practical application Mastering System Center 2012 Operations Manager clearly shows you how this powerful server management tool can best be used to serve your organization's needs.

Build robust and highly scalable web applications with Google App Engine About This Book Get an in-depth look at how Google App Engine works under the hood Design and model your application around Google's highly scalable distributed NoSQL datastore to unlock its full potential A comprehensive guide to ensure your mastery of Google App Engine Who This Book Is For If you have been developing web applications in Python or any other dynamic language but have always wondered how to write highly scalable web applications without getting into system administration and other plumbing, then this is the book for you. No experience in writing scalable applications is required. What You Will Learn Scale and develop your applications with Google App Engine's runtime environment Get to grips with request handling mechanism and write request handlers Deep dive into Google's distributed NoSQL and highly scalable datastore and design your application around it Implement powerful search with scalable datastore Perform long-running tasks in the background using task queues Write compartmentalized apps using multi tenancy, memcache, and other Google App Engine runtime services Handle web requests using the CGI, WSGI, and multi-threaded configurations Deploy, tweak, and manage apps in production on Google App Engine In Detail Developing web applications that serve millions of users is no easy task, as it involves a number of configurations and administrative tasks for the underlying software and hardware stack. This whole configuration requires not only expertise, but also a fair amount of time as well. Time that could have been spent on actual application functionality. Google App Engine allows you develop highly scalable web applications or backends

for mobile applications without worrying about the system administration plumbing or hardware provisioning issues. Just focus writing on your business logic, the meat of the application, and let Google's powerful infrastructure scale it to thousands of requests per second and millions of users without any effort on your part. This book takes you from explaining how scalable applications work to designing and developing robust scalable web applications of your own, utilizing services available on Google App Engine. Starting with a walkthrough of scalability is and how scalable web applications work, this book introduces you to the environment under which your applications exist on Google App Engine. Next, you will learn about Google's datastore, which is a massively scalable distributed NoSQL solution built on top of BigTable. You will examine the BigTable concepts and operations in detail and reveal how it is used to build Google datastore. Armed with this knowledge, you will then advance towards how to best model your data and query that along with transactions. To augment the powerful distributed dataset, you will deep dive into search functionality offered on Google App Engine. With the search and storage sorted out, you will get a look into performing long running tasks in the background using Google App Engine task queues along with sending and receiving emails. You will also examine the memcache to boost web application performance, image processing for common image manipulation tasks. You will then explore uploading, storing, and serving large files using Blobstore and Cloud storage. Finally, you will be presented with the deployment and monitoring of your applications in production along with a detailed look at dividing applications into different working modules. Style and approach This book is an in-depth guide where you will examine the problems in the context of highly scalable web applications. This book will take you through the libraries, services, and required configuration and finally puts everything together into a small web application that showcases all the capabilities of Google App Engine.

A comprehensive, hands-on guide on unit testing framework for Java programming language About This Book In-depth coverage of Jupiter, the new programming and extension model provided by JUnit 5 Integration of JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker Best practices for writing meaningful Jupiter test cases Who This Book Is For This book is for Java software engineers and testers. If you are a Java developer who is keen on improving the quality of your code and building world class applications then this book is for you. Prior experience of the concepts of automated testing will be helpful. What You Will Learn The importance of software testing and its impact on software quality The options available for testing Java applications The architecture, features and extension model of JUnit 5 Writing test cases using the Jupiter programming model How to use the latest and advanced features of JUnit 5 Integrating JUnit 5 with existing third-party frameworks Best practices for writing meaningful JUnit 5 test cases Managing software testing activities in a living software project In Detail When building an application it is of

utmost importance to have clean code, a productive environment and efficient systems in place. Having automated unit testing in place helps developers to achieve these goals. The JUnit testing framework is a popular choice among Java developers and has recently released a major version update with JUnit 5. This book shows you how to make use of the power of JUnit 5 to write better software. The book begins with an introduction to software quality and software testing. After that, you will see an in-depth analysis of all the features of Jupiter, the new programming and extension model provided by JUnit 5. You will learn how to integrate JUnit 5 with other frameworks such as Mockito, Spring, Selenium, Cucumber, and Docker. After the technical features of JUnit 5, the final part of this book will train you for the daily work of a software tester. You will learn best practices for writing meaningful tests. Finally, you will learn how software testing fits into the overall software development process, and sits alongside continuous integration, defect tracking, and test reporting. Style and approach The book offers definitive and comprehensive coverage of all the Unit testing concepts with JUnit and its features using several real world examples so that readers can put their learning to practice almost immediately. This book is structured in three parts: Software testing foundations (software quality and Java testing) JUnit 5 in depth (programming and extension model of JUnit 5) Software testing in practice (how to write and manage JUnit 5 tests)

The book will be a step-by-step guide showing the readers how to build a complete web app with AngularJSJavaScript developers who want to learn AngularJS for developing web apps. Knowledge of JavaScript and HTML is expected. No knowledge of AngularJS is required.

Mastering Applications in the Real WorldDiscipline-Specific Projects for Microsoft OfficeCourse Technology Ptr Explore the latest Java-based software development techniques and methodologies through the project-based approach in this practical guide. Unlike books that use abstract examples and lots of theory, Real-World Software Development shows you how to develop several relevant projects while learning best practices along the way. With this engaging approach, junior developers capable of writing basic Java code will learn about state-of-the-art software development practices for building modern, robust and maintainable Java software. You'll work with many different software development topics that are often excluded from software develop how-to references. Featuring real-world examples, this book teaches you techniques and methodologies for functional programming, automated testing, security, architecture, and distributed systems.

All the Documentation You Need for Successfully Deploying Exchange Server 2003 Author Barry Gerber shares his extensive real-world experience in easy-to-understand language in this comprehensive guide to Microsoft's messaging and collaboration server. Mastering Exchange Server 2003 systematically and sequentially walks you through all the

essential concepts of planning and design, installation, deployment, administration and management, maintenance, and troubleshooting. With detailed background information, clear step-by-step, hands-on instructions, and realistic examples, Gerber teaches you how to devise and implement a system that is just right for your environment. He then leads you to the next level with advanced coverage on reliability and availability, disaster recovery, security solutions, wireless access, and building custom e-mail forms for Outlook. Coverage Includes: Designing a new Exchange 2003 system Upgrading to Windows Server 2003 and Exchange Server 2003 Installing and configuring Exchange Server 2003, Windows Server 2003 as a domain controller, and Outlook 2003 from a customized server image Organizing Exchange users, distribution groups, and contacts Managing the Exchange Server hierarchy and core components Managing Exchange 2003 Internet services and services for Internet clients Installing and administrating additional Exchange Servers Performing advanced administration and management Ensuring Exchange Server reliability and availability Building Exchange Server system security Configuring wireless access to Exchange Server 2003 Creating and managing Outlook forms designer applications Exploring third-party applications for Exchange/Outlook clients and Exchange Server

Discover best practices and troubleshooting solutions when working on ROS Key Features Develop complex robotic applications using ROS to interface robot manipulators and mobile robots Gain insight into autonomous navigation in mobile robots and motion planning in robot manipulators Discover best practices and troubleshooting solutions Book Description In this day and age, robotics has been gaining a lot of traction in various industries where consistency and perfection matter. Automation is achieved via robotic applications and various platforms that support robotics. The Robot Operating System (ROS) is a modular software platform to develop generic robotic applications. This book focuses on the most stable release of ROS (Kinetic Kame), discusses advanced concepts, and effectively teaches you programming using ROS. We begin with aninformative overview of the ROS framework, which will give you a clear idea of how ROS works. During the course of this book, you'll learn to build models of complex robots, and simulate and interface the robot using the ROS MoveIt! motion planning library and ROS navigation stacks. Learn to leverage several ROS packages to embrace your robot models. After covering robot manipulation and navigation, you'll get to grips with the interfacing I/O boards, sensors, and actuators of ROS. Vision sensors are a key component of robots, and an entire chapter is dedicated to the vision sensor and image elaboration, its interface in ROS and programming. You'll also understand the hardware interface and simulation of complex robots to ROS and ROS Industrial. At the end of this book, you'll discover the best practices to follow when programming using ROS. What you will learn Create a robot model with a seven-DOF robotic arm and a differential wheeled mobile robot Work with Gazebo and V-REP robotic simulator Implement autonomous navigation in differential drive robots using SLAM and AMCL packages Explore the ROS

Pluginlib, ROS nodelets, and Gazebo plugins Interface I/O boards such as Arduino, robot sensors, and high-end actuators Simulate and motion plan an ABB and universal arm using ROS Industrial Explore the latest version of the ROS framework Work with the motion planning of a seven-DOF arm using MoveIt! Who this book is for If you are a robotics enthusiast or researcher who want to learn more about building robot applications using ROS, this book is for you. In order to learn from this book, you should have a basic knowledge of ROS, GNU/Linux, and C++ programming concepts. The book is also excellent for programmers who want to explore the advanced features of ROS.

This project book is designed to enhance your Microsoft Office 2007 application classes and challenge your students. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

What Alison's book offers over most or all of the other books on the market is that Alison is able to take a highly technical topic and present it in a manner that is easy to comprehend. It is a book that the reader will often want to read from cover to cover, but it can also act as an excellent reference. The CD includes all source code from the book, sample databases, and complete applications.

Master the art of machine learning with .NET and gain insight into real-world applications About This Book Based on .NET framework 4.6.1, includes examples on ASP.NET Core 1.0 Set up your business application to start using machine learning techniques Familiarize the user with some of the more common .NET libraries for machine learning Implement several common machine learning techniques Evaluate, optimize and adjust machine learning models Who This Book Is For This book is targeted at .Net developers who want to build complex machine learning systems. Some basic understanding of data science is required. What You Will Learn Write your own machine learning applications and experiments using the latest .NET framework, including .NET Core 1.0 Set up your business application to start using machine learning. Accurately predict the future using regressions. Discover hidden patterns using decision trees. Acquire, prepare, and combine datasets to drive insights. Optimize business throughput using Bayes Classifier. Discover (more) hidden patterns using KNN and Naive Bayes. Discover (even more) hidden patterns using K-Means and PCA. Use Neural Networks to improve business decision making while using the latest ASP.NET technologies. Explore "Big Data", distributed computing, and how to deploy machine learning models to IoT devices – making machines self-learning and adapting Along the way, learn about Open Data, Bing maps, and MBrace In Detail .Net is one of the widely used platforms for developing applications. With the meteoric rise of Machine learning, developers are now keen on finding out how can they make their .Net applications smarter. Also, .NET developers are interested into moving into the world of devices and how to apply machine learning techniques to, well, machines. This book is packed with real-world

examples to easily use machine learning techniques in your business applications. You will begin with introduction to F# and prepare yourselves for machine learning using .NET framework. You will be writing a simple linear regression model using an example which predicts sales of a product. Forming a base with the regression model, you will start using machine learning libraries available in .NET framework such as Math.NET, Numl.NET and Accord.NET with the help of a sample application. You will then move on to writing multiple linear regressions and logistic regressions. You will learn what is open data and the awesomeness of type providers. Next, you are going to address some of the issues that we have been glossing over so far and take a deep dive into obtaining, cleaning, and organizing our data. You will compare the utility of building a KNN and Naive Bayes model to achieve best possible results. Implementation of Kmeans and PCA using Accord.NET and Numl.NET libraries is covered with the help of an example application. We will then look at many of issues confronting creating real-world machine learning models like overfitting and how to combat them using confusion matrixes, scaling, normalization, and feature selection. You will now enter into the world of Neural Networks and move your line of business application to a hybrid scientific application. After you have covered all the above machine learning models, you will see how to deal with very large datasets using MBrace and how to deploy machine learning models to Internet of Thing (IoT) devices so that the machine can learn and adapt on the fly Style and approach This book will guide you in learning everything about how to tackle the flood of data being encountered these days in your .NET applications with the help of popular machine learning libraries offered by the .NET framework.

(Music Pro Guide Books & DVDs). Mastering your music is like mastering your life. It's amazing what happens when you clean up the noise, maximize your good work, and have your music sparkle and shine as you really want it to. Desktop Mastering is a conceptual guide, intertwining a broad range of knowledge regarding audio engineering principles and practical applications for those wishing to enhance their own as well as their clients' work. In addition to providing a step-by-step in-depth survey of a successful mastering plug-in chain, Desktop Mastering covers real-world practical applications, the fundamentals of audio and electronics. Also included is a personal guide to the business of mastering, leveraging emerging social networks for positive personal and business results.

Major Label Mastering: Professional Mastering Process distills 25 years of mastering experience at Capitol Records into practical understandings and reliable systems. Containing unparalleled insights, this book reveals the mastering tricks and techniques used by Evren Göknar at one of the world's most notable record labels. Beginning with the requisite competencies every Mastering Engineer must develop, Major Label Mastering delves into the particulars of the mastering studio, as well as fundamental mastering tools. Included among these tools is The Five Step Mastering Process, a rigorously tested system that equips the practitioner to successfully and confidently master a project to exacting

standards of audio fidelity. Covering all bases, the book discusses both macro and micro considerations: from mindset approach and connecting with clients down to detailed guidelines for processing audio, advanced methods, and audio restoration. Each chapter ends with exercises intended to deepen understanding and skill, or to supplement course study. Suitable for all levels, this is a unique resource for students, artists, and recording and Mastering Engineers alike. Major Label Mastering is supplemented by digital resources including audio examples and video tutorials.

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