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### 6KCVAZ - CARPENTER HERMAN

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The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

Annotation This text focuses on the core concepts and techniques for creating apps with Microsoft Silverlight, with coverage of Microsoft Visual Studio .NET Framework managed code sandbox, the phone emulator, sensors and location.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Conquer today's Windows 10—from the inside out! Dive into Windows 10—and really put your Windows expertise to work. Focusing on the most powerful and innovative features of Windows 10, this supremely organized reference packs hundreds of timesaving solutions, tips, and workarounds—all fully reflecting the major Windows 10 Anniversary Update. From new Cortana and Microsoft Edge enhancements to the latest security and virtualization features, you'll discover how experts tackle today's essential tasks—and challenge yourself to new levels of mastery. Install, configure, and personalize the newest versions of Windows 10 Understand Microsoft's revamped activation and upgrade processes Discover major Microsoft Edge enhancements, including new support for extensions Use today's improved Cortana services to perform tasks, set reminders, and retrieve information Make the most of the improved ink, voice,

touch, and gesture support in Windows 10 Help secure Windows 10 in business with Windows Hello and Azure AD Deploy, use, and manage new Universal Windows Platform (UWP) apps Take advantage of new entertainment options, including Groove Music Pass subscriptions and connections to your Xbox One console Manage files in the cloud with Microsoft OneDrive and OneDrive for Business Use the improved Windows 10 Mail and Calendar apps and the new Skype app Fine-tune performance and troubleshoot crashes Master high-efficiency tools for managing Windows 10 in the enterprise Leverage advanced Hyper-V features, including Secure Boot, TPMs, nested virtualization, and containers In addition, this book is part of the Current Book Service from Microsoft Press. Books in this program will receive periodic updates to address significant software changes for 12 to 18 months following the original publication date via a free Web Edition. Learn more at <https://www.microsoftpressstore.com/cbs>.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming

book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

A practical guide to implementing your enterprise data lake using Lambda Architecture as the base About This Book Build a full-fledged data lake for your organization with popular big data technologies using the Lambda architecture as the base Delve into the big data technologies required to meet modern day business strategies A highly practical guide to implementing enterprise data lakes with lots of examples and real-world use-cases Who This Book Is For Java developers and architects who would like to implement a data lake for their enterprise will find this book useful. If you want to get hands-on experience with the Lambda Architecture and big data technologies by implementing a practical solution using these technologies, this book will also help you. What You Will Learn Build an enterprise-level data lake using the relevant big data technologies Understand the core of the Lambda architecture and how to apply it in an enterprise Learn the technical details around Sqoop and its functionalities Integrate Kafka with Hadoop components to acquire enterprise data Use flume with streaming technologies for stream-based processing Understand stream-based processing with reference to Apache Spark Streaming Incorporate Hadoop components and know the advantages they provide for enterprise data lakes Build fast, streaming, and high-performance applications using Elasticsearch Make your data ingestion process consistent across various data formats with configurability Process your data to derive intelligence using machine learning algorithms In Detail The term "Data Lake" has recently emerged as a prominent term in the big data industry. Data scientists can make use of it in deriving meaningful insights that can be used by businesses to redefine or transform the way they operate. Lambda architecture is also emerging as one of the very eminent patterns in the big data landscape, as it not only helps to derive useful information from historical data but also correlates real-time data to enable business to take critical decisions. This book tries to bring these two important aspects — data lake and lambda architecture—together. This book is divid-

ed into three main sections. The first introduces you to the concept of data lakes, the importance of data lakes in enterprises, and getting you up-to-speed with the Lambda architecture. The second section delves into the principal components of building a data lake using the Lambda architecture. It introduces you to popular big data technologies such as Apache Hadoop, Spark, Sqoop, Flume, and Elasticsearch. The third section is a highly practical demonstration of putting it all together, and shows you how an enterprise data lake can be implemented, along with several real-world use-cases. It also shows you how other peripheral components can be added to the lake to make it more efficient. By the end of this book, you will be able to choose the right big data technologies using the lambda architectural patterns to build your enterprise data lake. Style and approach The book takes a pragmatic approach, showing ways to leverage big data technologies and lambda architecture to build an enterprise-level data lake.

The Windows Phone 8 platform provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. Pro Windows Phone App Development, Third Edition, helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Store and bring you up to speed on the new features the Windows Phone 8 API provides. For developers new to the Windows Phone platform—whether with .NET, iOS, or Android experience—this book starts by introducing the requirements, specifications, and basics of Windows Phone development, and then leads you through the complete application development process, using an array of complementary technologies and Microsoft's modern-style app design. Along the way, you'll learn how to Use Microsoft technologies like XAML, .NET, Visual Studio 2012, and Expression Blend effectively to develop modern-style Windows Phone apps Take advantage of the device's sensors with the location service, accelerometer, and touch Make your apps location-aware using GPS data Develop rich media applications that harness the graphics capabilities of Windows Phone models Design and develop Windows Phone applications using the Model-View-ViewModel architecture Publish and sell your application through the Windows Phone Store Whether you're a Microsoft developer, an iOS or Android developer, or someone with prior Windows Phone experience, Pro Windows Phone App Development, Third Edition, is an ideal guide for mastering the Windows Phone 8 platform and compelling Windows Phone app development.

Windows Phone 8 è l'innovativo sistema operativo mobile, realizzato da Microsoft, che si presenta con una grafica tutta nuova e una struttura di base totalmente rivoluzionata rispetto alle precedenti versioni di Windows Phone. Semplice ed efficace, la programmazione su WP8 è consigliata a programmatori esperti e ai neofiti che faranno di questi ebook la loro prima esperienza da sviluppatori. Windows Phone 8. Corso di programmazione pratico ti permetterà di diventare autonomo nello sviluppo di app per Windows Phone, stimolando la tua creatività. 15 ebook progressivi in cui le nozioni apprese troveranno un immediato riscontro nella creazione di una o più applicazioni complete e perfettamente funzionanti. A chi si rivolge il corso . Ai principianti assoluti. . Agli appassionati del settore che cercano un valido approfondimento. . A chi si occupa di programmazione, ma non conosce sufficientemente C#. . A chi è alla ricerca di nuove opportunità di business. La struttura del corso . 15 livelli progressivi per 15 ebook. . Ogni ebook costituisce un livello: alla fine del livello avrai realizzato una o più app e appreso nuove funzionalità di Windows Phone 8. . Semplici concetti teorici

ben espliciti, cui fa seguito la realizzazione delle applicazioni per consolidarli e approfondirli. Istruzioni puntuali e specifiche. Ogni ebook è autoconclusivo e indipendente dagli altri. I contenuti e i tutorial sono progressivi. In ogni ebook. Tutorial passo passo con testo chiaro, semplice e pratico. Oltre 50 immagini esplicative. Codice dettagliato delle applicazioni create. Approfondimenti ed esercizi mirati. LIVELLO 1 Le basi per realizzare le tue prime app Imparerai: A installare e utilizzare i tools di sviluppo. Le basi del linguaggio C#. I costrutti condizionali. A realizzare due app complete e funzionanti

In just 24 sessions of one hour or less, you'll learn how to build high performance games for Windows Phone 7 with Microsoft's free XNA 4.0 toolset. Using this book's straightforward, step-by-step approach, you'll master all the skills you need to design, develop, test, and publish highly playable games for any WP7 device. You'll learn how to integrate game logic, touch screen user input, bitmaps, animations, audio, physics effects, GPS location services, and more. Each lesson builds on what you've already learned, culminating in the construction of a complete game—and giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Windows Phone 7 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Develop fast, playable Windows Phone 7 games with XNA 4.0 Get and manage user touch screen input Draw 2D bitmapped images, and bring them to life as sprites Transform sprites using rotation, scaling, and velocity calculations Detect and handle collisions between game objects Create surprisingly realistic animation effects Master sophisticated finite state programming techniques Integrate GPS Location Services into your game Make the most of Windows Phone audio Read, write, and save game files Create your game's Graphical User Interface (GUI) Implement realistic physics effects, including gravity and acceleration Tweak gameplay to make your games more fun

IBM® MessageSight is an appliance-based messaging server that is optimized to address the massive scale requirements of machine-to-machine (m2m) and mobile user scenarios. IBM MessageSight makes it easy to connect mobile customers to your existing messaging enterprise system, enabling a substantial number of remote clients to be concurrently connected. The MQTT protocol is a lightweight messaging protocol that uses publish/subscribe architecture to deliver messages over low bandwidth or unreliable networks. A publish/subscribe architecture works well for HTML5, native, and hybrid mobile applications by removing the wait time of a request/response model. This creates a better, richer user experience. The MQTT protocol is simple, which results in a client library with a low footprint. MQTT was proposed as an Organization for the Advancement of Structured Information Standards (OASIS) standard. This book provides information about version 3.1 of the MQTT specification. This IBM Redbooks® publication provides information about how IBM MessageSight, in combination with MQTT, facilitates the expansion of enterprise systems to include mobile devices and m2m communications. This book also outlines how to connect IBM MessageSight to an existing infrastructure, either through the use of IBM WebSphere® MQ connectivity or the IBM Integration Bus (formerly known as WebSphere Message Broker). This book describes IBM MessageSight product features and facilities that are relevant to technical personnel, such as system architects, to help them make

informed design decisions regarding the integration of the messaging appliance into their enterprise architecture. Using a scenario-based approach, you learn how to develop a mobile application, and how to integrate IBM MessageSight with other IBM products. This publication is intended to be of use to a wide-ranging audience.

Hayden Quinn's entire life has been about listening. He is the first to hear the signal, a distress call from the stars that answers the ultimate question once and for all: we are not alone. The Commonwealth of Man is divided by his discovery. Some see it as salvation for their dying world, others insist that answering the call will expose them to advanced alien species and a future of slavery in their thrall. Some are willing to go to extreme lengths to make sure that doesn't happen. The first mission is a catastrophic failure, huge ark ships burning in the skies over Unity Prime. The brightest and best-scientists, warriors, historians-are all lost in the fires. The mission is set back years, and the grim truth is that any new crew Unity can muster will always be second best. But they can't give up. The signal is still strong. Carson Devolo, captain of the colony ship Terella, has a simple mission objective: find the Source. But can he trust his crew? And what discoveries await if they reach their final destination? Infinite Frontiers is a novel based on the Stellaris computer game by Paradox Interactive, written by bestselling author Steven Savile.

Get more out of Microsoft Power BI turning your data into actionable insights About This Book\* From connecting to your data sources to developing and deploying immersive, mobile-ready dashboards and visualizations, this book covers it all\* Over 90 hands-on, technical recipes, tips, and use cases from across the Power BI platform including the Power BI Service and Mobile Applications\* Proven development techniques and guidance for implementing custom solutions with DAX and M languages Who This Book Is For This book is for BI professionals who wish to enhance their knowledge of Power BI beyond and to enhance the value of the Power BI solutions they deliver to business users. Those who are looking at quick solutions to common problems while using Power BI will also find this book to be a very useful resource. Some experience with Power BI will be useful. What You Will Learn\* Cleanse, stage, and integrate your data sources with Power BI\* Abstract data complexities and provide users with intuitive, self-service BI capabilities\* Build business logic and analysis into your solutions via the DAX programming language and dynamic, dashboard-ready calculations\* Take advantage of the analytics and predictive capabilities of Power BI\* Make your solutions more dynamic and user specific and/or defined including use cases of parameters, functions, and row level security\* Understand the differences and implications of DirectQuery, Live Connections, and Import-Mode Power BI datasets and how to deploy content to the Power BI Service and schedule refreshes\* Integrate other Microsoft data tools such as Excel and SQL Server Reporting Services into your Power BI solution In Detail Microsoft Power BI is a business intelligence and analytics platform consisting of applications and services designed to provide coherent, visual and interactive insights of data. This book will provide thorough, technical examples of using all primary Power BI tools and features as well as demonstrate high impact end-to-end solutions that leverage and integrate these technologies and services. Get familiar with Power BI development tools and services, go deep into the data connectivity and transformation, modeling, visualization and analytical capabilities of Power BI, and see Power BI's functional programming languages of DAX and M come alive to deliver powerful solutions to address common, challenging scenarios in business intelligence. This book will excite and em-

power you to get more out of Power BI via detailed recipes, advanced design and development tips, and guidance on enhancing existing Power BI projects. Style and approach This book consists of practical recipes on Power BI that target novices as well as intermediate Power BI users. It goes deep into the technical issues, covers additional protocols, and many more real-live examples.

The four-volume set LNCS 10513–10516 constitutes the proceedings of the 16th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2017, held in Mumbai, India, in September 2017. The total of 68 papers presented in these books was carefully reviewed and selected from 221 submissions. The contributions are organized in topical sections named: Part I: adaptive design and mobile applications; aging and disabilities; assistive technology for blind users; audience engagement; co-design studies; cultural differences and communication technology; design rationale and camera-control. Part II: digital inclusion; games; human perception, cognition and behavior; information on demand, on the move, and gesture interaction; interaction at the workplace; interaction with children. Part III: mediated communication in health; methods and tools for user interface evaluation; multi-touch interaction; new interaction techniques; personalization and visualization; persuasive technology and rehabilitation; and pointing and target selection.

The great Nokia turnaround—universal business lessons for leaders in any industry Nokia once dominated the smartphone industry. It was to mobile phones as Kleenex is to facial tissues. Then iPhones and Androids appeared out of nowhere and pushed Nokia off the cliff. In just four years, the company lost over 90 percent of its value. Revenues were in freefall; massive layoffs became common. Pundits predicted that bankruptcy wasn't a matter of if, it was a matter of when. Then something equally shocking occurred. In record time, Nokia bounced back. With a vengeance. Nokia reinvented itself and is now the second-biggest player in the \$100 billion-dollar global wireless market. In *Transforming Nokia*, the man who orchestrated and led Nokia's comeback—Chairman of the Board Risto Siilasmaa—reveals the story of Nokia's fall and resurrection. He reveals the inside story of the collapse and provides survival strategies and change-management methods any business leader can take to the bank. You'll learn how to harness the power of what Siilasmaa calls "paranoid optimism" and apply his winning entrepreneurial leadership model to rise above any challenge and drive sustainable success. Whether you lead a team or a corporate division, head a start-up or a massive organization, and whether your business is on the rocks or running smoothly, *Transforming Nokia* provides everything you need to sharpen your foresight, expand your options, seize opportunities, and thrive, no matter what changes tomorrow brings.

Develop the capacity to dig deeper into mobile device data acquisition About This Book A mastering guide to help you overcome the roadblocks you face when dealing with mobile forensics Excel at the art of extracting data, recovering deleted data, bypassing screen locks, and much more Get best practices to how to collect and analyze mobile device data and accurately document your investigations Who This Book Is For The book is for mobile forensics professionals who have experience in handling forensic tools and methods. This book is designed for skilled digital forensic examiners, mobile forensic investigators, and law enforcement officers. What You Will Learn Understand the mobile forensics process model and get guidelines on mobile device forensics Acquire in-depth knowledge about smartphone acquisition and acquisition methods Gain a solid understanding of the architecture of operating systems, file formats, and mobile phone internal memory Explore the topics of of

mobile security, data leak, and evidence recovery Dive into advanced topics such as GPS analysis, file carving, encryption, encoding, unpacking, and decompiling mobile application processes In Detail Mobile forensics presents a real challenge to the forensic community due to the fast and unstoppable changes in technology. This book aims to provide the forensic community an in-depth insight into mobile forensic techniques when it comes to deal with recent smartphones operating systems Starting with a brief overview of forensic strategies and investigation procedures, you will understand the concepts of file carving, GPS analysis, and string analyzing. You will also see the difference between encryption, encoding, and hashing methods and get to grips with the fundamentals of reverse code engineering. Next, the book will walk you through the iOS, Android and Windows Phone architectures and filesystem, followed by showing you various forensic approaches and data gathering techniques. You will also explore advanced forensic techniques and find out how to deal with third-applications using case studies. The book will help you master data acquisition on Windows Phone 8. By the end of this book, you will be acquainted with best practices and the different models used in mobile forensics. Style and approach The book is a comprehensive guide that will help the IT forensics community to go more in-depth into the investigation process and mobile devices take-over.

Build and optimize Windows Phone 8 apps for performance and security Drill into Windows Phone 8 design and architecture, and learn best practices for building phone apps for consumers and the enterprise. Written by two senior members of the core Windows Phone Developer Platform team, this hands-on book gets you up to speed on the Windows 8 core features and application model, and shows you how to build apps with managed code in C# and native code in C++. You'll also learn how to incorporate Windows Phone 8 features such as speech, the Wallet, and in-app purchase. Discover how to: Create UIs with unique layouts, controls, and gesture support Manage databinding with the Model View ViewModel pattern Build apps that target Windows Phone 8 and Windows Phone 7 Use built-in sensors, including the accelerometer and camera Consume web services and connect to social media apps Share code across Windows Phone 8 and Windows 8 apps Build and deploy company hub apps for the enterprise Start developing games using Direct3D Test your app and submit it to the Windows Phone Store

Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands, providing a comfortable Python experience that gets you started quickly and then grows with you as you—and your deep learning skills—become more sophisticated. Deep Learning with PyTorch will make that journey engaging and fun. Summary Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands, providing a comfortable Python experience that gets you started quickly and then grows with you as you—and your deep learning skills—become more sophisticated. Deep Learning with PyTorch will make that journey engaging and fun. Foreword by Soumith Chintala, Cocreator of PyTorch. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Although many deep learning tools use Python, the PyTorch library is truly Pythonic. Instantly familiar to anyone who knows PyData tools like NumPy and scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It's excellent for

building quick models, and it scales smoothly from laptop to enterprise. Because companies like Apple, Facebook, and JPMorgan Chase rely on PyTorch, it's a great skill to have as you expand your career options. It's easy to get started with PyTorch. It minimizes cognitive overhead without sacrificing the access to advanced features, meaning you can focus on what matters the most - building and training the latest and greatest deep learning models and contribute to making a dent in the world. PyTorch is also a snap to scale and extend, and it partners well with other Python tooling. PyTorch has been adopted by hundreds of deep learning practitioners and several first-class players like FAIR, OpenAI, FastAI and Purdue. About the book Deep Learning with PyTorch teaches you to create neural networks and deep learning systems with PyTorch. This practical book quickly gets you to work building a real-world example from scratch: a tumor image classifier. Along the way, it covers best practices for the entire DL pipeline, including the PyTorch Tensor API, loading data in Python, monitoring training, and visualizing results. After covering the basics, the book will take you on a journey through larger projects. The centerpiece of the book is a neural network designed for cancer detection. You'll discover ways for training networks with limited inputs and start processing data to get some results. You'll sift through the unreliable initial results and focus on how to diagnose and fix the problems in your neural network. Finally, you'll look at ways to improve your results by training with augmented data, make improvements to the model architecture, and perform other fine tuning. What's inside Training deep neural networks Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Exploring code samples in Jupyter Notebooks About the reader For Python programmers with an interest in machine learning. About the author Eli Stevens had roles from software engineer to CTO, and is currently working on machine learning in the self-driving-car industry. Luca Antiga is cofounder of an AI engineering company and an AI tech startup, as well as a former PyTorch contributor. Thomas Viehmann is a PyTorch core developer and machine learning trainer and consultant. consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production Professional Scrum Development with Azure DevOps stands apart from all other Scrum and Azure guides by focusing on the fusion of today's most popular agile framework (Scrum) and ALM/DevOps toolset (Azure DevOps). Hundhausen shows how a professional Scrum team can more effectively plan, track, and manage its work with Azure Boards, Azure Test Plans, and related Azure DevOps features. He offers detailed coverage of team formation, backlogs, sprints, test plans, collaboration, flow, continuous improvement, and the real-world tradeoffs between using tools and interacting directly with other team members. To make this guide even more valuable, Hundhausen has crafted it to complement Scrum.org's popular Professional Scrum Developer (PSD) program, which he personally created with Scrum.org's Ken Schwaber. Powerful techniques for the 80-90% of modern software

teams that use Scrum and its variants Reflects state-of-the-art tools built into Azure DevOps, as well as its integration with GitHub Introduces high-productivity features for Scrum teams in Azure Boards and Azure Test Plans Complements Scrum.org's Professional Scrum Developer (PSD) program -- created by this book's author together with Ken Schwaber Richard Hundhausen helps software organizations and teams deliver better products by understanding and leveraging Azure DevOps and Scrum. He is a Professional Scrum Trainer, Professional Scrum Developer, author of Professional Scrum Development with Microsoft Visual Studio(Microsoft Press), and co-creator of the Nexus Scaled Scrum Framework with Ken Schwaber. As a software developer and consultant with 30+ years of experience, he understands that software is built and delivered by people, not by processes or tools. With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques Create effective user interfaces for touch devices and different resolution displays Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms Bypass the browser to create native web apps, ebooks, and PhoneGap applications Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World Master powerful strategies to acquire and analyze evidence from real-life scenarios About This Book A straightforward guide to address the roadblocks face when doing mobile forensics Simplify mobile forensics using the right mix of methods, techniques, and tools Get valuable advice to put you in the mindset of a forensic professional, regardless of your career level or experience Who This Book Is For This book is for forensic analysts and law enforcement and IT security officers who have to deal with digital evidence as part of their daily job. Some basic familiarity with digital forensics is assumed, but no experience with mobile forensics is required. What You Will Learn Understand the challenges of mobile forensics Grasp how to properly deal with digital evidence Explore the types of evidence available on iOS, Android, Windows, and BlackBerry mobile devices Know what forensic outcome to expect under given circumstances Deduce when and how to apply physical, logical, over-the-air, or low-level (advanced) acquisition methods Get in-depth knowledge of the different acquisition methods for all major mobile platforms Discover important mobile acquisition tools and techniques for all of the major platforms In Detail Investigating digital media is impossible without forensic tools. Dealing with complex forensic problems requires the use of dedicated tools, and even more importantly, the right strategies. In this book, you'll learn strategies and methods to deal with information stored on smartphones and tablets and see how to put the right tools to work. We begin by helping you understand the concept of mobile devices as a source of valuable evidence. Throughout this book, you will explore strategies and "plays" and decide when to use each technique. We

cover important techniques such as seizing techniques to shield the device, and acquisition techniques including physical acquisition (via a USB connection), logical acquisition via data backups, over-the-air acquisition. We also explore cloud analysis, evidence discovery and data analysis, tools for mobile forensics, and tools to help you discover and analyze evidence. By the end of the book, you will have a better understanding of the tools and methods used to deal with the challenges of acquiring, preserving, and extracting evidence stored on smartphones, tablets, and the cloud. Style and approach This book takes a unique strategy-based approach, executing them on real-world scenarios. You will be introduced to thinking in terms of "game plans," which are essential to succeeding in analyzing evidence and conducting investigations.

In every field of mass communications—advertising, entertainment studies, journalism, public relations, radio-television-film, tourism, and visual reporting—professionals understand the importance of storytelling. Regardless of whether the finished product is a commercial, an in-depth investigative piece, a public service campaign, an independent documentary, a travelogue, or a collection of photographs, effective storytelling requires a combination of creativity, empathy, and expertise. Through the innovative technologies and techniques described in this textbook, students will learn how to turn passive readers and viewers into engaged and regular users. The sixteen chapters each include a brief introduction, assignments, simple-to-follow step-by-step exercises, and sources for additional information in which users will learn to produce apps, informational graphics, quick response codes, quizzes, simulations, smartphone and table icons, social media campaigns, three-dimensional pictures, and video. Students will work with the following programs: Blogger, Dreamweaver, Excel, Facebook, GeoCommons, Google Maps, Illustrator, Imgur, iMovie, Infogram, iShowU, JavaScript, Just-Give, Kaywa, Kickstarter, LinkedIn, Onvert, Photoshop, Pixel Resort, QuickTime, Reddit, Second Life, SurveyMonkey, TheAppBuilder, Twitter, Vizualize, Wikipedia, Word, WordPress, and YouTube. When digital innovations are added to traditional print and screen presentations, a media user is not only allowed to interact with the information but can also physically engage with the story displayed. Giving students the tools they need to transform their storytelling in this manner is the ultimate goal of this textbook.

The Windows Phone 7 platform provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. For iOS and Android developers, this book provides the right level of content to help developers rapidly come up to speed on Windows Phone. Pro Windows Phone 7 Development will help you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplace. For developers new to the Windows Phone 7 platform, whether .NET, iPhone, or Android developers, this book starts by introducing you to the features and specifications of the Windows Phone series, and then leads you through the complete application development process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the available sensors such as the location service, accelerometer, and touch, make your apps location-aware using GPS data, utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial on how to publish and sell your application through the Windows Phone Marketplace.

Written in an easy to follow manner with practical exercises, this book takes you through every as-

pect of Anime Studio, guiding you to create your own original cartoon. Learning Anime Studio is for newcomers to Anime Studio or animation in general. Hobbyists and newcomers with ambitions of being an animator will get the most out of this book. However, intermediate and long time users will be able to use various chapters as a reference to some of Anime Studio's tools and features. The book also serves as a guide for the new enhancements introduced in Anime Studio Pro 10.

Are you a fan of the classic TV sitcom Fawlty Towers? This quiz book will test you, your family and friends knowledge of the show, with questions on the cast, characters, production, and shows. Show how much you know with this fun quiz book.

The bestselling guide to Exchange Server, fully updated for the newest version Microsoft Exchange Server 2013 is touted as a solution for lowering the total cost of ownership, whether deployed on-premises or in the cloud. Like the earlier editions, this comprehensive guide covers every aspect of installing, configuring, and managing this multifaceted collaboration system. It offers Windows system administrators and consultants a complete tutorial and reference, ideal for anyone installing Exchange Server for the first time or those migrating from an earlier Exchange Server version. Microsoft Exchange Server 2013 is a messaging system that allows for access to e-mail, voicemail, and calendars from a variety of devices and any location, making it ideal for the enterprise. With more than 21,000 copies of earlier editions sold, this comprehensive guide offers systems administrators and consultants both a tutorial and a reference guide for installing and managing Exchange Server 2013. A team of Microsoft Certified Masters walks you step by step through planning and design, installation, administration and management, maintenance, and more. Mastering Microsoft Exchange Server 2013 is the complete reference for planning, installing, and maintaining the most popular e-mail server product available.

Windows Phone 8 Recipes is a problem-solution based guide to the Windows Phone 8 platform. Recipes are grouped according to features of the platform and ways of interacting with the device. Solutions are given in C# and XAML, so you can take your existing .NET skills and apply them to this exciting new venture. Not sure how to get started? No need to worry, there's a recipe for that! Always wondered what it takes to add cool features like gesture support, maps integration, or speech recognition into your app? We've got it covered! Already have a portfolio of Windows Phone 7 apps that needs to be upgraded? We have a recipe for that too! The book starts by guiding you through the setup of your development environment, including links to useful tools and resources. Core chapters range from coding live tiles and notifications to interacting with the camera and location sensor. Later chapters cover external services including Windows Azure Mobile Services, the Live SDK, and the Microsoft Advertising SDK, so you can take your app to a professional level. Finally, you'll find out how to publish and maintain your app in the Windows Phone Store. Whether you're migrating from Windows Phone 7 or starting from scratch, Windows Phone 8 Recipes has the code you need to bring your app idea to life.

Developers, build mobile Android apps using Android 4 The fast-growing popularity of Android smartphones and tablets creates a huge opportunities for developers. If you're an experienced developer, you can start creating robust mobile Android apps right away with this professional guide to Android 4 application development. Written by one of Google's lead Android developer advocates, this practical book walks you through a series of hands-on projects that illustrate the features of the Android

SDK. That includes all the new APIs introduced in Android 3 and 4, including building for tablets, using the Action Bar, Wi-Fi Direct, NFC Beam, and more. Shows experienced developers how to create mobile applications for Android smartphones and tablets Revised and expanded to cover all the Android SDK releases including Android 4.0 (Ice Cream Sandwich), including all updated APIs, and the latest changes to the Android platform. Explains new and enhanced features such as drag and drop, fragments, the action bar, enhanced multitouch support, new environmental sensor support, major improvements to the animation framework, and a range of new communications techniques including NFC and Wi-Fi direct. Provides practical guidance on publishing and marketing your applications, best practices for user experience, and more This book helps you learn to master the design, lifecycle, and UI of an Android app through practical exercises, which you can then use as a basis for developing your own Android apps.

See your iPad 2 in a whole new way! As the amazing iPad continues to evolve, so does this feature-rich book. As colorful, and accessible as your new iPad 2, this book is the iPad's perfect companion. Open it and find over a hundred tasks succinctly explained using easy-to-follow, side-by-side, full-color screenshots. Want to download books or apps or videos? Send photos or emails? Sync with your other devices? Learn how and much more in this practical, visual guide. Helps you get the most out of the new Apple iPad 2 Shows you how to download apps from the App Store, send photos or emails, access rich multimedia content and social media, use the multi-touch display, and more Uses easy-to-follow, full-color, two-page tutorials, so you can quickly get the information you need and see step by step how to do tasks Now that you've got the latest iPad, make sure you have the latest version of this practical, visual guide!

Is something bugging you? Bestselling award-winner David Shannon shows the funny side of waging war against--oh no!--head lice. This book is guaranteed to make you laugh--and itch! From the opening picture of a happy, oversized louse appearing with his suitcases, you know these bugs are determined to stay, and Mom is about to go nuts! Nobody talks about them, but they are everywhere. (Some estimate 20 million children a year host them.) Oh the shame and humiliation of having bugs in your hair! But if you go to school, or have play dates, chances are good you might meet them someday. Maybe you already have! Lucky for you, the unwelcome bugs in this story are so funny you will be laughing aloud--even when Mom attacks them with battle-tested anti-lice weapons. Shannon peppers his hilarious scenes with fun, "nitpicking" facts about these "lousy" critters and pokes fun at common denial: "It's probably ash from that volcano in Pogo Pogo." Soon the party's over--Bye bye, Little Nasties! Once again Shannon has created a fresh, highly entertaining read-aloud classic that begs to be read again and again.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

The Microsoft TV and Movie app also referred to as Film and TV app and Xbox Video, depending on the country you are in and the device you happen to be using. The app was developed in October 2012 as a digital movie service that provides full length movies and TV series for rental as well as purchase. This app is available on the Xbox 360, Xbox One, Windows 8 and newer as well as the Win-

dows Phone 8 and newer; you can use it directly from the web. It offers up to 400,000 films and television series, with a free preview of up to 1 minute.

Get more out of Microsoft Power BI turning your data into actionable insights About This Book From connecting to your data sources to developing and deploying immersive, mobile-ready dashboards and visualizations, this book covers it all Over 90 hands-on, technical recipes, tips, and use cases from across the Power BI platform including the Power BI Service and Mobile Applications Proven development techniques and guidance for implementing custom solutions with DAX and M languages Who This Book Is For This book is for BI professionals who wish to enhance their knowledge of Power BI beyond and to enhance the value of the Power BI solutions they deliver to business users. Those who are looking at quick solutions to common problems while using Power BI will also find this book to be a very useful resource .Some experience with Power BI will be useful. What You Will Learn Cleanse, stage, and integrate your data sources with Power BI Abstract data complexities and provide users with intuitive, self-service BI capabilities Build business logic and analysis into your solutions via the DAX programming language and dynamic, dashboard-ready calculations Take advantage of the analytics and predictive capabilities of Power BI Make your solutions more dynamic and user specific and/or defined including use cases of parameters, functions, and row level security Understand the differences and implications of DirectQuery, Live Connections, and Import-Mode Power BI datasets and how to deploy content to the Power BI Service and schedule refreshes Integrate other Microsoft data tools such as Excel and SQL Server Reporting Services into your Power BI solution In Detail Microsoft Power BI is a business intelligence and analytics platform consisting of applications and services designed to provide coherent, visual and interactive insights of data. This book will provide thorough, technical examples of using all primary Power BI tools and features as well as demonstrate high impact end-to-end solutions that leverage and integrate these technologies and services. Get familiar with Power BI development tools and services, go deep into the data connectivity and transformation, modeling, visualization and analytical capabilities of Power BI, and see Power BI's functional programming languages of DAX and M come alive to deliver powerful solutions to address common, challenging scenarios in business intelligence. This book will excite and empower you to get more out of Power BI via detailed recipes, advanced design and development tips, and guidance on enhancing existing Power BI projects. Style and approach This book consists of practical recipes on Power BI that target novices as well as intermediate Power BI users. It goes deep into the technical issues, covers additional protocols, and many more real-live examples.

The Windows Phone 7 platform, now recently updated, provides a remarkable opportunity for Windows developers to create state-of-the-art mobile applications using their existing skills and a familiar toolset. Pro Windows Phone 7 Development, Second Edition helps you unlock the potential of this platform and create dazzling, visually rich, and highly functional applications for the Windows Phone Marketplace—including using new features like copy-and-paste and API improvements in the NoDo and Mango update waves. For developers new to the Windows Phone platform—whether .NET, iPhone, or Android developers—this book starts by introducing the features and specifications of the Windows Phone series, and then leads you through the complete application development process. You'll learn how to use Microsoft technologies like Silverlight, .NET, the XNA Framework, Visual Studio, and Expression Blend effectively, how to take advantage of the device's sensors with the loca-

tion service, accelerometer, and touch, how to make your apps location-aware using GPS data, how to utilize the rich media capabilities of the Windows Phone series, and much more. Finally, you'll receive a full tutorial on how to publish and sell your application through the Windows Phone Marketplace. And in this second edition, learn quickly and easily how to take advantage of new API capabilities and HTML5 support right in your browser.

This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject. We hope you find this book useful in shaping your future career & Business.

Microsoft's Windows Presentation Foundation (WPF) provides you with a development framework for building high-quality user experiences for the Windows operating system. It blends together rich content from a wide range of sources and allows you unparalleled access to the processing power of your Windows computer. Pro WPF 4.5 in C# provides a thorough, authoritative guide to how WPF really works. Packed with no-nonsense examples and practical advice you'll learn everything you need to know in order to use WPF in a professional setting. The book begins by building a firm foundation of elementary concepts, using your existing C# skills as a frame of reference, before moving on to discuss advanced concepts and demonstrate them in a hands-on way that emphasizes the time and effort savings that can be gained.

Brave NUI World is the first practical guide for designing touch- and gesture-based user interfaces. Written by the team from Microsoft that developed the multi-touch, multi-user Surface® tabletop product, it introduces the reader to natural user interfaces (NUI). It gives readers the necessary tools and information to integrate touch and gesture practices into daily work, presenting scenarios, problem solving, metaphors, and techniques intended to avoid making mistakes. This book considers diverse user needs and context, real world successes and failures, and the future of NUI. It presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again. The book will be of value to game designers as well as practitioners, researchers, and students interested in learning about user experience design, user interface design, interaction design, software design, human computer interaction, human factors, information design, and information architecture. Provides easy-to-apply design guidance for the unique challenge of creating touch- and gesture-based user interfaces Considers diverse user needs and context, real world successes and failures, and a look into the future of NUI Presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again

Presents a guide to Office Professional 2013, describing such tasks as creating documents, spreadsheets, and slide presentations; managing email; and organizing notes, covering the Microsoft programs Word, Excel, Access, OneNote, Publisher, Outlook, and PowerPoint.

Summary Windows Phone 7 in Action is a hands-on guide to building mobile applications for WP. Written for developers who already know their way around Visual Studio, this book zips through the ba-

sics, including an intro to WP7 and Metro. Then, it moves on to the nuts and bolts of building great phone apps. About the Technology Windows Phone 7 is a powerful mobile platform sporting the same Metro interface as Windows 8. It offers a rich environment for apps, browsing, and media. Developers code the OS and hardware using familiar .NET tools like C# and XAML. And the new Windows Store offers an app marketplace reaching millions of users. About the Book Windows Phone 7 in Action is a hands-on guide to programming the WP7 platform. It zips through standard phone, text, and email controls and dives head-first into how to build great mobile apps. You'll master the hardware APIs, access web services, and learn to build location and push applications. Along the way, you'll see how to create the stunning visual effects that can separate your apps from the pack. Written for developers familiar with .NET and Visual Studio. No WP7 or mobile experience is required. Purchase includes free PDF, ePub, and Kindle eBooks downloadable at manning.com. What's Inside Full introduction to WP7 and Metro HTML5 hooks for media, animation, and more XNA for stunning 3D graphics Selling apps in the Windows Store About the Authors Timothy Binkley-Jones is a software engineer with extensive experience developing commercial IT, web, and mobile applications. Massimo Perga is a software engineer at Microsoft and Michael Sync is a solution architect for Silverlight and WP7. Table of Contents4>PART 1 INTRODUCING WINDOWS PHONE A new phone, a new operating system Creating your first Windows Phone applicationPART 2 CORE WINDOWS PHONE Fast application switching and scheduled actions Launching tasks and choosers Storing data Working with the camera Integrating with the Pictures and Music + Videos Hubs Using sensors Network communication with push notifications and sockets PART 3 SILVERLIGHT FOR WINDOWS PHONE ApplicationBar, Panorama, and Pivot controls Building Windows Phone UI with Silverlight controls Manipulating and creating media with MediaElement Using Bing Maps and the browser PART 4 SILVERLIGHT AND THE XNA FRAMEWORK Integrating Silverlight with XNA XNA input handling

The Most Complete, Up-to-Date Multimedia Guide Thoroughly updated to cover the latest technologies, including mobile multimedia, this full-color resource prepares you for a successful multimedia career by teaching you the fundamental concepts and required skills. Multimedia: Making It Work, Ninth Edition explains how to integrate text, images, sound, animation, and video into compelling projects. Multimedia project planning, costs, design, production, talent acquisition, testing, and delivery are also discussed. Chapter-ending quizzes reinforce key concepts and hands-on lab projects allow you to apply your new skills. Learn how to: Master the essential elements of multimedia, including text, images, sound, animation, and video Incorporate bitmap, vector, and 3-D images Record and edit digital audio and use MIDI Create computer-generated animations Shoot and edit digital video Select the best hardware, software, and authoring tools for your project Determine the scope and cost of a multimedia project n Design, produce, and test your project Acquire the best content and talent for your budget Design dynamic Web content Create apps for mobile devices, including tablets, readers, and smartphones Deliver multimedia over the Internet, in an app store, and on CD-ROM and DVD Each chapter includes: Learning objectives Full-color illustrations and screenshots Helpful notes, tips, and warnings Chapter summaries and key term lists End-of-chapter quizzes and lab projects This book is intended for students enrolled in an instructor-led course and does not provide correct answers for the end-of-chapter quizzes or access to the instructor's resource materials. If you are an instructor, please contact your McGraw-Hill Education sales representative for details.