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The File Formats Handbook Cengage Learning **File Interchange Handbook For professional images, audio and metadata** Taylor & Francis The authoritative work on file formats for global film and television! The FILE INTERCHANGE HANDBOOK is a must-have reference for every film and video professional moving to computer based production and distribution. It is the only book that gives a complete scrutiny and breakdown of all file formats for the transfer of images, sound and metadata. Geared to a global audience, this text will get you the information that you need to learn this brand-new technology. Upcoming industry trends are mapped out alongside technology standards in this complete guide. Learn the purpose, functionality, and structure of each standard format with this single major reference on file interchange. This handbook is the one-stop resource you want for this essential technology. Table of contents: Intro--Brad Gilmer, Gilmer & Associates, Inc. 1. History / background--Hans Hoffman, EBU 2. Metadata dictionary--Oliver Morgan, Metaglug Corporation 3. Digital Picture eXchange (DPX)--Dave Bancroft, Thomson 4. General eXchange Format (GXF)--Bob Edge and Ray Baldock, Thomson Grass Valley 5. Material eXchange Format (MXF)--Jim Wilkinson, Sony, and Bruce Devlin, Snell & Wilcox, Ltd 6. Advanced Authoring Format (AAF)--Phil Tudor, BBC 7. Windows Media 9-Advanced System Format (ASF)--Nick Vicars-Harris, Microsoft Corporation 8. Apple QuickTime--George Towner, Apple Computer, Inc. Praise for the File Interchange Handbook: "Brad Gilmer has assembled a timely and valuable reference work covering the technical and structural aspects of file formats and wrappers used for processing program content. The book provides a clear, concise description of the file wrappers together with valuable background and applications information. It has been tailored for the practicing engineer and technical manager. Chapters on the SMPTE Metadata Dictionary and the Advanced Authoring Format are particularly relevant. This book is a valuable reference work for every practicing broadcast and teleproduction engineer, every Information Technology professional, and those in the telecommunications field who are actively involved in the manufacturing, management, transport or delivery of media and entertainment content." - Gavin Schutz, Chief Technology Officer, Ascent Media Group "I found this book to be an excellent up to date reference manual and a "must read" for anyone currently involved in the design and implementation of multimedia facilities. It helped me to gain a better understanding of issues that must be addressed as we transition our stations from traditional base band audio video environments to a file based IT infrastructures." - Ira Goldstone, VP chief technology officer Tribune Broadcasting "In the mid '90s, CNN and other broadcasters recognized the need for standardized file exchange of broadcast material. Our technology plans mapped a path to an integrated production environment that was based on video files instead of video streams. With these new systems, we wanted to ensure that we could continue to leverage the best technology for the various parts of our production systems while taking advantage of more efficient content access. This created a strong need for open, standardized methods of exchanging video files that would support a variety of compressions and Metadata. These protocols needed to handle everything from simple file exchange to complex authoring formats for content in active production. Because of these needs, CNN pushed the industry to create several of the formats discussed in detail in this book and provided active user requirements during their creation. Within the next year, CNN will have systems in place that use MXF for file exchange between our production editing, playback and archive systems. And we have decided that all future systems will support MXF and AAF. - Gordon Castle, Senior Vice President, CNN Technology "Worldwide, the transition from traditional video systems to those based on IT is creating opportunities in all quarters. Enter the ubiquitous use of the file; files for archive, streamed files, just-in-time file transfers, proxy files, video server files, compositional metadata files, digital cinema files and the list goes on. Our industry was in desperate need for a file format guidebook until this reference came along. This is just what the doctor ordered. The formats in this book will become the cornerstones of all professional video systems for years to come. Don't get left behind. The file format train is leaving now and this book is your ticket to ride. - Al Kovalick, Strategist and Pinnacle Fellow, Pinnacle Systems **File Interchange Handbook For Professional Images, Audio and Metadata** CRC Press The authoritative work on file formats for global film and television! The FILE INTERCHANGE HANDBOOK is a must-have reference for every film and video professional moving to computer based production and distribution. It is the only book that gives a complete scrutiny and breakdown of all file formats for the transfer of images, sound and metadata. Geared to a global audience, this text will get you the information that you need to learn this brand-new technology. Upcoming industry trends are mapped out alongside technology standards in this complete guide. Learn the purpose, functionality, and structure of each standard format with this single major reference on file interchange. This handbook is the one-stop resource you want for this essential technology. Table of contents: Intro--Brad Gilmer, Gilmer & Associates, Inc. 1. History / background--Hans Hoffman, EBU 2. Metadata dictionary--Oliver Morgan, Metaglug Corporation 3. Digital Picture eXchange (DPX)--Dave Bancroft, Thomson 4. General eXchange Format (GXF)--Bob Edge and Ray Baldock, Thomson Grass Valley 5. Material eXchange Format (MXF)--Jim Wilkinson, Sony, and Bruce Devlin, Snell & Wilcox, Ltd 6. Advanced Authoring Format (AAF)--Phil Tudor, BBC 7. Windows Media 9-Advanced System Format (ASF)--Nick Vicars-Harris, Microsoft Corporation 8. Apple QuickTime--George Towner, Apple Computer, Inc. Praise for the File Interchange Handbook: "Brad Gilmer has assembled a timely and valuable reference work covering the technical and structural aspects of file formats and wrappers used for processing program content. The book provides a clear, concise description of the file wrappers together with valuable background and applications information. It has been tailored for the practicing engineer and technical manager. Chapters on the SMPTE Metadata Dictionary and the Advanced Authoring Format are particularly relevant. This book is a valuable reference work for every practicing broadcast and teleproduction engineer, every Information Technology professional, and those in the telecommunications field who are actively involved in the manufacturing, management, transport or delivery of media and entertainment content." - Gavin Schutz, Chief Technology Officer, Ascent Media Group "I found this book to be an excellent up to date reference manual and a "must read" for anyone currently involved in the design and implementation of multimedia facilities. It helped me to gain a better understanding of issues that must be addressed as we transition our stations from traditional base band audio video environments to a file based IT infrastructures." - Ira Goldstone, VP chief technology officer Tribune Broadcasting "In the mid '90s, CNN and other broadcasters recognized the need for standardized file exchange of broadcast material. 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And we have decided that all future systems will support MXF and AAF. - Gordon Castle, Senior Vice President, CNN Technology "Worldwide, the transition from traditional video systems to those based on IT is creating opportunities in all quarters. Enter the ubiquitous use of the file; files for archive, streamed files, just-in-time file transfers, proxy files, video server files, compositional metadata files, digital cinema files and the list goes on. Our industry was in desperate need for a file format guidebook until this reference came along. This is just what the doctor ordered. The formats in this book will become the cornerstones of all professional video systems for years to come. Don't get left behind. The file format train is leaving now and this book is your ticket to ride. - Al Kovalick, Strategist and Pinnacle Fellow, Pinnacle Systems **Graphics File Formats Reference and Guide** Manning Publications Company **Encyclopedia of Graphics File Formats** Oreilly & Associates Incorporated A book and CD-ROM package provides a Mosaic navigating browser and a collection of hard-to-find resources from such vendors as Adobe, Apple, IBM, Microsoft, and Silicon Graphics, as well as test images and code examples. Original. (Advanced). **The File Formats Handbook** Arden Shakespeare **Compressed Image File Formats JPEG, PNG, GIF, XBM, BMP** Addison-Wesley Professional Since not all graphic formats are of equal complexity, author John Miano does not simply choose a number of file formats and devote a chapter to each one. Instead, he offers additional coverage for the more complex image file formats like PNG (a new standard) and JPEG, while providing all information necessary to use the simpler file formats. While including the well-documented BMP, XBM, and GIF formats for completeness, along with some of their less-covered features, this book gives the most space to the more intricate PNG and JPEG, from basic concepts to creating and reading actual files. Among its highlights, this book covers: -- JPEG Huffman coding, including decoding sequential mode JPEG images and creating sequential JPEG files-- Optimizing the DCT-- Portable Network Graphics format (PNG), including decompressing PNG image data and creating PNG files-- Windows BMP, XBM, and GIF **Mobile Forensics - The File Format Handbook Common File Formats and File Systems Used in Mobile Devices** Springer Nature This open access book summarizes knowledge about several file systems and file formats commonly used in mobile devices. In addition to the fundamental description of the formats, there are hints about the forensic value of possible artefacts, along with an outline of tools that can decode the relevant data. The book is organized into two distinct parts. First, Part I describes several different file systems that are commonly used in mobile devices: APFS is the file system that is used in all modern Apple devices including iPhones, iPads, and even Apple Computers, like the MacBook series. Ext4 is very common in Android devices and is the successor of the Ext2 and Ext3 file systems that were commonly used on Linux-based computers. The Flash-Friendly File System (F2FS) is a Linux system designed explicitly for NAND Flash memory, common in removable storage devices and mobile devices, which Samsung Electronics developed in 2012. The QNX6 file system is present in Smartphones delivered by Blackberry (e.g. devices that are using Blackberry 10) and modern vehicle infotainment systems that use QNX as their operating system. Second, Part II describes five different file formats that are commonly used on mobile devices: SQLite is nearly omnipresent in mobile devices with an overwhelming majority of all mobile applications storing their data in such databases. The second leading file format in the mobile world are Property Lists, which are predominantly found on Apple devices. Java Serialization is a popular technique for storing object states in the Java programming language. Mobile application (app) developers very often resort to this technique to make their application state persistent. The Realm database format has emerged over recent years as a possible successor to the now ageing SQLite format and has begun to appear as part of some modern applications on mobile devices. Protocol Buffers provide a format for taking compiled data and serializing it by turning it into bytes represented in decimal values, which is a technique commonly used in mobile devices. The aim of this book is to act as a knowledge base and reference guide for digital forensic practitioners who need knowledge about a specific file system or file format. It is also hoped to provide useful insight and knowledge for students or other aspiring professionals who want to work within the field of digital forensics. The book is written with the assumption that the reader will have some existing knowledge and understanding about computers, mobile devices, file systems and file formats. **Document Drafting Handbook Graphics File Formats** Windcrest A reference guide for users of graphics file formats on IBM, Macintosh, and UNIX computers compiles detailed specifications for thirty popular formats, including multimedia formats, to help readers to decide which standards best meet their applications. Original. (Advanced). **Mobile Forensics - The File Format Handbook Common File Formats and File Systems Used in Mobile Devices** Springer This open access book summarizes knowledge about several file systems and file formats commonly used in mobile devices. In addition to the fundamental description of the formats, there are hints about the forensic value of possible artefacts, along with an outline of tools that can decode the relevant data. The book is organized into two distinct parts: Part I describes several different file systems that are commonly used in mobile devices. · APFS is the file system that is used in all modern Apple devices including iPhones, iPads, and even Apple Computers, like the MacBook series. · Ext4 is very common in Android devices and is the successor of the Ext2 and Ext3 file systems that were commonly used on Linux-based computers. · The Flash-Friendly File System (F2FS) is a Linux system designed explicitly for NAND Flash memory, common in removable storage devices and mobile devices, which Samsung Electronics developed in 2012. · The QNX6 file system is present in Smartphones delivered by Blackberry (e.g. devices that are using Blackberry 10) and modern vehicle infotainment systems that use QNX as their operating system. Part II describes five different file formats that are commonly used on mobile devices. · SQLite is nearly omnipresent in mobile devices with an overwhelming majority of all mobile applications storing their data in such databases. · The second leading file format in the mobile world are Property Lists, which are predominantly found on Apple devices. · Java Serialization is a popular technique for storing object states in the Java programming language. Mobile application (app) developers very often resort to this technique to make their application state persistent. · The Realm database format has emerged over recent years as a possible successor to the now ageing SQLite format and has begun to appear as part of some modern applications on mobile devices. · Protocol

Buffers provide a format for taking compiled data and serializing it by turning it into bytes represented in decimal values, which is a technique commonly used in mobile devices. The aim of this book is to act as a knowledge base and reference guide for digital forensic practitioners who need knowledge about a specific file system or file format. It is also hoped to provide useful insight and knowledge for students or other aspiring professionals who want to work within the field of digital forensics. The book is written with the assumption that the reader will have some existing knowledge and understanding about computers, mobile devices, file systems and file formats. **The Data Handbook A Guide to Understanding the Organization and Visualization of Technical Data** Springer Science & Business Media "What our teachers don't tell us in school is that we will spend most of our scientific or engineering career in front of computers, trying to beat them into submission." This extract from the Preface sets the style for this highly readable book. It is packed with information covering data representations, the pitfalls of computer arithmetic, and a variety of widely-used representations and standards. Each chapter begins with a detailed contents list and finishes with a brief summary of the topics presented and the whole is rounded off with a glossary and index. Novices will enjoy an occasionally lighthearted read from start to finish, while even the most experienced computer users who use the book as a reference will discover useful nuggets of information. A structured array of data sets are available online via the TELOS Web site, www.telospub.com, which will provide users with direct digital access to information they might need in working through the book. **Bad Data Handbook Cleaning Up The Data So You Can Get Back To Work** "O'Reilly Media, Inc." What is bad data? Some people consider it a technical phenomenon, like missing values or malformed records, but bad data includes a lot more. In this handbook, data expert Q. Ethan McCallum has gathered 19 colleagues from every corner of the data arena to reveal how they've recovered from nasty data problems. From cranky storage to poor representation to misguided policy, there are many paths to bad data. Bottom line? Bad data is data that gets in the way. This book explains effective ways to get around it. Among the many topics covered, you'll discover how to: Test drive your data to see if it's ready for analysis Work spreadsheet data into a usable form Handle encoding problems that lurk in text data Develop a successful web-scraping effort Use NLP tools to reveal the real sentiment of online reviews Address cloud computing issues that can impact your analysis effort Avoid policies that create data analysis roadblocks Take a systematic approach to data quality analysis **The Book of R A First Course in Programming and Statistics** No Starch Press The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: -The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops -Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R -How to access R's thousands of functions, libraries, and data sets -How to draw valid and useful conclusions from your data -How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data analysis. **Model Rules of Professional Conduct** American Bar Association The Model Rules of Professional Conduct provides an up-to-date resource for information on legal ethics. Federal, state and local courts in all jurisdictions look to the Rules for guidance in solving lawyer malpractice cases, disciplinary actions, disqualification issues, sanctions questions and much more. In this volume, black-letter Rules of Professional Conduct are followed by numbered Comments that explain each Rule's purpose and provide suggestions for its practical application. The Rules will help you identify proper conduct in a variety of given situations, review those instances where discretionary action is possible, and define the nature of the relationship between you and your clients, colleagues and the courts. **BIM Handbook A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers** John Wiley & Sons Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources. **The UNIX-haters Handbook** John Wiley & Sons Incorporated This book is for all people who are forced to use UNIX. It is a humorous book--pure entertainment--that maintains that UNIX is a computer virus with a user interface. It features letters from the thousands posted on the Internet's "UNIX-Haters" mailing list. It is not a computer handbook, tutorial, or reference. It is a self-help book that will let readers know they are not alone. **File Format Handbook Microtrend File System Forensic Analysis** Addison-Wesley Professional The Definitive Guide to File System Analysis: Key Concepts and Hands-on Techniques Most digital evidence is stored within the computer's file system, but understanding how file systems work is one of the most technically challenging concepts for a digital investigator because there exists little documentation. Now, security expert Brian Carrier has written the definitive reference for everyone who wants to understand and be able to testify about how file system analysis is performed. Carrier begins with an overview of investigation and computer foundations and then gives an authoritative, comprehensive, and illustrated overview of contemporary volume and file systems: Crucial information for discovering hidden evidence, recovering deleted data, and validating your tools. Along the way, he describes data structures, analyzes example disk images, provides advanced investigation scenarios, and uses today's most valuable open source file system analysis tools—including tools he personally developed. Coverage includes Preserving the digital crime scene and duplicating hard disks for "dead analysis" Identifying hidden data on a disk's Host Protected Area (HPA) Reading source data: Direct versus BIOS access, dead versus live acquisition, error handling, and more Analyzing DOS, Apple, and GPT partitions; BSD disk labels; and Sun Volume Table of Contents using key concepts, data structures, and specific techniques Analyzing the contents of multiple disk volumes, such as RAID and disk spanning Analyzing FAT, NTFS, Ext2, Ext3, UFS1, and UFS2 file systems using key concepts, data structures, and specific techniques Finding evidence: File metadata, recovery of deleted files, data hiding locations, and more Using The Sleuth Kit (TSK), Autopsy Forensic Browser, and related open source tools When it comes to file system analysis, no other book offers this much detail or expertise. Whether you're a digital forensics specialist, incident response team member, law enforcement officer, corporate security specialist, or auditor, this book will become an indispensable resource for forensic investigations, no matter what analysis tools you use. **The Little SAS Enterprise Guide Book** SAS Institute Learning to use SAS Enterprise Guide has never been easier! Whether you are using SAS Enterprise Guide for the first time, or are looking to expand your skills, this is the book for you! With The Little SAS Enterprise Guide Book, award-winning authors Susan Slaughter and Lora Delwiche help you quickly become productive in the SAS Enterprise Guide point-and-click environment. A series of carefully designed tutorials help you master the basics of the tasks you'll want to do most frequently. The reference section of the book expands on the tutorial topics, covering specific features in more depth. This edition has been completely rewritten, and updated with new features in SAS Enterprise Guide. **bookdown Authoring Books and Technical Documents with R Markdown** CRC Press bookdown: Authoring Books and Technical Documents with R Markdown presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R Markdown for technical writing, so that you can make better use of document elements such as figures, tables, equations, theorems, citations, and references. Similar to LaTeX, you can number and cross-reference these elements with bookdown. Your document can even include live examples so readers can interact with them while reading the book. The book can be rendered to multiple output formats, including LaTeX/PDF, HTML, EPUB, and Word, thus making it easy to put your documents online. The style and theme of these output formats can be customized. We used books and R primarily for examples in this book, but bookdown is not only for books or R. Most features introduced in this book also apply to other types of publications: journal papers, reports, dissertations, course handouts, study notes, and even novels. You do not have to use R, either. Other choices of computing languages include Python, C, C++, SQL, Bash, Stan, JavaScript, and so on, although R is best supported. You can also leave out computing, for example, to write a fiction. This book itself is an example of publishing with bookdown and R Markdown, and its source is fully available on GitHub. **The Multi-boot Configuration Handbook** Que Publishing CD-ROM includes: Demonstration version of PowerQuest's PartitionMagic software -- Version of LaTeX for multiple OSs -- Filesystem drivers for many OSs -- GNU utilities and tools -- GUI utilities for Windows and OS/2 -- XFree86 for OS/2 -- VNC for Windows, Linux, and OS/2 -- VMware for Linux and Windows NT. **Rights and Reproductions The Handbook for Cultural Institutions** American Alliance of Museums This is the first comprehensive resource to focus solely on the rights and reproductions guidelines, established standards and emerging best practices at cultural institutions. First published in 2015, the second edition is the first time the Handbook is available in print. **The Rust Programming Language (Covers Rust 2018)** No Starch Press The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: • Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions. **PNG The Definitive Guide** Oreilly & Associates Incorporated Helps graphic designers get the most out of this nextgeneration graphics file format and programmers who want to add full PNGsupport to their own applications by emphasizing the implementation of PNG with the libng C library and discussing such improvements as gamma correction and standard color spaces. Original. (Intermediate) **The Preservation Management Handbook A 21st-century Guide for Libraries, Archives, and Museums** Rowman & Littlefield Publishers "Museum curators, museum professionals, archivists and librarians from small local history museums to world-famous art and natural history collections, must deploy their specialized knowledge to prioritize the needs of their collections. This revised volume has a wide range of topic-specific expertise that comprises both an enduring text for preservation students as well as an essential one-stop reference for cultural heritage professionals where resources are limited and professional help is not always at hand"-- **R for Data Science Import, Tidy, Transform, Visualize, and Model Data** "O'Reilly Media, Inc." Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, generate hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and results **The Data Wrangler's Handbook Simple Tools for Powerful Results** American Library Association Data manipulation and analysis are far easier than you might imagine—in fact, using tools that come standard with your desktop computer, you can learn how to extract, manipulate, and analyze data (and metadata) of any size and complexity. **Python for Data Analysis Data Wrangling with Pandas, NumPy, and IPython** "O'Reilly Media, Inc." Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to

slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples **Macintosh File Formats Handbook** The Chicago Manual of Style **The Essential Guide for Writers, Editors, and Publishers** Searchable electronic version of print product with fully hyperlinked cross-references. **The Antivirus Hacker's Handbook** John Wiley & Sons Hack your antivirus software to stamp out future vulnerabilities The Antivirus Hacker's Handbook guides you through the process of reverse engineering antivirus software. You explore how to detect and exploit vulnerabilities that can be leveraged to improve future software design, protect your network, and anticipate attacks that may sneak through your antivirus' line of defense. You'll begin building your knowledge by diving into the reverse engineering process, which details how to start from a finished antivirus software program and work your way back through its development using the functions and other key elements of the software. Next, you leverage your new knowledge about software development to evade, attack, and exploit antivirus software—all of which can help you strengthen your network and protect your data. While not all viruses are damaging, understanding how to better protect your computer against them can help you maintain the integrity of your network. Discover how to reverse engineer your antivirus software Explore methods of antivirus software evasion Consider different ways to attack and exploit antivirus software Understand the current state of the antivirus software market, and get recommendations for users and vendors who are leveraging this software The Antivirus Hacker's Handbook is the essential reference for software reverse engineers, penetration testers, security researchers, exploit writers, antivirus vendors, and software engineers who want to understand how to leverage current antivirus software to improve future applications. **Ewing's Analytical Instrumentation Handbook, Fourth Edition** CRC Press This handbook is a guide for workers in analytical chemistry who need a starting place for information about a specific instrumental technique. It gives a basic introduction to the techniques and provides leading references on the theory and methodology for an instrumental technique. This edition thoroughly expands and updates the chapters to include concepts, applications, and key references from recent literature. It also contains a new chapter on process analytical technology. **The Whole Digital Library Handbook** American Library Association A guidebook to the digital age for librarians offers coverage of such topics as blogs, wikis, digitization project planning, and podcasting. **The Open Handbook of Linguistic Data Management** MIT Press A guide to principles and methods for the management, archiving, sharing, and citing of linguistic research data, especially digital data. "Doing language science" depends on collecting, transcribing, annotating, analyzing, storing, and sharing linguistic research data. This volume offers a guide to linguistic data management, engaging with current trends toward the transformation of linguistics into a more data-driven and reproducible scientific endeavor. It offers both principles and methods, presenting the conceptual foundations of linguistic data management and a series of case studies, each of which demonstrates a concrete application of abstract principles in a current practice. In part 1, contributors bring together knowledge from information science, archiving, and data stewardship relevant to linguistic data management. Topics covered include implementation principles, archiving data, finding and using datasets, and the valuation of time and effort involved in data management. Part 2 presents snapshots of practices across various subfields, with each chapter presenting a unique data management project with generalizable guidance for researchers. The Open Handbook of Linguistic Data Management is an essential addition to the toolkit of every linguist, guiding researchers toward making their data FAIR: Findable, Accessible, Interoperable, and Reusable. **Windows Undocumented File Formats** Gulf Professional Publishing This book and companion disk are designed for accomplished programmers who understand the Windows environment and want to optimize their files. The text will especially benefit tool developers, multimedia developers, and graphic tool developers. **Handbook of Mineralogy: Borates, carbonates, sulfates Handbook of Information Security, Information Warfare, Social, Legal, and International Issues and Security Foundations** John Wiley & Sons The Handbook of Information Security is a definitive 3-volume handbook that offers coverage of both established and cutting-edge theories and developments on information and computer security. The text contains 180 articles from over 200 leading experts, providing the benchmark resource for information security, network security, information privacy, and information warfare. **Microcomputer User's Handbook The Complete and Up to Date Guide to Buying a Business Computer** Springer **FreeBSD Handbook** Walnut Creek CDROM The FreeBSD Handbook is a comprehensive FreeBSD tutorial and reference. It covers installation, day-to-day use of FreeBSD, and much more, such as the Ports collection, creating a custom kernel, security topics, the X Window System, how to use FreeBSD's Linux binary compatibility, and how to upgrade your system from source using the 'make world' command, to name a few.