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Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow Concepts, Tools, and Techniques to Build Intelligent Systems ["O'Reilly Media, Inc."](#) Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets **Software Architecture: The Hard Parts** ["O'Reilly Media, Inc."](#) There are no easy decisions in software architecture. Instead, there are many hard parts--difficult problems or issues with no best practices--that force you to choose among various compromises. With this book, you'll learn how to think critically about the trade-offs involved with distributed architectures. Architecture veterans and practicing consultants Neal Ford, Mark Richards, Pramod Sadalage, and Zhamak Dehghani discuss strategies for choosing an appropriate architecture. By interweaving a story about a fictional group of technology professionals--the Sysops Squad--they examine everything from how to determine service granularity, manage workflows and orchestration, manage and decouple contracts, and manage distributed transactions to how to optimize operational characteristics, such as scalability, elasticity, and performance. By focusing on commonly asked questions, this book provides techniques to help you discover and weigh the trade-offs as you confront the issues you face as an architect. Analyze trade-offs and effectively document your decisions Make better decisions regarding service granularity Understand the complexities of breaking apart monolithic applications Manage and decouple contracts between services Handle data in a highly distributed architecture Learn patterns to manage workflow and transactions when breaking apart applications **The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies** [W. W. Norton & Company](#) A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity. **Understanding and Using C Pointers Core Techniques for Memory Management** ["O'Reilly Media, Inc."](#) Improve your programming through a solid understanding of C pointers and memory management. With this practical book, you'll learn how pointers provide the mechanism to dynamically manipulate memory, enhance support for data structures, and enable access to hardware. Author Richard Reese shows you how to use pointers with arrays, strings, structures, and functions, using memory models throughout the book. Difficult to master, pointers provide C with much flexibility and power—yet few resources are dedicated to this data type. This comprehensive book has the information you need, whether you're a beginner or an experienced C or C++ programmer or developer. Get an introduction to pointers, including the declaration of different pointer types Learn about dynamic memory allocation, de-allocation, and alternative memory management techniques Use techniques for passing or returning data to and from functions Understand the fundamental aspects of arrays as they relate to pointers Explore the basics of strings and how pointers are used to support them Examine why pointers can be the source of security problems, such as buffer overflow Learn several pointer techniques, such as the use of opaque pointers, bounded pointers and, the restrict keyword **Analyzing the Analyzers An Introspective Survey of Data Scientists and Their Work** ["O'Reilly Media, Inc."](#) Despite the excitement around "data science," "big data," and "analytics," the ambiguity of these terms has led to poor communication between data scientists and organizations seeking their help. In this report, authors Harlan Harris, Sean Murphy, and Marck Vaisman examine their survey of several hundred data science practitioners in mid-2012, when they asked respondents how they viewed their skills, careers, and experiences with prospective employers. The results are striking. Based on the survey data, the authors found that data scientists today can be clustered into four

subgroups, each with a different mix of skillsets. Their purpose is to identify a new, more precise vocabulary for data science roles, teams, and career paths. This report describes: Four data scientist clusters: Data Businesspeople, Data Creatives, Data Developers, and Data Researchers Cases in miscommunication between data scientists and organizations looking to hire Why "T-shaped" data scientists have an advantage in breadth and depth of skills How organizations can apply the survey results to identify, train, integrate, team up, and promote data scientists Head First C# "O'Reilly Media, Inc." A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ. Doing Math with Python Use Programming to Explore Algebra, Statistics, Calculus, and More! No Starch Press Doing Math with Python shows you how to use Python to delve into high school-level math topics like statistics, geometry, probability, and calculus. You'll start with simple projects, like a factoring program and a quadratic-equation solver, and then create more complex projects once you've gotten the hang of things. Along the way, you'll discover new ways to explore math and gain valuable programming skills that you'll use throughout your study of math and computer science. Learn how to: -Describe your data with statistics, and visualize it with line graphs, bar charts, and scatter plots -Explore set theory and probability with programs for coin flips, dicing, and other games of chance -Solve algebra problems using Python's symbolic math functions -Draw geometric shapes and explore fractals like the Barnsley fern, the Sierpinski triangle, and the Mandelbrot set -Write programs to find derivatives and integrate functions Creative coding challenges and applied examples help you see how you can put your new math and coding skills into practice. You'll write an inequality solver, plot gravity's effect on how far a bullet will travel, shuffle a deck of cards, estimate the area of a circle by throwing 100,000 "darts" at a board, explore the relationship between the Fibonacci sequence and the golden ratio, and more. Whether you're interested in math but have yet to dip into programming or you're a teacher looking to bring programming into the classroom, you'll find that Python makes programming easy and practical. Let Python handle the grunt work while you focus on the math. Uses Python 3 BlitzMax for Absolute Beginners Games Programming for the Absolute Beginner Apress Go through the steps necessary to create high-speed 2D retro-style games. This easy-to-read-and-follow one of a kind book on BlitzMax game programming also covers some 3D programming. BlitzMax for Absolute Beginners includes game application projects such as The Great Escape, Tank Attack, and Paratrooper. These will help you build your skills as you go. Have you ever wanted to program your own computer game? Never felt you could? Well, now you can. What You'll Learn Program computer games from scratch with BlitzMax Produce high-quality arcade games with sound and graphics Utilize the power of OpenGL to create fantastic 3D effects Who This Book Is For Those new to game programming and those new to BlitzMax. Information, Communication and Computing Technology Second International Conference, ICICCT 2017, New Delhi, India, May 13, 2017, Revised Selected Papers Springer This book constitutes the refereed proceedings of the Second International Conference on Information, Communication and Computing Technology, ICICCT 2017, held in New Delhi, India, in May 2017. The 29 revised full papers and the 5 revised short papers presented in this volume were carefully reviewed and selected from 219 submissions. The papers are organized in topical sections on network systems and communication security; software engineering; algorithm and high performance computing. Innovative Security Solutions for Information Technology and Communications 11th International Conference, SecITC 2018, Bucharest, Romania, November 8-9, 2018, Revised Selected Papers Springer This book constitutes the thoroughly refereed proceedings of the 11th International Conference on Security for Information Technology and Communications, SecITC 2018, held in Bucharest, Romania, in November 2018. The 35 revised full papers presented together with 3 invited talks were carefully reviewed and selected from 70 submissions. The papers present advances in the theory, design, implementation, analysis, verification, or evaluation of secure systems and algorithms. Disruptive Analytics Charting Your Strategy for Next-Generation Business Analytics Apress Learn all you need to know about seven key innovations disrupting business analytics today. These innovations—the open source business model, cloud analytics, the Hadoop ecosystem, Spark and in-memory analytics, streaming analytics, Deep Learning, and self-service analytics—are radically changing how businesses use data for competitive advantage. Taken together, they are disrupting the business analytics value chain, creating new opportunities. Enterprises who seize the opportunity will thrive and prosper, while others struggle and decline: disrupt or be disrupted. Disruptive Business Analytics provides strategies to profit from disruption. It shows you how to organize for insight, build and provision an open source stack, how to practice lean data warehousing, and how to assimilate disruptive innovations into an organization. Through a short history of business analytics and a detailed survey of products and services, analytics authority Thomas W. Dinsmore provides a practical explanation of the most compelling innovations available today. What You'll Learn Discover how the open source business model works and how to make it work for you See how cloud computing completely changes the economics of analytics Harness the power of Hadoop and its ecosystem Find out why Apache Spark is everywhere Discover the potential of streaming and real-time analytics Learn what Deep Learning can do and why it matters See how self-service analytics can change the way organizations do business Who This Book Is For Corporate actors at all levels of responsibility for analytics: analysts, CIOs, CTOs, strategic decision makers, managers, systems architects, technical marketers, product developers, IT personnel, and consultants. The Self-Taught Programmer The Definitive Guide to Programming Professionally Robinson Make: Electronics Learning Through Discovery "A hands-on primer for the new electronics enthusiast"--Cover. Java Network Programming "O'Reilly Media, Inc." A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension. Critical Code Studies MIT Press An argument that we must read code for more than what it does—we must consider what it means. Computer source code has become part of popular discourse. Code is read not only by programmers but by lawyers, artists, pundits, reporters, political activists, and literary scholars; it is used in political debate, works of

art, popular entertainment, and historical accounts. In this book, Mark Marino argues that code means more than merely what it does; we must also consider what it means. We need to learn to read code critically. Marino presents a series of case studies—ranging from the Climatedge scandal to a hactivist art project on the US-Mexico border—as lessons in critical code reading. Marino shows how, in the process of its circulation, the meaning of code changes beyond its functional role to include connotations and implications, opening it up to interpretation and inference—and misinterpretation and reappropriation. The Climatedge controversy, for example, stemmed from a misreading of a bit of placeholder code as a “smoking gun” that supposedly proved fabrication of climate data. A poetry generator created by Nick Montfort was remixed and reimagined by other poets, and subject to literary interpretation. Each case study begins by presenting a small and self-contained passage of code—by coders as disparate as programming pioneer Grace Hopper and philosopher Friedrich Kittler—and an accessible explanation of its context and functioning. Marino then explores its extra-functional significance, demonstrating a variety of interpretive approaches.

Learning Apache Drill Query and Analyze Distributed Data Sources with SQL [O'Reilly Media](#) Get up to speed with Apache Drill, an extensible distributed SQL query engine that reads massive datasets in many popular file formats such as Parquet, JSON, and CSV. Drill reads data in HDFS or in cloud-native storage such as S3 and works with Hive metastores along with distributed databases such as HBase, MongoDB, and relational databases. Drill works everywhere: on your laptop or in your largest cluster. In this practical book, Drill committers Charles Givre and Paul Rogers show analysts and data scientists how to query and analyze raw data using this powerful tool. Data scientists today spend about 80% of their time just gathering and cleaning data. With this book, you'll learn how Drill helps you analyze data more effectively to drive down time to insight. Use Drill to clean, prepare, and summarize delimited data for further analysis Query file types including logfiles, Parquet, JSON, and other complex formats Query Hadoop, relational databases, MongoDB, and Kafka with standard SQL Connect to Drill programmatically using a variety of languages Use Drill even with challenging or ambiguous file formats Perform sophisticated analysis by extending Drill's functionality with user-defined functions Facilitate data analysis for network security, image metadata, and machine learning

VCP-DCV Official Cert Guide [Vmware Press Certification](#) **VCP-DCV Official Cert Guide, Fourth Edition** helps you systematically prepare for your VCP-DCV 2019 exam by mastering all key exam objectives associated with vSphere v.6.7. Thoroughly updated for VMware's 2019 exam changes, it offers an exceptionally well-organized and efficient test-preparation system based on proven series elements and techniques. Chapter-opening Do I Know This Already? quizzes help you decide how much time you need to spend on each section, exam topic lists make referencing easy, and chapter-ending Exam Preparation Tasks help you drill on the key concepts you must know thoroughly. The companion website contains a powerful Pearson IT Certification Practice Test engine that enables you to focus on individual topic areas or take a complete, timed exam. The assessment engine tracks your performance and provides feedback on a module-by-module basis, laying out a complete assessment of your knowledge to help you focus your study where it is needed most. Leading VMware consultants, trainers, and data center experts John A. Davis, Steve Baca, and Owen Thomas share preparation hints and test-taking tips, helping you identify areas of weakness and improve conceptual knowledge and hands-on skills. Material is presented concisely, focusing on promoting understanding and retention. Coverage includes: vSphere prerequisites Storage and network infrastructure (physical and virtual) vCenter Server features Clusters and virtual machines VMware product integration High availability solutions Securing vSphere Planning and performing vSphere installations Configuring vSphere (SSO and Virtual Networking) Monitoring resources VM configuration and performance Managing networking, storage, security, clusters, resources, vCenter Server, and VMs Well regarded for its detail, assessment features, comprehensive scenarios, and challenging review questions and exercises, this official study guide helps you master the concepts and techniques that will enable you to succeed on the exam the first time.

Learning Java An Introduction to Real-World Programming with Java ["O'Reilly Media, Inc."](#) If you're new to Java—or new to programming—this best-selling book will guide you through the language features and APIs of Java 11. With fun, compelling, and realistic examples, authors Marc Loy, Patrick Niemeyer, and Daniel Leuck introduce you to Java fundamentals—including its class libraries, programming techniques, and idioms—with an eye toward building real applications. You'll learn powerful new ways to manage resources and exceptions in your applications—along with core language features included in recent Java versions. Develop with Java, using the compiler, interpreter, and other tools Explore Java's built-in thread facilities and concurrency package Learn text processing and the powerful regular expressions API Write advanced networked or web-based applications and services Jython

Essentials Rapid Scripting in Java ["O'Reilly Media, Inc."](#) Jython is an implementation of the Python programming language written in 100% pure Java, so it runs under any compliant Java Virtual Machine. The secret to Jython's popularity lies in the combination of Java's libraries and tools with Python's rapid development capabilities. With Jython, you can write Python programs that integrate seamlessly with any Java code. And like Python, Jython can be used interactively, so you can get immediate results as you are programming. Jython Essentials provides a solid introduction to the Python language, offering a brief but thorough tour of the Python concepts you'll need to understand to use Jython effectively. The book makes frequent comparisons between Python and Java, with special emphasis on the different object-oriented semantics of the two languages, so Java programmers can quickly get up to speed with Jython. Jython Essentials also covers the various ways in which Jython and Java can interact. For example, Jython code can create instances of pre-existing Java classes and call methods in those instances. You can write Jython classes that are direct subclasses of existing Java classes and use introspection to discern the capabilities of JavaBeans components. This book provides examples of using Jython with existing Java libraries, including the Swing GUI toolkit, the JDBC database API, the Servlet API, and various XML tools. And finally, the book shows how Jython can be used as a scripting language within a Java program. With Jython Essentials, you have everything you need to start creating

applications that mix the best of Python's interactivity and Java's robust libraries. **SQL Pocket Guide** ["O'Reilly Media, Inc."](#) If you use SQL in your day-to-day work as a data analyst, data scientist, or data engineer, this popular pocket guide is your ideal on-the-job reference. You'll find many examples that address the language's complexities, along with key aspects of SQL used in Microsoft SQL Server, MySQL, Oracle Database, PostgreSQL, and SQLite. In this updated edition, author Alice Zhao describes how these database management systems implement SQL syntax for both querying and making changes to a database. You'll find details on data types and conversions, regular expression syntax, window functions, pivoting and unpivoting, and more. Quickly look up how to perform specific tasks using SQL Apply the book's syntax examples to your own queries Update SQL queries to work in five different database management systems **NEW: Connect Python and R to a relational database** **NEW: Look up frequently asked SQL questions in the "How Do I?" chapter** **Python Game Programming By Example** [Packt Publishing Ltd](#) A pragmatic guide for developing your own games with Python About This Book Strengthen your fundamentals of game programming with Python language Seven hands-on games to create 2D and 3D games rapidly from scratch Illustrative guide to explore the different GUI libraries for building your games Who This Book Is For If you have ever wanted to create casual games in Python and you would like to explore various GUI technologies that this language offers, this is the book for you. This title is intended for beginners to Python with little or no knowledge of game development, and it covers step by step how to build seven different games, from the well-known Space Invaders to a classical 3D platformer. What You Will Learn Take advantage of Python's clean syntax to build games quickly Discover distinct frameworks for developing graphical applications Implement non-player characters (NPCs) with autonomous and seemingly intelligent behaviors Design and code some popular games like Pong and tower defense Compose maps and levels for your sprite-based games in an easy manner Modularize and apply object-oriented principles during the design of your games Exploit libraries like Chimpunk2D, cocos2d, and Tkinter Create natural user interfaces (NUIs), using a camera and computer vision algorithms to interpret the player's real-world actions In Detail With a growing interest in learning to program, game development is an appealing topic for getting started with coding. From geometry to basic Artificial Intelligence algorithms, there are plenty of concepts that can be applied in almost every game. Python is a widely used general-purpose, high-level programming language. It provides constructs intended to enable clear programs on both a small and large scale. It is the third most popular language whose grammatical syntax is not predominantly based on C. Python is also very easy to code and is also highly flexible, which is exactly what is required for game development. The user-friendliness of this language allows beginners to code games without too much effort or training. Python also works with very little code and in most cases uses the "use cases" approach, reserving lengthy explicit coding for outliers and exceptions, making game development an achievable feat. **Python Game Programming by Example** enables readers to develop cool and popular games in Python without having in-depth programming knowledge of Python. The book includes seven hands-on projects developed with several well-known Python packages, as well as a comprehensive explanation about the theory and design of each game. It will teach readers about the techniques of game design and coding of some popular games like Pong and tower defense. Thereafter, it will allow readers to add levels of complexities to make the games more fun and realistic using 3D. At the end of the book, you will have added several GUI libraries like Chimpunk2D, cocos2d, and Tkinter in your tool belt, as well as a handful of recipes and algorithms for developing games with Python. **Style and approach** This book is an example-based guide that will teach you to build games using Python. This book follows a step-by-step approach as it is aimed at beginners who would like to get started with basic game development. By the end of this book you will be competent game developers with good knowledge of programming in Python. **Running Linux** [Oreilly & Associates Incorporated](#) An introduction to Linux (a free UNIX-compatible operating system developed by volunteers on the internet) that covers installation and configuration; basic UNIX commands; system administration and maintenance; editors, text tools, and printing; applications; programming; and telecommunication. Annotation copyrighted by Book News, Inc., Portland, OR **OpenCV: Computer Vision Projects with Python** [Packt Publishing Ltd](#) Get savvy with OpenCV and actualize cool computer vision applications About This Book Use OpenCV's Python bindings to capture video, manipulate images, and track objects Learn about the different functions of OpenCV and their actual implementations. Develop a series of intermediate to advanced projects using OpenCV and Python Who This Book Is For This learning path is for someone who has a working knowledge of Python and wants to try out OpenCV. This Learning Path will take you from a beginner to an expert in computer vision applications using OpenCV. OpenCV's application are humongous and this Learning Path is the best resource to get yourself acquainted thoroughly with OpenCV. What You Will Learn Install OpenCV and related software such as Python, NumPy, SciPy, OpenNI, and SensorKinect - all on Windows, Mac or Ubuntu Apply "curves" and other color transformations to simulate the look of old photos, movies, or video games Apply geometric transformations to images, perform image filtering, and convert an image into a cartoon-like image Recognize hand gestures in real time and perform hand-shape analysis based on the output of a Microsoft Kinect sensor Reconstruct a 3D real-world scene from 2D camera motion and common camera reprojection techniques Detect and recognize street signs using a cascade classifier and support vector machines (SVMs) Identify emotional expressions in human faces using convolutional neural networks (CNNs) and SVMs Strengthen your OpenCV2 skills and learn how to use new OpenCV3 features In Detail OpenCV is a state-of-art computer vision library that allows a great variety of image and video processing operations. OpenCV for Python enables us to run computer vision algorithms in real time. This learning path proposes to teach the following topics. First, we will learn how to get started with OpenCV and OpenCV3's Python API, and develop a computer vision application that tracks body parts. Then, we will build amazing intermediate-level computer vision applications such as making an object disappear from an image, identifying different shapes, reconstructing a 3D map from images , and building an augmented reality application, Finally, we'll move to

more advanced projects such as hand gesture recognition, tracking visually salient objects, as well as recognizing traffic signs and emotions on faces using support vector machines and multi-layer perceptrons respectively. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: **OpenCV Computer Vision with Python** by Joseph Howse **OpenCV with Python By Example** by Prateek Joshi **OpenCV with Python Blueprints** by Michael Beyeler **Style and approach** This course aims to create a smooth learning path that will teach you how to get started with will learn how to get started with OpenCV and OpenCV 3's Python API, and develop superb computer vision applications. Through this comprehensive course, you'll learn to create computer vision applications from scratch to finish and more!. **OpenCV 3 Blueprints** [Packt Publishing Ltd](#) **Expand your knowledge of computer vision by building amazing projects with OpenCV 3 About This Book** Build computer vision projects to capture high-quality image data, detect and track objects, process the actions of humans or animals, and much more Discover practical and interesting innovations in computer vision while building atop a mature open-source library, **OpenCV 3 Familiarize yourself with multiple approaches and theories wherever critical decisions need to be made Who This Book Is For** This book is ideal for you if you aspire to build computer vision systems that are smarter, faster, more complex, and more practical than the competition. This is an advanced book intended for those who already have some experience in setting up an OpenCV development environment and building applications with OpenCV. You should be comfortable with computer vision concepts, object-oriented programming, graphics programming, IDEs, and the command line. **What You Will Learn** Select and configure camera systems to see invisible light, fast motion, and distant objects Build a "camera trap", as used by nature photographers, and process photos to create beautiful effects Develop a facial expression recognition system with various feature extraction techniques and machine learning methods Build a panorama Android application using the OpenCV stitching module in C++ with NDK support Optimize your object detection model, make it rotation invariant, and apply scene-specific constraints to make it faster and more robust Create a person identification and registration system based on biometric properties of that person, such as their fingerprint, iris, and face Fuse data from videos and gyroscopes to stabilize videos shot from your mobile phone and create hyperlapse style videos **In Detail** Computer vision is becoming accessible to a large audience of software developers who can leverage mature libraries such as OpenCV. However, as they move beyond their first experiments in computer vision, developers may struggle to ensure that their solutions are sufficiently well optimized, well trained, robust, and adaptive in real-world conditions. With sufficient knowledge of OpenCV, these developers will have enough confidence to go about creating projects in the field of computer vision. This book will help you tackle increasingly challenging computer vision problems that you may face in your careers. It makes use of OpenCV 3 to work around some interesting projects. Inside these pages, you will find practical and innovative approaches that are battle-tested in the authors' industry experience and research. Each chapter covers the theory and practice of multiple complementary approaches so that you will be able to choose wisely in your future projects. You will also gain insights into the architecture and algorithms that underpin OpenCV's functionality. We begin by taking a critical look at inputs in order to decide which kinds of light, cameras, lenses, and image formats are best suited to a given purpose. We proceed to consider the finer aspects of computational photography as we build an automated camera to assist nature photographers. You will gain a deep understanding of some of the most widely applicable and reliable techniques in object detection, feature selection, tracking, and even biometric recognition. We will also build Android projects in which we explore the complexities of camera motion: first in panoramic image stitching and then in video stabilization. By the end of the book, you will have a much richer understanding of imaging, motion, machine learning, and the architecture of computer vision libraries and applications! **Style and approach** This book covers a combination of theory and practice. We examine blueprints for specific projects and discuss the principles behind these blueprints, in detail. **Head First PHP & MySQL** ["O'Reilly Media, Inc."](#) With this book, Web designers who usually turn out static Websites with HTML and CSS can make the leap to the next level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL. **Python 3 Object-oriented Programming** [Packt Publishing Ltd](#) **Unleash the power of Python 3 objects About This Book** Stop writing scripts and start architecting programs Learn the latest Python syntax and libraries A practical, hands-on tutorial that teaches you all about abstract design patterns and how to implement them in Python 3 **Who This Book Is For** If you're new to object-oriented programming techniques, or if you have basic Python skills and wish to learn in depth how and when to correctly apply object-oriented programming in Python to design software, this is the book for you. **What You Will Learn** Implement objects in Python by creating classes and defining methods Separate related objects into a taxonomy of classes and describe the properties and behaviors of those objects via the class interface Extend class functionality using inheritance Understand when to use object-oriented features, and more importantly when not to use them Discover what design patterns are and why they are different in Python Uncover the simplicity of unit testing and why it's so important in Python Grasp common concurrency techniques and pitfalls in Python 3 Exploit object-oriented programming in key Python technologies such as Kivy and Django. Object-oriented programming concurrently with asyncio **In Detail** Python 3 is more versatile and easier to use than ever. It runs on all major platforms in a huge array of use cases. Coding in Python minimizes development time and increases productivity in comparison to other languages. Clean, maintainable code is easy to both read and write using Python's clear, concise syntax. Object-oriented programming is a popular design paradigm in which data and behaviors are encapsulated in such a way that they can be manipulated together. Many modern programming languages utilize the powerful concepts behind object-oriented programming and Python is no exception. Starting with a detailed analysis of object-oriented analysis and design, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. This book fully explains classes, data encapsulation, inheritance, polymorphism, abstraction, and

exceptions with an emphasis on when you can use each principle to develop well-designed software. You'll get an in-depth analysis of many common object-oriented design patterns that are more suitable to Python's unique style. This book will not just teach Python syntax, but will also build your confidence in how to program. You will also learn how to create maintainable applications by studying higher level design patterns. Following this, you'll learn the complexities of string and file manipulation, and how Python distinguishes between binary and textual data. Not one, but two very powerful automated testing systems will be introduced in the book. After you discover the joy of unit testing and just how easy it can be, you'll study higher level libraries such as database connectors and GUI toolkits and learn how they uniquely apply object-oriented principles. You'll learn how these principles will allow you to make greater use of key members of the Python eco-system such as Django and Kivy. This new edition includes all the topics that made Python 3 Object-oriented Programming an instant Packt classic. It's also packed with updated content to reflect recent changes in the core Python library and covers modern third-party packages that were not available on the Python 3 platform when the book was first published. Style and approach Throughout the book you will learn key object-oriented programming techniques demonstrated by comprehensive case studies in the context of a larger project. PHP: The Good Parts Delivering the Best of PHP ["O'Reilly Media, Inc."](#) Get past all the hype about PHP and dig into the real power of this language. This book explores the most useful features of PHP and how they can speed up the web development process, and explains why the most commonly used PHP elements are often misused or misapplied. You'll learn which parts add strength to object-oriented programming, and how to use certain features to integrate your application with databases. Written by a longtime member of the PHP community, PHP: The Good Parts is ideal for new PHP programmers, as well as web developers switching from other languages. Become familiar with PHP's basic syntax, variables, and datatypes Learn how to integrate the language with web pages Understand how to use strings, arrays, and PHP's built-in functions Discover the advantages of using PHP as an object-oriented language Explore how PHP interacts with databases, such as SQLite and MySQL Learn input- and output-handling best practices to prevent security breaches Python: Journey from Novice to Expert [Packt Publishing Ltd](#) Learn core concepts of Python and unleash its power to script highest quality Python programs About This Book Develop a strong set of programming skills with Python that you will be able to express in any situation, on every platform, thanks to Python's portability Stop writing scripts and start architecting programs by applying object-oriented programming techniques in Python Learn the trickier aspects of Python and put it in a structured context for deeper understanding of the language Who This Book Is For This course is meant for programmers who wants to learn Python programming from a basic to an expert level. The course is mostly self-contained and introduces Python programming to a new reader and can help him become an expert in this trade. What You Will Learn Get Python up and running on Windows, Mac, and Linux in no time Grasp the fundamental concepts of coding, along with the basics of data structures and control flow Understand when to use the functional or the object-oriented programming approach Extend class functionality using inheritance Exploit object-oriented programming in key Python technologies, such as Kivy and Django Understand how and when to use the functional programming paradigm Use the multiprocessing library, not just locally but also across multiple machines In Detail Python is a dynamic and powerful programming language, having its application in a wide range of domains. It has an easy-to-use, simple syntax, and a powerful library, which includes hundreds of modules to provide routines for a wide range of applications, thus making it a popular language among programming enthusiasts. This course will take you on a journey from basic programming practices to high-end tools and techniques giving you an edge over your peers. It follows an interesting learning path, divided into three modules. As you complete each one, you'll have gained key skills and get ready for the material in the next module. The first module will begin with exploring all the essentials of Python programming in an easy-to-understand way. This will lay a good foundation for those who are interested in digging deeper. It has a practical and example-oriented approach through which both the introductory and the advanced topics are explained. Starting with the fundamentals of programming and Python, it ends by exploring topics, like GUIs, web apps, and data science. In the second module you will learn about object oriented programming techniques in Python. Starting with a detailed analysis of object-oriented technique and design, you will use the Python programming language to clearly grasp key concepts from the object-oriented paradigm. This module fully explains classes, data encapsulation, inheritance, polymorphism, abstraction, and exceptions with an emphasis on when you can use each principle to develop well-designed software. With a good foundation of Python you will move onto the third module which is a comprehensive tutorial covering advanced features of the Python language. Start by creating a project-specific environment using venv. This will introduce you to various Pythonic syntax and common pitfalls before moving onto functional features and advanced concepts, thereby gaining an expert level knowledge in programming and teaching how to script highest quality Python programs. Style and approach This course follows a theory-cum-practical approach having all the ingredients that will help you jump into the field of Python programming as a novice and grow-up as an expert. The aim is to create a smooth learning path that will teach you how to get started with Python and carry out expert-level programming techniques at the end of course. Learning OpenCV 4 Computer Vision with Python 3 Get to grips with tools, techniques, and algorithms for computer vision and machine learning, 3rd Edition [Packt Publishing Ltd](#) Updated for OpenCV 4 and Python 3, this book covers the latest on depth cameras, 3D tracking, augmented reality, and deep neural networks, helping you solve real-world computer vision problems with practical code Key Features Build powerful computer vision applications in concise code with OpenCV 4 and Python 3 Learn the fundamental concepts of image processing, object classification, and 2D and 3D tracking Train, use, and understand machine learning models such as Support Vector Machines (SVMs) and neural networks Book Description Computer vision is a rapidly evolving science, encompassing diverse applications and techniques. This book will not only help those who are getting started with

computer vision but also experts in the domain. You'll be able to put theory into practice by building apps with OpenCV 4 and Python 3. You'll start by understanding OpenCV 4 and how to set it up with Python 3 on various platforms. Next, you'll learn how to perform basic operations such as reading, writing, manipulating, and displaying still images, videos, and camera feeds. From taking you through image processing, video analysis, and depth estimation and segmentation, to helping you gain practice by building a GUI app, this book ensures you'll have opportunities for hands-on activities. Next, you'll tackle two popular challenges: face detection and face recognition. You'll also learn about object classification and machine learning concepts, which will enable you to create and use object detectors and classifiers, and even track objects in movies or video camera feed. Later, you'll develop your skills in 3D tracking and augmented reality. Finally, you'll cover ANNs and DNNs, learning how to develop apps for recognizing handwritten digits and classifying a person's gender and age. By the end of this book, you'll have the skills you need to execute real-world computer vision projects. What you will learn

Install and familiarize yourself with OpenCV 4's Python 3 bindings
Understand image processing and video analysis basics
Use a depth camera to distinguish foreground and background regions
Detect and identify objects, and track their motion in videos
Train and use your own models to match images and classify objects
Detect and recognize faces, and classify their gender and age
Build an augmented reality application to track an image in 3D
Work with machine learning models, including SVMs, artificial neural networks (ANNs), and deep neural networks (DNNs)

Who this book is for
If you are interested in learning computer vision, machine learning, and OpenCV in the context of practical real-world applications, then this book is for you. This OpenCV book will also be useful for anyone getting started with computer vision as well as experts who want to stay up-to-date with OpenCV 4 and Python 3. Although no prior knowledge of image processing, computer vision or machine learning is required, familiarity with basic Python programming is a must.

Python: Master the Art of Design Patterns
Packt Publishing Ltd
Ensure your code is sleek, efficient and elegant by mastering powerful Python design patterns
About This Book
Learn all about abstract design patterns and how to implement them in Python 3
Understand the structural, creational, and behavioral Python design patterns
Get to know the context and application of design patterns to solve real-world problems in software architecture, design, and application development
Discover how to simplify Design Pattern implementation using the power of Python 3
Who This Book Is For
If you have basic Python skills and wish to learn in depth how to correctly apply appropriate design patterns, this course is tailor made for you. What You Will Learn
Discover what design patterns are and how to apply them to writing Python
Implement objects in Python by creating classes and defining methods
Separate related objects into a taxonomy of classes and describe the properties and behaviors of those objects via the class interface
Understand when to use object-oriented features, and more importantly when not to use them
Get to know proven solutions to common design issues
Explore the design principles that form the basis of software design, such as loose coupling, the Hollywood principle, and the Open Close principle, among others
Use Structural Design Patterns and find out how objects and classes interact to build larger applications
Improve the productivity and code base of your application using Python design patterns
Secure an interface using the Proxy pattern
In Detail
Python is an object-oriented scripting language that is used in everything from data science to web development. Known for its simplicity, Python increases productivity and minimizes development time. Through applying essential software engineering design patterns to Python, Python code becomes even more efficient and reusable from project to project. This learning path takes you through every traditional and advanced design pattern best applied to Python code, building your skills in writing exceptional Python. Divided into three distinct modules, you'll go from foundational to advanced concepts by following a series of practical tutorials. Start with the bedrock of Python programming - the object-oriented paradigm. Rethink the way you work with Python as you work through the Python data structures and object-oriented techniques essential to modern Python programming. Build your confidence as you learn Python syntax, and how to use OOP principles with Python tools such as Django and Kivy. In the second module, run through the most common and most useful design patterns from a Python perspective. Progress through Singleton patterns, Factory patterns, Facade patterns and more all with detailed hands-on guidance. Enhance your professional abilities in software architecture, design, and development. In the final module, run through the more complex and less common design patterns, discovering how to apply them to Python coding with the help of real-world examples. Get to grips with the best practices of writing Python, as well as creating systems architecture and troubleshooting issues. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Python 3 Object-Oriented Programming - Second Edition by Dusty Phillips
Learning Python Design Patterns - Second Edition by Chetan Giridhar
Mastering Python Design Patterns by Sakis Kasampalis
Style and approach
Advance your Python code through three distinct modules that each build on preceding content. Get the complete coverage of Python design patterns you need to write elegant and efficient code that's reusable and powerful.

Pro PHP Programming
Apress
If you are a web programmer, you need to know modern PHP. This book presents with many new areas in which PHP plays a large role. If you want to write a mobile application using geo-location data, Pro PHP Programming will show you how. Additionally, if you need to make sure that you can write a multilingual indexing application using Sphinx, this book will help you avoid the pitfalls. Of course, Pro PHP Programming gives a thorough survey of PHP post-5.3. You'll begin by working through an informative survey and clear guide to object-oriented PHP. Then, you'll be set for the core of the book on modern PHP applications. Now, you'll be able to start with the chapter on PHP for mobile programming and move on to sampling social media applications. You'll also be guided through new PHP programming language features like closures and namespaces. Pro PHP Programming deals with filtering data from users and databases next, so you'll be well prepared for relational and NoSQL databases. Of course, you can also learn about data retrieval from other sources, like OCR libraries or websites. Then the question of how to format and

present data arises, and in *Pro PHP Programming*, you'll find solutions via JSON, AJAX and XML. *What's New in CSS3* "O'Reilly Media, Inc." Cascading Style Sheets (CSS) began as a clean way to separate formatting from content, but it has grown into a powerful toolkit for layout and interface design. CSS Level 3, commonly called CSS3, divides its work up into modules, many of which are available for you to use today. *What's New in CSS3* provides a brief overview of the many parts of CSS3 whether they are Recommendations, Working Drafts, or pieces left aside. Transformations and Animations may be highly visible parts of new interface styles, but new selectors and layout approaches will also change the way you work. If you've been wondering which parts of the CSS3 conversation are for you, *What's New in CSS3* will get you started. *Head First PMP A Learner's Companion to Passing the Project Management Professional Exam* O'Reilly Media Now updated for the 2021 PMP Exam What will you learn from this book? *Head First PMP* teaches you the latest principles and certification objectives in *The PMBOK® Guide* in a unique and inspiring way. This updated fourth edition takes you beyond specific questions and answers with a unique visual format that helps you grasp the big picture of project management. By putting PMP concepts into context, you'll be able to understand, remember, and apply them -- not just on the exam, but on the job. No wonder so many people have used *Head First PMP* as their sole source for passing the PMP exam. This book will help you: Learn PMP's underlying concepts to help you understand the PMBOK principles and pass the certification exam with flying colors Get 100% coverage of the latest principles and certification objectives in *The PMBOK® Guide, Sixth Edition* Make use of a thorough and effective preparation guide with hundreds of practice questions and exam strategies Explore the material through puzzles, games, problems, and exercises that make learning easy and entertaining Why does this book look so different? Based on the latest research in cognitive science and learning theory, *Head First PMP* uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works. *Working with Smallholders A Handbook for Firms Building Sustainable Supply Chains* World Bank Publications This handbook addresses the challenges that agribusiness companies face when working with smallholder suppliers in their value chain. *Developing Backbone.js Applications* "O'Reilly Media, Inc." If you want to build your site's frontend with the single-page application (SPA) model, this hands-on book shows you how to get the job done with Backbone.js. You'll learn how to create structured JavaScript applications, using Backbone's own flavor of model-view-controller (MVC) architecture. Start with the basics of MVC, SPA, and Backbone, then get your hands dirty building sample applications—a simple Todo list app, a RESTful book library app, and a modular app with Backbone and RequireJS. Author Addy Osmani, an engineer for Google's Chrome team, also demonstrates advanced uses of the framework. Learn how Backbone.js brings MVC benefits to the client-side Write code that can be easily read, structured, and extended Work with the Backbone.Marionette and Thorax extension frameworks Solve common problems you'll encounter when using Backbone.js Organize your code into modules with AMD and RequireJS Paginate data for your Collections with the Backbone.Paginator plugin Bootstrap a new Backbone.js application with boilerplate code Use Backbone with jQuery Mobile and resolve routing problems between the two Unit-test your Backbone apps with Jasmine, QUnit, and SinonJS *The CSS Anthology 101 Essential Tips, Tricks & Hacks* Sitepoint Pty Limited Provides information on Cascading Style Sheets, covering such topics as text styling, images, tabular data, forms and user interfaces, and positioning and layout. *Creating Apps in Kivy Mobile with Python* "O'Reilly Media, Inc." Build mobile apps efficiently with Kivy, the Python-powered graphical toolkit for creating natural user interfaces with elegant multitouch support. With this hands-on guide, you'll learn step-by-step how to build and deploy a complete Kivy app for iOS and Android devices. If you're just beginning to work with Python, but are reasonably familiar with its syntax, you're ready to go. Each chapter includes exercises, using examples that run on Python 3 and Python 2.7. Learn how Kivy simplifies mobile development with its cross-platform API and domain-specific Kv language, and why this free and open source toolkit is ideal for commercial products. Design custom widgets with the Kv language Delve into Kivy events, event handlers, and properties Dynamically change which Kivy widgets are displayed Understand and apply iterative development principles Create basic animations, using Canvas and graphics primitives Store local data with Kivy's powerful key value store Add basic gestures to switch between app views Improve your app's usability with Kivy's built-in widgets Deploy the app to your Android or iOS device, using Buildozer *Zend Studio for Eclipse Developer's Guide* Sams Publishing The definitive, comprehensive guide to Zend Studio for Eclipse Zend Studio for Eclipse gives millions of PHP/LAMP developers world-class tools for building state-of-the-art web applications. Now, here's a definitive guide to making the most of this breakthrough development environment. Zend Certified Engineer Peter MacIntyre and expert PHP developer Ian Morse show how to use Zend Studio for Eclipse to improve productivity, effectiveness, and code quality throughout your entire project lifecycle. You'll start with a product tour that introduces the core techniques and terminology you'll use in all your projects—including views, perspectives, outlines, and much more. You'll discover how to quickly use preferences to customize Zend Studio for Eclipse to your unique needs. Next, MacIntyre and Morse offer detailed, practical insights into every key aspect of working with Zend Studio: the code editor, PHP perspective views, Code Gallery, Code Analyzer, refactoring, SQL integration, unit testing with PHPUnit, debugging, version control, WYSIWYG design, and much more. You'll learn how to use the powerful integrated tools Zend provides, as well as those offered by the thriving worldwide Eclipse ecosystem. This book is an indispensable resource for every developer who wants to master Zend Studio for Eclipse: programmers already familiar with PHP and LAMP and users of other Eclipse-based IDEs who want to leverage their skills to create powerful PHP-based web applications. *Python Object-Oriented Programming Build robust and maintainable object-oriented Python applications and libraries, 4th Edition* Packt Publishing Ltd Being familiar with object-oriented design is an essential part of programming in Python. This new edition includes all the topics that made *Python Object-Oriented Programming* an instant Packt classic. Moreover, it's packed with updated

content to reflect more recent changes in the core Python libraries and cover modern third-party packages. **Python: Real-World Data Science** [Packt Publishing Ltd](#) **Unleash the power of Python and its robust data science capabilities** **About This Book** **Unleash the power of Python 3 objects** **Learn to use powerful Python libraries for effective data processing and analysis** **Harness the power of Python to analyze data and create insightful predictive models** **Unlock deeper insights into machine learning with this vital guide to cutting-edge predictive analytics** **Who This Book Is For** **Entry-level analysts who want to enter in the data science world will find this course very useful to get themselves acquainted with Python's data science capabilities for doing real-world data analysis.** **What You Will Learn** **Install and setup Python** **Implement objects in Python by creating classes and defining methods** **Get acquainted with NumPy to use it with arrays and array-oriented computing in data analysis** **Create effective visualizations for presenting your data using Matplotlib** **Process and analyze data using the time series capabilities of pandas** **Interact with different kind of database systems, such as file, disk format, Mongo, and Redis** **Apply data mining concepts to real-world problems** **Compute on big data, including real-time data from the Internet** **Explore how to use different machine learning models to ask different questions of your data** **In Detail** **The Python: Real-World Data Science course will take you on a journey to become an efficient data science practitioner by thoroughly understanding the key concepts of Python. This learning path is divided into four modules and each module are a mini course in their own right, and as you complete each one, you'll have gained key skills and be ready for the material in the next module. The course begins with getting your Python fundamentals nailed down. After getting familiar with Python core concepts, it's time that you dive into the field of data science. In the second module, you'll learn how to perform data analysis using Python in a practical and example-driven way. The third module will teach you how to design and develop data mining applications using a variety of datasets, starting with basic classification and affinity analysis to more complex data types including text, images, and graphs. Machine learning and predictive analytics have become the most important approaches to uncover data gold mines. In the final module, we'll discuss the necessary details regarding machine learning concepts, offering intuitive yet informative explanations on how machine learning algorithms work, how to use them, and most importantly, how to avoid the common pitfalls.** **Style and approach** **This course includes all the resources that will help you jump into the data science field with Python and learn how to make sense of data. The aim is to create a smooth learning path that will teach you how to get started with powerful Python libraries and perform various data science techniques in depth.**