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Python for Scientists - John M. Stewart 2017-07-20
Scientific Python is taught from scratch in this book via copious, downloadable, useful and

adaptable code snippets. Everything the working scientist needs to know is covered, quickly providing researchers and research students with the skills to start using Python effectively.

Foundations of Probabilistic Programming - Gilles Barthe 2020-12-03
This book provides an overview of the theoretical underpinnings of modern probabilistic programming and presents applications in e.g., machine learning, security, and approximate computing. Comprehensive survey chapters make the material accessible to graduate students and non-experts. This title is also available as Open Access on Cambridge Core.

Open Source - Fadi P. Deek 2007-11-05
From the Internet's infrastructure to operating systems like GNU/Linux, the open source movement comprises some of the greatest accomplishments in computing over the past quarter century. Its story embraces technological advances, unprecedented global collaboration, and remarkable tools for facilitating distributed development. The evolution of the Internet enabled an enormous expansion of open development, allowing developers to exchange information and ideas without regard to constraints of space, time, or national boundary. The movement has had widespread impact on education and government, as well as historic cultural and commercial repercussions. Part I discusses key open source applications, platforms, and technologies used in open development. Part II explores social issues ranging from demographics and psychology to legal and economic matters. Part III discusses the Free Software Foundation, open source in the public sector (government and education), and future prospects.

High Performance Python - Micha Gorelick 2020-04-30
Your Python code may run correctly, but you need it to run faster. Updated for Python 3, this expanded edition shows you how to locate performance bottlenecks and significantly speed up your code in high-data-volume programs. By exploring the fundamental theory behind design

choices, High Performance Python helps you gain a deeper understanding of Python's implementation. How do you take advantage of multicore architectures or clusters? Or build a system that scales up and down without losing reliability? Experienced Python programmers will learn concrete solutions to many issues, along with war stories from companies that use high-performance Python for social media analytics, productionized machine learning, and more. Get a better grasp of NumPy, Cython, and profilers Learn how Python abstracts the underlying computer architecture Use profiling to find bottlenecks in CPU time and memory usage Write efficient programs by choosing appropriate data structures Speed up matrix and vector computations Use tools to compile Python down to machine code Manage multiple I/O and computational operations concurrently Convert multiprocessing code to run on local or remote clusters Deploy code faster using tools like Docker

SAS Programming for R Users - Jordan Bakerman 2019-12-09
SAS Programming for R Users, based on the free SAS Education course of the same name, is designed for experienced R users who want to transfer their programming skills to SAS. Emphasis is on programming and not statistical theory or interpretation. You will learn how to write programs in SAS that replicate familiar functions and capabilities in R. This book covers a wide range of topics including the basics of the SAS programming language, how to import data, how to create new variables, random number generation, linear modeling, Interactive Matrix Language (IML), and many other SAS procedures. This book also explains how to write R code directly in the SAS code editor for seamless integration between the two tools. Exercises are provided at the end of each chapter so that you can test your knowledge and practice your programming skills.

HP Prime Guide Algebra Fundamentals -

Larry Schroeder 2017-09-14
Through this Guide, learn how to use your HP Prime calculator or Apple, Android, Window app to help you learn Algebra. This Guide covers your device, whether you have the handheld calculator or iPhone, iPad, Android Phone, Android Tablet, Chromebook, or Window Tablet Free or Pro app.The Guide starts with basic Algebra rules and progresses to how Algebra rules are used in Calculus. You can readily use this Guide if you are in Pre-Algebra, Algebra I, Introductory Algebra, Algebra II, Intermediate Algebra, College Algebra, Precalculus or any higher course where Algebra is a prerequisite.The calculator¿s screens are used in the introduction of a new topic. The nice thing is the app¿s screen and interface is identical to the calculator.Through its examples and its accompanying exercise, this guide provides a Rosetta Stone effect with the language of math. Each example and its quick-check interactive exercise show both the HP Prime and the traditional step-by-step solution.A powerful feature that you will want to learn is the creation of global libraries and Application Library apps. This Guide illustrates the steps needed for creating a global library or Application Library app and using the library¿s commands or the Application Library app¿s features.Global libraries and this Guide¿s technique allow you to define a single or multiple one-line functions on a page. Global one-line functions can be any formula found in a book, new tool commands, or a set of functions that help with the understanding of complex math concepts. There are examples of all of these in this Guide.Learn how to create and run both kinds of Application Library apps, Ones that run from the Application Library screens and ones that run from the Home view or CAS view.Use this Guide and the HP Prime CAS technology to submit assignments that are error free. When you happen to have difficulties with a step, you can use your HP Prime CAS device to help you work that step

until you master it.

Python for Everybody - Charles R. Severance 2016-04-09

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet.Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software.This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information".There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Essentials of Computational Chemistry - Christopher J. Cramer 2013-04-29 Essentials of Computational Chemistry provides a balanced introduction to this dynamic subject. Suitable for both experimentalists and theorists, a wide range of samples and applications are included drawn from all key areas. The book carefully leads the reader thorough the necessary equations providing information explanations and reasoning where necessary and firmly placing each equation in context.

Programming for Computations - Python - Svein Linge 2016-07-25

This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible

and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

Learn Python 3 the Hard Way - Zed A. Shaw 2017-06-26
You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes.

Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero

programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

A Primer on Scientific Programming with Python - Hans Petter Langtangen 2016-07-28 The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ... Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via

tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python..." Joan Horvath, Computing Reviews, March 2015 Practical C++ Programming - Steve Oualline 2003

Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.
Raspberry Pi Supercomputing and Scientific Programming - Ashwin Pajankar 2017-05-25 Build an inexpensive cluster of multiple Raspberry Pi computers and install all the required libraries to write parallel and scientific programs in Python 3. This book covers setting up your Raspberry Pis, installing the necessary software, and making a cluster of multiple Pis. Once the cluster is built, its power has to be exploited by means of programs to run on it. So, Raspberry Pi Supercomputing and Scientific Programming teaches you to code the cluster with the MPI4PY library of Python 3. Along the way, you will learn the concepts of the Message Passing Interface (MPI) standards and will explore the fundamentals of parallel programming on your inexpensive cluster. This will make this book a great starting point for supercomputing enthusiasts who want to get started with parallel programming. The book finishes with details of symbolic mathematics and scientific and numerical programming in Python, using SymPi, SciPy, NumPy, and Matplotlib. You'll see how to process signals and images, carry out calculations using linear

algebra, and visualize your results, all using Python code. With the power of a Raspberry Pi supercomputer at your fingertips, data-intensive scientific programming becomes a reality at home. What You Will Learn Discover the essentials of supercomputing Build a low-cost cluster of Raspberry Pis at home Harness the power of parallel programming and the Message Passing Interface (MPI) Use your Raspberry Pi for symbolic, numerical, and scientific programming Who This Book Is For Python 3 developers who seek the knowledge of parallel programming, Raspberry Pi enthusiasts, researchers, and the scientific Python community.

Get Programming with Haskell - Will Kurt 2018-03-06
Summary Get Programming with Haskell leads you through short lessons, examples, and exercises designed to make Haskell your own. It has crystal-clear illustrations and guided practice. You will write and test dozens of interesting programs and dive into custom Haskell modules. You will gain a new perspective on programming plus the practical ability to use Haskell in the everyday world. (The 80 IQ points: not guaranteed.) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Programming languages often differ only around the edges—a few keywords, libraries, or platform choices. Haskell gives you an entirely new point of view. To the software pioneer Alan Kay, a change in perspective can be worth 80 IQ points and Haskellers agree on the dramatic benefits of thinking the Haskell way—thinking functionally, with type safety, mathematical certainty, and more. In this hands-on book, that's exactly what you'll learn to do. What's Inside Thinking in Haskell Functional programming basics Programming in types Real-world applications for Haskell About the Reader Written for readers who know one or more programming languages.

Table of Contents Lesson 1 Getting started with Haskell Unit 1 - FOUNDATIONS OF FUNCTIONAL PROGRAMMING Lesson 2 Functions and functional programming Lesson 3 Lambda functions and lexical scope Lesson 4 First-class functions Lesson 5 Closures and partial application Lesson 6 Lists Lesson 7 Rules for recursion and pattern matching Lesson 8 Writing recursive functions Lesson 9 Higher-order functions Lesson 10 Capstone: Functional object-oriented programming with robots! Unit 2 - INTRODUCING TYPES Lesson 11 Type basics Lesson 12 Creating your own types Lesson 13 Type classes Lesson 14 Using type classes Lesson 15 Capstone: Secret messages! Unit 3 - PROGRAMMING IN TYPES Lesson 16 Creating types with "and" and "or" Lesson 17 Design by composition—Semigroups and Monoids Lesson 18 Parameterized types Lesson 19 The Maybe type: dealing with missing values Lesson 20 Capstone: Time series Unit 4 - IO IN HASKELL Lesson 21 Hello World!—introducing IO types

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Haskell Lesson 40 Working with JSON data by using Aeson Lesson 41 Using databases in Haskell Lesson 42 Efficient, stateful arrays in Haskell Afterword - What's next? Appendix - Sample answers to exercise

Mobile Phone Programming - Frank H. P. Fitzek 2007-06-25
This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text introduces each programming language (JAVA, Python, C/C++) and offers a set of development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges.

*Introduction to Information Retrieval -
Christopher D. Manning 2008-07-07*
Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

C++ Concurrency in Action - Anthony Williams 2019-02-07
Summary This bestseller has been updated and

revised to cover all the latest changes to C++ 14 and 17! C++ Concurrency in Action, Second Edition teaches you everything you need to write robust and elegant multithreaded applications in C++17. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You choose C++ when your applications need to run fast. Well-designed concurrency makes them go even faster. C++ 17 delivers strong support for the multithreaded, multiprocessor programming required for fast graphic processing, machine learning, and other performance-sensitive tasks. This exceptional book unpacks the features, patterns, and best practices of production-grade C++ concurrency. About the Book C++ Concurrency in Action, Second Edition is the definitive guide to writing elegant multithreaded applications in C++. Updated for C++ 17, it carefully addresses every aspect of concurrent development, from starting new threads to designing fully functional multithreaded algorithms and data structures. Concurrency master Anthony Williams presents examples and practical tasks in every chapter, including insights that will delight even the most experienced developer. What's inside Full coverage of new C++ 17 features Starting and managing threads Synchronizing concurrent operations Designing concurrent code Debugging multithreaded applications About the Reader Written for intermediate C and C++ developers. No prior experience with concurrency required. About the Author Anthony Williams has been an active member of the BSI C++ Panel since 2001 and is the developer of the just::thread Pro extensions to the C++ 11 thread library. Table of Contents Hello, world of concurrency in C++! Managing threads Sharing data between threads Synchronizing concurrent operations The C++ memory model and operations on atomic types Designing lock-based concurrent data structures Designing lock-free concurrent data structures

Designing concurrent code Advanced thread management Parallel algorithms Testing and debugging multithreaded applications

The C Programming Language - Brian W. Kernighan 1988
Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Orbital Mechanics for Engineering Students - Howard D Curtis 2009-10-26
Orbital Mechanics for Engineering Students, Second Edition, provides an introduction to the basic concepts of space mechanics. These include vector kinematics in three dimensions; Newton's laws of motion and gravitation; relative motion; the vector-based solution of the classical two-body problem; derivation of Kepler's equations; orbits in three dimensions; preliminary orbit determination; and orbital maneuvers. The book also covers relative motion and the two-impulse rendezvous problem; interplanetary mission design using patched conics; rigid-body dynamics used to characterize the attitude of a space vehicle; satellite attitude dynamics; and the characteristics and design of multi-stage launch vehicles. Each chapter begins with an outline of key concepts and concludes with problems that are based on the material covered. This text is written for undergraduates who are studying orbital mechanics for the first time and have completed courses in physics, dynamics, and mathematics, including differential equations and applied linear algebra. Graduate students, researchers, and experienced practitioners will also find useful review materials in the book. NEW: Reorganized and improved discusions of coordinate systems, new discussion on perturbations and quarternions NEW: Increased coverage of attitude dynamics, including new Matlab algorithms and examples in chapter 10 New examples and homework problems

Quantum Computation and Quantum Information - Michael A. Nielsen 2000-10-23 First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

An Introduction to Functional Programming Through Lambda Calculus - Greg Michaelson 2013-04-10
Well-respected text for computer science students provides an accessible introduction to functional programming. Cogent examples illuminate the central ideas, and numerous exercises offer reinforcement. Includes solutions. 1989 edition.

Elements of Programming - Alexander Stepanov 2019-06-27
Elements of Programming provides a different understanding of programming than is presented elsewhere. Its major premise is that practical programming, like other areas of science and engineering, must be based on a solid mathematical foundation. The book shows that algorithms implemented in a real programming language, such as C++, can operate in the most general mathematical setting. For example, the fast exponentiation algorithm is defined to work with any associative operation. Using abstract algorithms leads to efficient, reliable, secure, and economical software.

Mastering Algorithms with C - Kyle Loudon 1999
A comprehensive guide to understanding the language of C offers solutions for everyday programming tasks and provides all the necessary information to understand and use common programming techniques. Original. (Intermediate).

Expert C Programming - Peter Van der Linden 1994
Software -- Programming Languages.

Mathematics for Computer Science - Eric Lehman 2017-03-08
This book covers elementary discrete

mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

Programming the TI-83 Plus/TI-84 Plus - Christopher Mitchell 2012-09-13

Summary Programming the TI-83 Plus/TI-84 Plus is an example-filled, hands-on tutorial that introduces students, teachers, and professional users to programming with the TI-83 Plus and TI-84 Plus graphing calculators. This fun and easy-to-read book immediately immerses you in your first programs and guides you concept-by-concept, example-by-example. You'll learn to think like a programmer as you use the TI-BASIC language to design and write your own utilities, games, and math programs. About the Technology The TI-83 Plus and TI-84 Plus are more than just powerful graphing calculatorst—they are the perfect place to start learning to program. The TI-BASIC language is built in, so you have everything you need to create your own math and science programs, utilities—even games. About the Book Programming the TI-83 Plus/TI-84 Plus teaches universal programming concepts and makes it easy for students, teachers, and professionals to write programs for the world's most popular graphing calculators. This friendly tutorial guides you concept-by-concept, immediately immersing you in your first programs. It introduces TI-BASIC and z80 assembly, teaches you tricks to slim down and speed up your programs, and gives you a solid conceptual base to explore other programming languages. This

book is written for beginners—no programming backgroundis assumed. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Works with all models of the TI-83, TI-83+, and TI-84+ Learn to think like a programmer Learn concepts you can apply to any language Advanced concepts such as hybrid BASIC and ASM Table of Contents PART 1 GETTING STARTED WITH PROGRAMMING Diving into calculator programming Communication: basic input and output Conditionals and Boolean logic Control structures Theory interlude: problem solving and debugging PART 2 BECOMING A TI-BASIC MASTER Advanced input and events Pixels and the graphscreen Graphs, shapes, and points Manipulating numbers and data types PART 3 ADVANCED CONCEPTS; WHAT'S NEXT Optimizing TI-BASIC programs Using hybrid TI-BASIC libraries Introducing z80 assembly Now what? Expanding your programming horizons

Solving PDEs in Python - Hans Petter Langtangen 2017-03-21 This book offers a concise and gentle introduction to finite element programming in Python based on the popular FEniCS software library. Using a series of examples, including the Poisson equation, the equations of linear elasticity, the incompressible Navier–Stokes equations, and systems of nonlinear advection–diffusion–reaction equations, it guides readers through the essential steps to quickly solving a PDE in FEniCS, such as how to define a finite variational problem, how to set boundary conditions, how to solve linear and nonlinear systems, and how to visualize solutions and structure finite element Python programs. This book is open access under a CC BY license.

Mathematica Cookbook - Sal Mangano 2010-04-02 Mathematica Cookbook helps you master the application's core principles by walking you through real-world problems. Ideal for browsing,

this book includes recipes for working with numerics, data structures, algebraic equations, calculus, and statistics. You'll also venture into exotic territory with recipes for data visualization using 2D and 3D graphic tools, image processing, and music. Although Mathematica 7 is a highly advanced computational platform, the recipes in this book make it accessible to everyone -- whether you're working on high school algebra, simple graphs, PhD-level computation, financial analysis, or advanced engineering models. Learn how to use Mathematica at a higher level with functional programming and pattern matching Delve into the rich library of functions for string and structured text manipulation Learn how to apply the tools to physics and engineering problems Draw on Mathematica's access to physics, chemistry, and biology data Get techniques for solving equations in computational finance Learn how to use Mathematica for sophisticated image processing Process music and audio as musical notes, analog waveforms, or digital sound samples

POSIX.4 Programmers Guide - Bill Gallmeister 1995
Written in an informal, informative style, this authoritative guide goes way beyond the standard reference manual. It discusses each of the POSIX.4 facilities and what they mean, why and when you would use each of these facilities, and trouble spots you might run into. c.

ABCs of IBM z/OS System Programming - Jose Gilberto Biondo Jr. 2018-01-19
The ABCs of IBM z/OS® System Programming is a 13-volume collection that provides an introduction to the z/OS operating system and the hardware architecture. Whether you are a beginner or an experienced system programmer, the ABCs collection provides the information that you need to start your research into z/OS and related subjects. The ABCs collection serves as a powerful technical tool to help you become more familiar with z/OS in your current

environment, or to help you evaluate platforms to consolidate your e-business applications. This edition is updated to z/OS Version 2 Release 3. The other volumes contain the following content: Volume 1: Introduction to z/OS and storage concepts, TSO/E, ISPF, JCL, SDSF, and z/OS delivery and installation Volume 2: z/OS implementation and daily maintenance, defining subsystems, IBM Job Entry Subsystem 2 (JES2) and JES3, link pack area (LPA), LNKLST, authorized libraries, System Modification Program Extended (SMP/E), IBM Language Environment Volume 4: Communication Server, TCP/IP, and IBM VTAM® Volume 5: Base and IBM Parallel Sysplex®, System Logger, Resource Recovery Services (RRS), global resource serialization (GRS), z/OS system operations, automatic restart manager (ARM), IBM Geographically Dispersed Parallel SysplexTM (IBM GDPS) Volume 6: Introduction to security, IBM RACF®, Digital certificates and PKI, Kerberos, cryptography and z990 integrated cryptography, zSeries firewall technologies, LDAP, and Enterprise Identity Mapping (EIM) Volume 7: Printing in a z/OS environment, Infoprint Server, and Infoprint Central Volume 8: An introduction to z/OS problem diagnosis Volume 9: z/OS UNIX System Services Volume 10: Introduction to IBM z/Architecture®, the IBM Z platform, IBM Z connectivity, LPAR concepts, HCD, and DS Storage Solution. Volume 11: Capacity planning, performance management, WLM, IBM RMFTM, and SMF Volume 12: WLM Volume 13: JES3, JES3 SDSF

Linux Shell Scripting Cookbook - Shantanu Tushar 2013-05-21
This book is written in a Cookbook style and it offers learning through recipes with examples and illustrations. Each recipe contains step-by-step instructions about everything necessary to execute a particular task. The book is designed so that you can read it from start to end for beginners, or just open up any chapter and start

following the recipes as a reference for advanced users.If you are a beginner or an intermediate user who wants to master the skill of quickly writing scripts to perform various tasks without reading the entire manual, this book is for you. You can start writing scripts and one-liners by simply looking at the similar recipe and its descriptions without any working knowledge of shell scripting or Linux. Intermediate/advanced users as well as system administrators/ developers and programmers can use this book as a reference when they face problems while coding.

Practical Haskell - Alejandro Serrano Mena 2019-04-27
Get a practical, hands-on introduction to the Haskell language, its libraries and environment, and to the functional programming paradigm that is fast growing in importance in the software industry. This book contains excellent coverage of the Haskell ecosystem and supporting tools, include Cabal and Stack for managing projects, HUnit and QuickCheck for software testing, the Spock framework for developing web applications, Persistent and Esqueleto for database access, and parallel and distributed programming libraries. You'll see how functional programming is gathering momentum, allowing you to express yourself in a more concise way, reducing boilerplate, and increasing the safety of your code. Haskell is an elegant and noise-free pure functional language with a long history, having a huge number of library contributors and an active community. This makes Haskell the best tool for both learning and applying functional programming, and Practical Haskell takes advantage of this to show off the language and what it can do. What You Will Learn Get started programming with Haskell Examine the different parts of the language Gain an overview of the most important libraries and tools in the Haskell ecosystem Apply functional patterns in real-world scenarios Understand monads and monad

transformers Proficiently use laziness and resource management Who This Book Is For Experienced programmers who may be new to the Haskell programming language. However, some prior exposure to Haskell is recommended.

Inferno Programming with Limbo - Phillip Stanley-Marbell 2003-05-07
The first complete developer's guide to this exciting new breakthrough technology. The Inferno operating system is ideal for building interactive applications for set-top boxes, PDAs, palm-tops, and other networked devices that have limited computing resources, but need to handle multimedia such as streaming audio and video. This book provides a comprehensive guide to this technology. * Written by the host of the Inferno/Limbo FAQ *This is the first complete developer's guide to building Inferno applications with Limbo *Each chapter lists common programming pitfalls to avoid *Each chapter also features an in-depth analysis of a complete sample application that uses the particular concepts covered in it

Software-Defined Radio for Engineers - Alexander M. Wyglinski 2018-04-30
Based on the popular Artech House classic, Digital Communication Systems Engineering with Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source

coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

Fundamentals of Computer Programming with C# - Svetlin Nakov 2013-09-01
The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software

engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English

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programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Graph Algorithms - Mark Needham 2019-05-16 Discover how graph algorithms can help you leverage the relationships within your data to develop more intelligent solutions and enhance your machine learning models. You'll learn how graph analytics are uniquely suited to unfold complex structures and reveal difficult-to-find patterns lurking in your data. Whether you are trying to build dynamic network models or forecast real-world behavior, this book illustrates how graph algorithms deliver value—from finding vulnerabilities and bottlenecks to detecting communities and improving machine learning predictions. This practical book walks you through hands-on examples of how to use graph algorithms in Apache Spark and Neo4j—two of the most common choices for graph analytics. Also included: sample code and tips for over 20 practical graph algorithms that cover optimal pathfinding, importance through centrality, and community detection. Learn how graph analytics vary from conventional statistical analysis Understand how classic graph algorithms work, and how they are applied Get guidance on which algorithms to use for different types of questions Explore algorithm examples with working code and sample datasets from Spark and Neo4j See how connected feature extraction can increase machine learning accuracy and precision Walk through creating an ML workflow for link prediction combining Neo4j and Spark

Smalltalk-80 - Adele Goldberg 1984
Introduction to the book and the system. Basic user interface components. How to use the text editor. How to use projects. Fundamentals of the Smalltalk-80 language. How to evaluate expressions. How to make pictures. Finding out about instances. Finding out about system classes. Finding out about messages and methods. Modifying existing class descriptions. Modifying existing class definitions. Creating a new class description. Improving performance. Examples of creating or changing browsers. Spelling correction. Syntax errors. Notification of an execution interrupt. Examining and debugging execution state. Kind of execution interrupts. Single-stepping through an execution. The file system. System backup, crash recovery, and cleanup. Appendixes. Indexes.

Programming in Prolog - W. F. Clocksin 2012-12-06
The computer programming language Prolog is quickly gaining popularity throughout the world.
Since Its beginnings around 1970. Prolog has been chosen by many programmers for applications of symbolic computation. including: D relational databases D mathematical logic D abstract problem solving D understanding natural language D architectural design D symbolic equation solving D biochemical structure analysis D many areas of artificial Intelligence Until now. there has been no textbook with the aim of teaching Prolog as a practical programming language. It Is perhaps a tribute to Prolog that so many people have been motivated to learn It by referring to the necessarily concise reference manuals. a few published papers. and by the orally transmitted 'folklore' of the modern computing community. However. as Prolog is beginning to be Introduced to large numbers of undergraduate and postgraduate students. many of our colleagues have expressed a great need for a tutorial guide to learning Prolog. We hope this little book will go some way towards meeting

this need. Many newcomers to Prolog find that the task of writing a Prolog program Is not like specifying an algorithm in the same way as In a conventional programming language. Instead. the Prolog programmer asks more what formal relationships and objects occur In his problem.

Masterminds of Programming - Federico Biancuzzi 2009-03-21
Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today. Masterminds of Programming includes individual interviews with: Adin D. Falkoff: APL Thomas E. Kurtz: BASIC Charles H. Moore: FORTH Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find Masterminds of Programming fascinating.

Programming of Life - Donald E. Johnson 2010
"This is currently the best book covering the relationship between genome and computer architectures." - JOHNATHAN BARTLETT, Author / Publisher / Speaker / Director of Technology ----- This book highlights the informational aspects of life that are generally overlooked or ignored in chemical and biological evolutionary scenarios. Each cell of an organism

has millions of interacting computers reading and processing digital information, using digital programs and digital codes to communicate and translate information. Life is an intersection of physical science and information science. Both domains are critical for any life to exist, and each must be investigated using that domain's principles. Yet most scientists have been attempting to use physical science to explain life's information domain, a practice which has no scientific justification. -- As you can tell by the preceding words this research is a fascinating approach to the question of the origin of life. -(PUBLISHER) ----- "Programming of Life is an excellent freshman level review of the formal programming, coding/decoding, integration, organization, Prescriptive Information (PI), memory, regulation and control required for a physical object to find itself 'alive.' DONALD E. JOHNSON is uniquely qualified to unpackage the strong parallels between everyday cybernetic design and engineering and the workings of the cell. I highly recommend this book." -DAVID L. ABEL, Director, The Gene Emergence Project Department of ProtoBioCybernetics and ProtoBioSemiotics The Origin of Life Science Foundation, Inc. ----- (ABOUT THE AUTHOR:) DR. DON JOHNSON has earned Ph.D.s in both Computer & Information Sciences from the University of Minnesota and in Chemistry from Michigan State University. He was a senior research scientist for 10 years in pharmaceutical and medical / scientific instrument fields, served as president and technical expert in an independent computer consulting firm for many years, and taught for 20 years in universities in Wisconsin, Minnesota, California, and Europe. He now maintains scienceintegrity.net to expose unsubstantiated claims in science and has made presentations on most continents.